



Subject: Hub City Soccer Club City League Rules – All Leagues

1. Each participating player must be a registered player that has been assigned to the team that is playing in any given match. All players will participate in their own age bracket as adopted by the Hub City Soccer Club. Any player movement between age groups will be the decision of the Board of Directors.
2. Both teams will be on the same side of the field. The home team (as listed on the game schedule) shall occupy the north or east end of the field. Spectators will occupy the opposite side of the field from the teams/players.
3. The home team is the first team listed on the game schedule, and the away team is the second team listed.
4. Shin guards are mandatory for **ALL** players and must be completely covered by socks or pants. In addition to shin guards, referees will inspect shoes and any other items worn by players (all jewelry must be removed). Any equipment that is deemed dangerous by the referee will not be allowed.
5. Players with active bleeding must leave the playing area until the bleeding is stopped and all blood has been removed from his/her jersey/uniform.
6. Unlimited substitutions, with the CONSENT OF THE REFEREE, may be made at the following times:
 1. before a throw-in (by the throwing team, or by the defending team if the throwing team is substituting).
 2. before a goal kick (by either team).
 3. after a goal is scored (by either team).
 4. when play has been stopped for an injury (by either team).
 5. at half time/quarter break (by either team).
7. Goalkeepers may be substituted only with the referee's permission. (not including half time)
8. In the Under-7 and older age groups, the referee is the sole time-keeper on the field. He/she may add time to each quarter or half to account for time lost due to injuries, substitutions, etc.
9. Coaches/Team officials must stay on their own side of the field and within their "technical area". The "technical area" includes the team bench and 5 yards in each direction from that bench. Coaches, assistant coaches, and spectators are not allowed to "coach" from behind the goal line or the opposing side of the field. Coaches/team officials are not permitted to question or protest decisions made by Referees or Assistant Referees. Any questions about the decisions of the game officials should be asked at half-time or after the match.

HCSC City League Rules – Continued

10. Game Discipline:

- 10a.** Players and substitutes are subject to discipline/suspension for misconduct.
Yellow Card = Caution
Red Card = Dismissal from that match and suspension from his/her teams next scheduled match. Additional suspensions and/or penalties may be imposed by the HCSC Board of Directors.
- 10b.** Coaches, assistant coaches, other team officials, and spectators are subject to expulsion/suspension at the discretion of the referee/HCSC board of directors. Coaches, assistant coaches, and other team officials who are sent off/dismissed from a match will be assessed an automatic one game suspension and the incident will be reviewed by local and/or state authorities for possible additional action.

11. Teams will play with equal numbers on the fields. Please refer to the HCSC modified rules for specific age group player numbers. Any team that has fewer players available than is listed in the modified rules for any game has the right to withhold one (1) player as a substitute. Both teams must still play with equal numbers on the field.

12. If a team does not have enough players available to reach the minimum number of players designated for that league by 10 minutes after the scheduled start of the match, they will be considered a “no-show” and the match will be considered a forfeit for standings purposes. Every attempt shall still be made to play the game regardless of the number of players available.

13. Each player will play a minimum of time as follows: U4, U5, U6, U7 & U8 = One quarter each half; U9-U15 One-third of each half except for disciplinary reasons.

14. HCSC will follow the US Soccer recommended concussion protocol. During a match, if a player suffers a significant blow to the head and/or there are any concussion symptoms exhibited by a player, the game will be stopped, and the player must be removed from the field. The player cannot return to the game unless cleared by a health care professional. If no health care professional is present at the game, the player may not re-enter the game. If any coach or parent tries to permit such a player to return to play without proper evaluation, the game will be stopped immediately, and the player will be asked to leave the field and be substituted.

15. Games will be stopped for lightning, violent weather, darkness, or any other reason the referee deems necessary, **including disruption from the sidelines**. A game so suspended may be restarted or terminated.

16. If the first half of a game has been completed before the game is suspended/terminated, it will be considered final. Any other game which is suspended and/or cancelled will be referred to the HCSC board for possible reschedule.

17. Rules/regulations for individual competitions/leagues (Modified leagues, HCSC city tournament, etc) will take precedence over these rules when approved by the HCSC Board of Directors.

All rules/regulations that are not addressed in this document or any other document provided by the Hub City Soccer Club will be governed using the following:

- 1. HCSC Board of directors**
- 2. South Dakota State Soccer Association**
- 3. United States Soccer Federation**
- 4. FIFA Laws of the Game**