

2018 SOCCER RULES

ELIGIBILITY

Divisions of play in the CYO Soccer League are classified as follows:

DIVISION 2	Includes players in the 1 st and 2 nd grade who are 8 years or younger prior to August 1, 2018.
DIVISION 4	Includes players in the 4 th grade & lower who are 10 years and younger prior to August 1, 2018.
DIVISION 6	Includes players in the 6 th grade & lower who are 12 years and younger prior to August 1, 2018.
SENIORS	Includes players in the 8 th grade & lower who are 14 years and younger prior to August 1, 2018.

PARTICIPATION

- Every child is required to play a minimum of one-quarter of every game in which his/her team is involved, provided the child has attended practices regularly and has not been a discipline problem
- In the Senior Division only, there is no minimum playing time for players; however, every player must participate in each game.
- When there is a discipline problem or when a player is ill or injured, the coach should note on the CYO scorecard prior to the start of the game. "D" for discipline; "I" for illness or injury.
- Players who are being disciplined or who have been designated as injured or ill will not be allowed to play and will be considered ineligible for that game. The officials will not knowingly permit these players to enter a game but, in any event, the responsibility will rest with the coach.

PENALTY: THE PLAYING OF AN INELIGIBLE PLAYER WILL RESULT IN A FORFEIT WHETHER DONE INTENTIONALLY OR NOT.

- The quarter rule is not a matter that can be protested by opposing coaches.

PLAYERS AND SUBSTITUTIONS

- Division 2 teams will consist of no more than five (5) players. Four (4) players are required to start a game in this division.
- Division 4 teams will consist of no more than seven (7) players. Six (6) players are required to start a game in this division.
- Division 6 and Senior Division teams will consist of no more than eight (8) players. Six (6) players are required to start a game in this division.
- If there are not enough players to start, the game will be forfeited.
- When a player has been ejected from a game, the team will be required to play the remainder of the game with one (1) less player. An ejected player will also be suspended from participating in his/her next game and may be subject to further action. An ejected coach will be suspended for his/her next two games and may be subject to further disciplinary action.
- Four (4) players in Division 2 is the minimum number allowed for a team to continue to play after an injury during the game.

- Six (6) players in Division 4, Division 6 and Senior Division is the minimum number allowed for a team to continue to play after an injury during the game.
- Should the teams be reduced to less than this number a forfeit will result.
- During the progress of the game, the referees must be notified specifically before the goalkeeper is changed, whether the change is made by means of another player on the field or by means of a substitute from the sideline. When the goalkeeper is changed between quarters, the referee need not be notified.
- Except in the case of an injury, a player may not be substituted for until he/she has completed the required quarter of playing time.
- Division 2 - When all players of a team have begun their required playing time, the team has achieved FREE SUBSTITUTION STATUS. Beginning no sooner than the start of the second quarter and for the remainder of the game a team may substitute any number of players in accordance with high school rules i.e., possession throw ins, goal kicks or corner kicks; after a goal; during an extended time out, as for an injury; between quarters.
- Division 4, Division 6 and Senior Division – Free substitution. You may substitution on any goal kick, your own throw-ins and corner kicks, and when the other team is substituting.

UNIFORMS

- Except for the goalkeeper, jerseys, shorts and socks of teammates shall be of the same color with identifying numbers on the front and back of the shirt. The jersey of the goalkeeper shall be distinctly different from that of any official, team member or opponent. The shorts of the goalkeeper are not required to be the same color as his/her teammates.
- A player shall not wear anything that is dangerous to himself or to another player.
- Players in all divisions shall wear shoes constructed of a material that does not chip or develop a cutting edge. All cleats shall not be less than ½ inch in diameter or width, and shall not project from the sole or heel of the shoe more than ¾ of an inch. Aluminum, leather rubber, nylon or plastic cleats are legal if they conform to the width and length specifications.
- All players in a game must have shin guards in order to be eligible to play. These must be worn inside the socks so that they are not exposed, and they must be worn by the players at equipment check time prior to the game.

PENALTY: If a player is wearing dangerous or illegal equipment or lacks any of the required equipment, participation is forbidden until corrected to the satisfaction of the referee.

DURATION OF GAME

- Senior Division and Division 6 will consist of two (2) thirty minute halves with a 10 minute halftime.
- Division 4 will consist of two (2) twenty – five minute halves (running clock, does not stop for goal, but will stop for serious injuries). There will be a 5 minute halftime.
- Division 2 will consist of four (4) ten minute quarters (running clock, does not stop for goals, but will stop for serious injuries). There will be a 1 minute break between quarters. There will be a 5 minute halftime break.
- Division 2 each quarter will begin with a kick-off at mid-field. However, teams will exchange ends at the half only.
- Regular season games will end in a tie.

FIELD AND GOAL SIZE

- Senior Division field will be 80 x 50 - Goal Size 8X24
- Division 6 field will be 80 X 50 - Goal Size 8X24
- Division 4 field will be 60 X 40 - Build Out Lines 20 yards from the Goal line - Goal Size 6X12
- Division 2 field will be 40 X 30 - Build Out Lines 15 yards from the Goal Line - Goal Size 4X6
- Each field should have clear technical areas marked that define the bench areas for each team. Coaches and players shall remain within their respective technical areas unless they are substituting or otherwise summoned onto the field by the referee (for injury of a player, or otherwise). A coach shall not coach a team from anywhere other than their team's technical area. All parents must sit on opposite side of teams and are not allowed behind goals.

D2 RESTARTS, PENALTY KICKS, AND FAIR PLAY

- D2 goal kicks are properly taken by the defending team placing the ball anywhere inside the goal area touching the goal line. The attacking team shall give at least 15 feet of space to the defending team that is attempting a goal kick (Build Out Lines). The attacking team shall not touch the ball until it has traveled 15 feet from the defending team's goal line (or until it is played by a defending player in the field of play). Failure of the attacking team to respect the required distance shall result in a re-kick of the goal kick by the defending team. Deliberate, multiple violations of this rule, and/or the failure to abide by the referees warning to respect the required distance, can result in a finding of the player and/or coach (if, in the judgment of the referee, the coach is encouraging a violation of the rule) that the participant is engaging in unsporting behavior, for which a yellow card can be issued to the offending participant.
- Coaches are reminded that the one of the main purposes of D2 soccer is to encourage all players to engage in field play and the run of play, and to develop appropriate soccer skills. It is considered unfair play for a coach to place one or more players in a permanent defensive posture directly in front of the goal throughout the course of the game. All players should be encouraged to move with the run of play and to both attack and defend, as play dictates. This, however, does not mean that a player cannot play "defense". Permanently placing one or more players directly in front of the goal is illegal. A warning will be issued for the first offense and a penalty kick will be awarded for each subsequent offense.
- If a defending player commits what the referee deems to be a foul or deliberate handling of the ball while the ball is in play and the foul or deliberate handling, in the judgment of the referee, prevented an obvious goal scoring opportunity (in other words, the ball would have obviously entered the goal had it not been for the foul or handling), then a penalty kick shall be awarded to the attacking team. The penalty kick shall be taken by any one player from the attacking team who is on the field at the time the foul is committed by placing the ball at the center point of the field. The attacking player shall have one free kick from that point (all other players shall be placed behind the player taking the penalty kick and shall remain there until the kick is completed and the ball comes to rest or is out of play). If the ball enters the goal from the penalty kick, a goal shall be awarded. If the ball does not enter the goal, play shall be restarted with a goal kick by the defending team. The referee shall not issue a yellow or red card for the mere careless denial of an obvious goal scoring opportunity. However, a yellow or red card may be issued if, in the judgment of the referee, the conduct of the player committing the violation otherwise warrants the issuance of a yellow or red card (i.e., the conduct was reckless and/or violent).

D2 PLAYING RULES

- No Goalie
- 6yds X 8yds box for Goal Kicks and Point of Reference for Defender
- Warning for "Goal Guarding"/Subsequent "Goal Guarding" Results in PK. Penalty kicks will be taken from Midfield uncontested
- All kicks are Indirect
- No deliberate heading. Deliberate Heading will result in an Indirect Free Kick.

D4 PLAYING RULES

- No deliberate heading. Deliberate Heading will result in an Indirect Free Kick
- Off sides will be called in D4.

OFFICIAL BALL

- Each team shall furnish a soccer ball of proper size, condition and quality for each game.
- Seniors will use a No. 5 ball.
- Divisions 4 & 6 will use a No. 4 ball
- Division 2 will use a No. 3 ball.
- The officials will decide which team ball shall be used prior to the start of the game.

JURISDICTION OF REFEREES

- One (1) referee for Division 2.
- Two (2) referees for Division 4.
- Three (3) referees for Division 6 and Senior Division.
- The referee has jurisdiction from the time he enters the playing area until he leaves the field. His decisions are final and no protest may be made on a judgment call.
- He can stop the game for an infringement of the rules, and he can suspend or terminate the game whenever he deems such a stoppage is necessary, e.g., severe weather, interference by spectators and/or coaches, etc.
- The referee can suspend from play any player or coach guilty of violent conduct, repetitious infringement of the playing rules, unsportsmanlike conduct, or for any reason he deems advisable. A report of the ejection will be made to the CYO Office. Any coach removed from the game must leave the park.

PRACTICE TIMES

- A maximum of 7 hours per week in the Senior Division.
- A maximum of 6 hours per week for all other Division.