

Charlotte Soccer Academy 14U & 19U

Mars League Guidelines and Rules

CSA & MARS observes **FIFA rules**, There are a few modifications, which are as follows:

1. Teams, with the same color jerseys

If both teams have the same uniform color, it is the home team's responsibility to wear pinneys that game. Both teams should make sure to always have pinneys with them.

CSA wears a Blue numbered jersey or Tshirt. **PLEASE USE TAPE TO APPLY A NUMBER TO JERSEY IF A PLAYER DOESN'T HAVE A NUMBERED SHIRT.** Should there be a conflict, please use pinneys provided to you by CSA. While it is the home team's responsibility to "change" or wear the pinney- please remember that the point is for the kids to play the game. If you need to make an accommodation, please do so and show good sportsmanship.

2. Adult Coaches

A team MUST have an adult coach (at least 21 years old), officially recognized by their Club, on the sidelines for the entire duration of the game. Failure to observe this rule will result in the offending team being issued a forfeit and the game will be recorded as a 0-3 loss by the offending team.

All CSA volunteer head, assistant and co-coaches must be cleared thru risk management and wear the NCYSA badge. CSA Coaches should also wear the CSA shirts that we have provided. If you need an additional shirt, please contact Amy.

3. Substitutions

- Teams are permitted an unlimited number of substitutions.
- A team can substitute their own players on their own throw-in or their own goal kick.
- Both teams can substitute after any goal or at the start of the half
- Allow both teams to sub if the team subs on its allowed substitution (i.e. their own throw-ins).

4. Blow Out Rule

If at any time during the game a team achieves a 5 goal margin, the leading team must remove one player. They must also remove a player for each additional goal scored that increases the margin. Once the margin is reduced, one player at the time may re-enter the field. If the margin falls below 5 goals, all players can re-enter the field. For example:

Score 5 - 0 = 10 v 11

Score 6 - 0 = 9 v 11

Score 6 - 1 = 10 v 11

Score 6 - 2 = 11 v 11

*Failure to observe this rule will result in the offending team being issued a forfeit and the game will be recorded as a 0-3 loss by the offending team.

5. Yellow card rule

If a player receives a yellow card during the course of the game, the player will be sent off the field. The (yellow) carded player (or another player) will be allowed to re-enter the field by the next possible substitution opportunity as described in the sub-on rule.

6. Red card rule

If a player or coach receives a red card during the course of the game, **that Player must remove jersey (change into street clothes) or wear pinnie and sit on bench.** The PLAYER is Not required to leave field/vicinity.

. That team will not be permitted to replace that player for the remainder of the game.

- Additional consideration for that (red) carded player or coach
 - First RED card of the season: One game suspension.
 - Second RED card of the season: **3 game suspension**

Coaches are NOT permitted on the game field without permission from the referee. In the case of an injury that needs your attention, simply ask the Ref if you can come onto the field.

CSA expects the coaches to behave on the field. NO REFEREE IS PERFECT....we understand that it can be frustrating. But keep in mind YOUR ATTITUDE and BEHAVIOR directly effects the players. Very few games have been lost because the ref called a throw in the wrong way. Encourage your players to keep playing and stay focused! It's about them playing and having fun!



7. Game times

The 19U/High School Divisions play two 45 minute halves. The U14/Middle School Divisions play two 40 minute halves. A 10 minute halftime is observed for each age group. During the regular season, games that end in a tie are recorded as a tie.

8. Water breaks

Not mandatory unless temp over 90 – optional and up to coaches prior to game

9. Weather related delay - lighting seen or thunder heard

If lightening is seen in the area, or thunder is heard, play should stop immediately. From the time of that strike or thunder, a minimum of **thirty minutes** without another strike should pass before play should resume. Each strike or thunder restarts the 30 minute countdown.

This is a **STRICT** rule. Coaches also have a responsibility to notify referees should they not notice the lightning or thunder. This is about **SAFETY** of the players, families, and you, the Coaches!!!

10. Limited number of players available for a game – during the regular season

If one team has less than eleven players, opponent **MUST** reduce to no more than +1 of his opponent. Hopefully, the team with more players will match that of their opponent. For example: if one team can put only nine players on the field, opponent should put no more than ten on the field.

*Failure to observe this rule will result in the offending team being issued a forfeit and the game will be recorded as a 0-3 loss by the offending team.

*During the tournament, this rule will not be in force. Teams will be permitted to play eleven on the field even if their opponent is able to put only seven on the field. We do hope that coaches and teams will consider the example they are setting and play accordingly.

11. If a team shows up for a game with less than ten players...

And their opponent has an abundance of players (more subs than the opponent has players on the field), MARS encourages the coach (with the abundance of players) to ask for volunteers to play for the opponent – to enable the opponent to put eleven players on the field. Volunteers can rotate if needed. This allows more players to get more playing time.

REC soccer is about the players getting a chance to PLAY! Guest players are allowed BUT THEY MUST BE CURRENTLY rostered with a MARS League team.

Examples of NOT PERMITTED:

A neighbor's child who is NOT rostered on a MARS League Team.

A sibling of a player if the sibling is NOT rostered on a MARS league team. (Being on a CSA 12U team does not count as being rostered with the MARS league)

A friend of a player and that friend is NOT rostered on a MARS league team.

Examples of ALLOWED guest players:

A rostered CSA Team #1 14U girl may guest play in a regular season game of 14U CSA Team #2.

A rostered CSA Team #3 14U girl may guest play in a regular season game of a 19U CSA Team #1

A rostered CSA Rec player may guest play on a Brace Rec Team (or any other club that participates in the MARS League.)

If you do not have enough players- REACH OUT TO THE OTHER Teams within our CSA Rec program (age groups 14U and 19U ONLY!)

12. If a team shows up with nine or fewer players for a game two times during the regular season, that team will be prohibited from participating in the tournament.

MARS has tools (i.e. guest players) in place to help enable teams to have enough players each week

to put eleven on the field. Each coach will be responsible for taking advantage of this option. Coaches should also use this as an opportunity to teach their players the responsibility they have to their team and their teammates.

If the coach does not feel he/she will have enough players for an upcoming game, the coach must alert their opposing Coach, the Club Commissioners for both teams and the MARS Coordinator, marsoccer@gmail.com. This confirmed communication must occur at least four days in advance of the game. For example, if you have a Saturday game, the communication must occur no later than the Tuesday prior.

Coaches should then work with each other and through their respective Club Commissioners to try to arrange a re-schedule.

13. Players and fans location

Both teams will be on the same side of the field. Fans will be on the opposite side of the field from the teams.

At no time should fans/spectators be on player side of field or behind the goal lines.

14. Coaches

Sideline coaches will be limited to three per team. This is not to say that more than three coaches will be on the sidelines. However, if this becomes a problem (i.e. coaches interfering with play, too many questioning the referee, etc.), coaches are welcome to bring the three coach limit to the attention of their opponent and the referee, if needed.

Coaching should be done ONLY by the coaches. Please ensure only one coach addresses the players on the field at any given time during the game. More than one coach from a team talking at the same time prevents the opposing team's coach from effectively communicating with their players.

Disputing calls by the referees is unacceptable behavior for coaches, players and fans. Occasionally asking for clarification by Head Coaches and Team Captains is understood but should be kept to a minimum.

NOTE from CSA

We realize that all of this can be confusing, please let us know if you have any questions. If you stick to the guidelines about borrowing players, you will be fine. When in doubt, please ask Amy or Patti.

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704-577-2898 I am always available via text-even on the weekends!

Patti Keen

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