

# 2016 SOCCER RULES

All CYO Soccer games will be played in accordance with the current rules of the National Federation of State High School Association except as noted herein.

## RULE I – ELIGIBILITY

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

DIVISION 2	Includes players in the 1 <sup>st</sup> and 2 <sup>nd</sup> grade who are 8 years or younger prior to August 1, 2016.
DIVISION 4	Includes players in the 4 <sup>th</sup> grade & lower who are 10 years and younger prior to August 1, 2016.
DIVISION 6	Includes players in the 6 <sup>th</sup> grade & lower who are 12 years and younger prior to August 1, 2016.
SENIORS	Includes players in the 8 <sup>th</sup> grade & lower who are 14 years and younger prior to August 1, 2016.

A CYO player may participate on only one CYO team during a sport season.

Additions and/or changes to the roster may be made up to September 09, 2016. This information must be certified in writing by the Parish Representative or Coordinator. Additions must be filed with the CYO Office at least three (3) days prior to the game in which the player is to participate. Deadlines set by participating parishes supersede this CYO rule regarding roster additions.

**Each Team shall submit a written CYO issued scorecard of all eligible players and coaches prior to the beginning of the match. The CYO scorecard should include the name of each player, as well as the jersey number of the corresponding player. Each coach and assistant should also be listed. No personnel shall be allowed in the team area unless they a) appear on the roster and b) meet the eligibility requirements for a coach, as mandated by CYO. (CYO issued coaching cards must be visible for the official to check prior to the contest).**

It is the coach's responsibility to play only legal players during a game. Using any player who is disqualified either for disciplinary reasons (red card) or because of age and grade level shall result in the following penalties:

- 1.) All games played with illegal players(s) are forfeited.
- 2.) The offending head coach is suspended for two (2) full games from the time that the violation is determined to exist by the CYO Office. The suspension will carry into the next year.
- 3.) A suspended/ejected coach may not be present during any game from which he is suspended/ejected or said game is forfeited automatically.

To be eligible for a parish team, a player must either be:

- a.) enrolled in the participating parish school;
- b.) a **Catholic** not attending the parish school but has enrolled in the parish's current CCD program and attended classes regularly, **that is a minimum of 75%** during the previous calendar year of 2015-2016. If a **Catholic** player is attending CCD classes for the first time, due to transferring from a Catholic School to a public/private institution, their attendances will be checked beginning the second week of class.

- c.) if a player is a registered member of a parish but attends a different parish school, he/she has the option of playing for either parish. However, said player must participate for this parish for the entire year. The exception to this will be if the parish/school does not field a team in his/her division.

Supplemental players may be used under the following conditions.

- a.) The supplemental players must be a member of a parish, and otherwise eligible but his/her parish does not field a team in the division.
- b.) Rosters of those teams using supplemental players may not exceed 16 in Division 2 or 20 in all other divisions.
- c.) Supplemental players are subject to the approval of the Executive Director in order to preclude an unfair advantage by one team.

## **RULE II – 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 so 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 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. Any violation of the quarter rule must be brought by the parents or guardian to the respective parish athletic representative and coach. If an amicable resolution cannot be made with the aforementioned persons, the problem will then be brought to the Executive Director of the CYO.

## **RULE III – PLAYERS AND SUBSTITUTIONS**

In Division 2 teams will consist of no more than five (5) players. Four (4) players are required to start a game in this division.

In Division 4 teams will consist of no more than seven (7) players. Six (6) players are required to start a game in this division.

In 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. There is no forfeit time allowed.

When a player has been ejected from a game, the team will be required to play the remainder of the game with one less player. An ejected player or coach will also be suspended from participating in their next game and may be subject to further 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 sub on any goal kick, your own throw-ins & corner kicks, & when other team is substituting.

#### **RULE IV – 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 the 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.

## **RULE V – 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 (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 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 the 1<sup>st</sup> & 2<sup>nd</sup> & 3<sup>rd</sup> & 4<sup>th</sup> quarters. There will be a 5 minute halftime.

In division 2 each quarter will begin with a kick-off at mid-field. However, teams will exchange ends at the half only.

TIE BREAKERS: Regular season games will end in a tie.

Toy Bowl games that end in a tie at the end of regulation playing time should be broken as follows:

Each team selects five (5) players for a shootout in which each team alternates kicking until all ten (10) players have taken a shot on goal. Any player who is on the roster and who has participated in the game is eligible for the shootout. If the score remains tied, the shootout progress to a one-on-one sudden death basis until there is a winner. No player from any team may attempt a second shot on goal until all players from his/her team have attempted their first shot on goal.

\*In determining season standings, a win will count as 3 points. One (1) point will be awarded for a tie.

## **Field and Goal Sizes**

Senior Division field will be 100 X 60 – Goal Size 8X24

Division 6 field will be 80 X 50 - Goal Size 8X24

Division 4 field will be 60 X 40 - Goal Size 6X12

Division 2 field will be 40 X 30 - 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.

The field for Division 2 shall have an arc that extends out from each goal/center point of each goal line. The arc shall have a radius of 10 feet and shall be a continuous marking from the goal line on one side of the goal to the goal line on the opposite side of the goal.

## **D2 Arc Rule, restarts, penalty kicks, and fair play**

The ball shall not be played within the arc. If the ball is deliberately played by a defending player while the entire ball is inside the arc, play will be stopped and a goal will be awarded to the attacking team. If the ball is deliberately played by an attacking player while the entire ball is inside the arc, play will be stopped and a goal kick will be awarded to the defending team. If the ball comes to rest inside the arc, but does not completely enter the goal, play will be stopped and a re-start will be ordered. The proper re-start of play shall be determined by which team last touched the ball before it entered the arc. If the ball is last touched by a defending player before it comes to rest in the arc (but not completely in the goal), the proper restart will be a corner kick. If the ball is last touched by an attacking player before it comes to rest in the arc (but not completely in the goal), the proper restart will be a goal kick.

A player may pass through the arc in the normal run of play so long as he or she does not deliberately attempt to play the ball while inside the arc. If the ball touches a player while the player is inside the arc, but, in the judgment of the referee, the contact with the ball was not deemed to be deliberate, play shall be restarted with either a corner kick or a goal kick, depending upon who touched the ball last.

D2 goal kicks are properly taken by the defending team placing the ball anywhere along their goal line and kicking the ball into play. The attacking team shall give at least 15 feet of space to the defending team that is attempting a goal kick. 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 arc 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 arc, however, is strongly discouraged. The referee will not administer discipline for failure of a coach to abide by this suggestion during a game, although the referee can, at his or her discretion, report the conduct to the CYO Office if they deem the behavior to be unsporting in nature.

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).

## **RULE VI – 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 and 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.

## **RULE VII – JURISDICTION OF REFEREES**

One (1) referee will be used in Division 2.

Two (2) referees will be used in Division 4.

Three (3) referees will be used in the 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.

### **RULE VIII – BALANCED TEAMS**

When a parish/school enters more than one team in the same age division, the team must be divided (ability-wise) as evenly as possible. The objective is to create two or more teams if they played each other on any given day, the outcome would always be in doubt.

### **PRACTICE TEAMS**

Practice time for the Senior Division is 6 hours per week. All other divisions have a limit of 5 hours per week.

## **CONDUCT OF RESPONSIBILITY**

**To be Christian is to be aware of the feelings and rights of others. Each person has the right to demand respect from his fellowman. Likewise, each person has the obligation to show this respect to his fellowman. Your conduct is your responsibility and is a strong indicator of the realness of your person. You are expected to cooperate with the Code of Conduct expected of CYO Coaches at all times as demanded by the philosophy of the Catholic Youth Organization.**