

Applicable Coastal League Game Rules for Referees:

2. BALL

a. The host team shall provide a regulation game ball; #4 for U10 & U12 teams and #5 for U14 to U19 teams.

3. UNIFORMS AND EQUIPMENT

a. Uniforms and equipment will consist of numbered shirts, shorts, socks, and suitable Soccer shoes or sneakers. In cases where the colors conflict, the home team must wear an alternate color shirt or pinnie. All shirts must have clearly legible numbers on back or the original number must be clearly visible through the pinnie with no duplicate numbers. Players will be allowed to wear sweat clothes under their uniforms only if sweat clothes match the colors submitted to league.

b. A player shall not wear anything that is considered by the Referee to be dangerous to themselves or to other players. Players will not be allowed to wear any of the following: earrings, finger rings, barrettes of any type, wrist watches, wrist chains, neck chains, shoes with metal cleats, or casts of any type.

c. Shin-guards are mandatory

d. Players who must wear glasses during the game must wear a glass strap.

5. SUBSTITUTIONS

Substitutions may be made at the following times with permission of the referee.

a. Prior to a throw-in by either team providing the team making the throw-in substitutes and substitute players are already at midfield ready for substitution.

b. Prior to a goal kick by either team.

c. After a goal by either team.

d. After an injury by either team, as allowed by the referee.

e. At half time.

6. INJURED PLAYER

An injured player must be substituted when he/she is down and the referee stops the play. Goalkeepers are exempt from this rule. The injured player may return to the game on the next substitution.

7. LENGTH OF GAMES AND OVERTIME PERIODS

a. Group Game Overtime for Playoffs Tournaments

Under 19/18 Two 40 Minute Halves Two 5 Minute Halves

Under 16 Two 40 Minute Halves Two 5 Minute Halves

Under 14 Two 35 Minute Halves Two 5 Minute Halves

Under 12 Two 30 Minute Halves Two 5 Minute Halves

Under 10 Two 30 Minute Halves Two 5 Minute Halve

8. GAME TIMES AND FORFEITS

a. The referee and teams should be present at the playing field 20 minutes prior to the scheduled start of game. Teams that have not arrived at the playing field 20 minutes after the scheduled start shall forfeit the game.

b. A minimum of 7* players must be present to begin play. If 7* players are not present 20 minutes after scheduled start, a forfeit win is awarded to the team with 7* or more players. If both teams have 7* or less players 20 minutes after the scheduled start, then a forfeit loss is assessed to both teams. The referee will notify the CYSL Statistician and CYSL Vice President within 48 hours of the forfeited match. After the 20-minute forfeit, a game may be played for the benefit of the players present and the good of the game. Forfeited games shall not be rescheduled.

6* players for U12, 8v8 competition.

c. For U10, U12, and U14, when the referee does not arrive within 20 minutes after scheduled start, the two coaches shall agree upon a qualified person to serve as a substitute Referee and play game.

d. For U16 to U19 games, when the referee does not arrive within 20 minutes after scheduled start, both coaches will determine if a qualified person is present to serve as a substitute referee, and appoint that person to officiate the game. If coaches use a qualified person to officiate the game, the game may not be protested on that basis. If no substitute can be found the game must be re-scheduled. Rescheduling is difficult so every effort should be made to play the game as scheduled.

b. HALTED PLAY: In the event of electric and/or thunderstorms, the game shall be stopped for the duration of the storm. Re-starts are solely the **referee's** decision. If the game cannot be restarted, it shall be replayed. Any halted games in the month

11 . REFEREES

Referees shall be certified by the USSF and registered. For all U 19 and for U16 games there shall be a referee and two referee linesmen. For other games, the home team must provide linesman, preferably adults. Club linesmen will only call the ball out of play. The referee will make all other decisions.

12. AUTOMATIC PENALTIES CARD (5) IN A SEASON

Player receiving a Red Card will be expelled from the game with no substitution.

RED

- First - One game suspension assessed the next scheduled game whenever played.
- Second - Two game suspension
- Third - Suspension for the remainder of the season and the individual must appear before the Standards Committee prior to being allowed to play or coach during the next season.

YELLOW (and/or RED)

- Player receiving a Yellow Card must be substituted, but may reenter game.

- Two in one game, a one game suspension.
- Three, a seasonal accumulation of Yellow and/or Red, one game suspension.
- Four, a seasonal accumulation of Yellow and/or Red, a two game suspension.
- Five, a seasonal accumulation of Yellow and/or Red, suspension for the remainder of the season. Individual must appear before Standards Committee before being allowed to play or coach during the next season. If the individual feels there are mitigating circumstances, he or she may appeal the case to the CYSL Standards Committee.

13. FRACASES OR UNBECOMING CONDUCT

If a player leaves the sidelines to participate in a fracas and it is so noted by any game referee, then that player shall be suspended. In addition, a report shall be forwarded to the Standards Committee, which could result in banishment from further league play. If any member on a team engages in unbecoming conduct which is brought to the League's attention, the Standards Committee will investigate and apply appropriate penalties.

14. . REFEREE SUPPORT AND CONTROL OF SPECTATORS

The Coastal Youth Soccer League has adopted a Zero Tolerance Policy, which is included in the booklet. All Member Associations have agreed to follow this policy.

a. Team Officials, coaches and managers, are to maintain the highest Standards of conduct for themselves, their players and supporters at all match. Abusive and obscene language, violent play, violent conduct, fighting and other behavior detrimental to the game, will not be tolerated.

b. Team Officials, coaches and managers, must fully support the referee at all times. In cases where the fans are, in the opinion of the referee, getting out of hand (verbal abuse to the referee, opposing players, coaches or opposing spectators) the referee has the power to stop the game and ask the appropriate coach to get his or her fans under control. In no case, will the referee deal directly with a spectator. If after the appropriate coach has tried to comply with the referee's request and the problem still exist, the referee can terminate the game and make a full report to the Standards Committee Chairman. In cases where the spectator affiliation cannot be determined, it is up to the home team coach to address the situation. If the situation is not corrected, the referee can terminate the game.

c. In the case where the referee terminates the game, the referee will forward a report to the CYSL Standards Committee. The CYSL Standards Committee will recommend all penalties. Penalties may include playing all away games, suspension of team from the league to playing without spectator support. For the particular game, the CYSL Standards Committee may decide to award points to either of the team or neither of the teams based on their evaluation rather than replay the game.

d. If a team official, coach or manager is "sent off" from the field for conduct, he/she will receive an automatic 3 game suspension. Such suspension will apply to the team that the person was coaching at the time of the ejection. Should there not be enough games remaining in the regular season and playoffs for that year, such suspension will carry over into the following CYSL season. The Standards Committee reserves the right to impose further action including a suspension from other teams based

upon a review of the circumstance, e.g. referee report, witness statements, etc.

e. All coaches and non-playing players must stay on their own half of the field, at least 5 yards from the midfield line. Substitute players waiting to enter the game should wait on their own half of the field at the midfield line. Players and coaches may not enter the field of play unless invited by the referee.

f. Spectators are expected to stay five (3) yards from the touchline. No spectators allowed behind goals or end lines.

U10 GAME RULES

Below are the rules for the U10 program. These rules are based on a recommended program from the USYSA plus additions by a CYSL U10 Committee. The purpose of the program is to provide an atmosphere where the players feel free to try a lot of different techniques without being concerned about winning or losing. Coaching emphasis should be skills and ball control by the individual player. Fewer players are being put on a small field to ensure that each player has a lot of touches of the ball. By extending the small field concept to the U10s, we expect the players to have better skills at the U12 level when they should begin to learn tactics.

LAW I: THE FIELD

A. DIMENSIONS:

The field of play shall be rectangular, with a suggested length of 60 yards and a width of 40 yards. The length in all cases shall exceed the width. Fields will vary.

B. MARKINGS :

1. Distinctive lines not more than 5 inches wide.
2. A halfway line shall be marked across the field.
3. A center circle with a radius of 8 yards.
4. Four corner arcs with a 1 yard radius.
5. Goal area - 6 yards from each goal post and 6 yards into the field of play joined by a line drawn parallel with the goal-line.
6. Penalty area - 14 yards from each goal post and 14 yards into the field of play joined by a line drawn parallel with the goal-line.
7. **Build-Out Line** - Midway between the edge of the penalty area and the midfield line. When the goalie has the ball in their hands during play from the opponent, the opposing team must move behind the build out line until the ball is put into play. Once the opposing team is behind the build out line, the goalie can resume distribution in accordance with these game rules (see Law XII). Ideally, the goalkeeper will wait until the opposing team has retreated to put the ball into play, but has the option to do so sooner. If the goalie does not wait, they accept the positioning of the opponents and the consequences of how play develops. After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal. The opposing team must also move behind the build out line during a goal kick until the ball is in play. Limitations on the goal kick as specified in these game rules (see Law XVI) apply.

C. GOALS

Maximum 7 feet high and 21 feet wide. Minimum size of 7 feet high and 12 feet wide. Size will vary.

LAW II: THE BALL SIZE FOUR (4)

LAW III: NUMBER OF PLAYERS

A. Maximum number of players on the field at any one time: seven (7) one of whom must be designated as a keeper.

B. Substitution:

1. Prior to a throw-in by either team providing the team making the throw-in makes a substitution and substitute players are already at midfield ready for substitution.
2. Prior to a goal- kick by either team.
3. After a goal by either team.
4. After an injury by either team, when the Referee stops the play.
5. At half time.

LAW IV: PLAYERS EQUIPMENT: Conform to FIFA

LAW V: REFEREE:

- A . Registered Referee
- B . All rule infractions shall be explained to the offending player providing it does not interfere with the “flow” of the game.

LAW VI: ASSISTANT REFEREES: Use club linesmen/women.

LAW VII: DURATION OF GAME:

- A. The game shall be divided into 2 equal halves of 30 minutes each.
- B. Half-time break shall be 5 minutes.

LAW VIII: THE START OF PLAY: Conform to FIFA with the following exception: Opponents must be 8 yards from the center mark while the kick-on is in progress.

LAW IX: BALL IN AND OUT OF PLAY: Conform to FIFA.

LAW X: METHOD OF SCORING: Conform to FIFA.

LAW XI: OFF-SIDE: Conform to FIFA.

LAW XII: FOULS AND MISCONDUCT: An indirect free kick shall be awarded to the opposing team when, a goalkeeper handles the ball within his/her penalty area and throws, punts, or kicks the ball across midfield without making contact with the goalkeepers side of the field or being touched by any player on that side of the field. If a goalkeeper dribbles the ball outside the penalty area or does not play the ball with the hands, then the kick may cross the midfield.

An indirect free kick shall be awarded to the opposing team when a goalkeeper and/or field player when making a goal kick, kicks the ball across midfield without making contact with his/her side of the field or being touched by any player on that side of the field. In both cases, the indirect free kick will be taken at the point of the midfield line where the ball crossed.

LAW XIII: FREE KICKS: Conform to FIFA with the following exception: Opponents must be 8 yards away before kick is allowed.

All players in U10 age groups shall not engage in heading in either games or practices. An indirect kick is awarded to the opposing team if a player, in the opinion of the referee, deliberately heads or attempts to head the ball at the point of the infraction.

If, in the opinion of the referee, a deliberate header or attempt to head the ball occurs in the penalty area, the indirect free kick will be taken on the penalty line parallel goal line at the point nearest to where the infringement occurs.

If, in the opinion of the referee, a player does not deliberately head or attempt to head the ball, then play should continue.

LAW XIV: PENALTY KICKS:

Conform to FIFA with the following exception: Opponents must be 8 yards away before kick is allowed.

LAW XV: THROW IN: Conform to FIFA.

LAW XVI: GOAL KICK: Conform to FIFA with the exception that the goal kick cannot go directly beyond the midfield line. The penalty for kicking the ball directly beyond the midfield line is an indirect free kick awarded to the opposing team at the point of the midfield line where the ball crossed.

LAW XVII: CORNER KICK: Conform to FIFA with the following exception: Opponents must be 8 yards away from the ball.

U12 9v9 GAME RULES

Below are the rules for the U12 9v9 program. These rules are based on a recommended program from the

US Youth Soccer plus additions by a CYSL Board of Directors. Advantages of playing small sided games:

- More time with coach.
- Energetic workouts due to playing both offense and defense.
- More efficient use of field space.
- Matches can be played simultaneously across a full size field.
- Children are physically more efficient in smaller space.
- Children are actively involved for a longer period of time.
- It takes less time to score a goal or advance to goal.
- Greater success rate for the players.

LAW I: THE FIELD

A. DIMENSIONS:

The field of play shall be rectangular, with a suggested length of 70 yards and a width of 55 yards. The length in all cases shall exceed the width. Fields will vary.

B. MARKINGS:

1. Distinctive lines not more than 5 inches wide.
2. A halfway line shall be marked across the field.
3. A center circle with a radius of 8 yards.
4. Four corner arcs with a 1 yard radius.
5. Goal area - 6 yards from each goal post and 6 yards into the field of play joined by a line drawn parallel with the goal-line.
6. Penalty area - 14 yards from each goal post and 14 yards into the field of play joined by a line drawn parallel with the goal-line
7. Penalty marc is ten (10) yards from the center of the goal line.
8. Penalty arc with a radius of eight (8) yards.

C. GOALS: 6 feet high by 18 feet wide.

LAW II: THE BALL: SIZE FOUR (4)

LAW III: NUMBER OF PLAYERS

A. Maximum number of players on the field at any one time: nine (9) one of whom must be designated as a keeper.

B. S u b s t i t u t i o n :

1. Prior to a throw-in by either team providing the team making the throw-in makes a

substitution and substitute players are already at midfield ready for substitution.

2. Prior to a goal- kick by either team.

3. After a goal by either team.

4. After an injury by either team, when the Referee stops the play.

5. At half time.

C. Maximum roster size of 15. CYSL recommends a roster size of 13. This should allow adequate playing time for all.

D. The minimum number of players to begin a match is six (6).

LAW IV: PLAYERS EQUIPMENT: Conform to FIFA

LAW V: REFEREE: Registered Referee

LAW VI: ASSISTANT REFEREES: Use club linesmen/women.

LAW VI: DURATION OF GAME:

A. The game shall be divided into 2 equal halves of 30 minutes each.

B. Half-time break shall be 5 minutes.

LAW VIII: THE START OF PLAY:

Conform to FIFA with the following exception: Opponents must be 8 yards from the center mark while the kick-on is in progress.

LAW IX: BALL IN AND OUT OF PLAY: Conform to FIFA.

LAW X: METHOD OF SCORING: Conform to FIFA.

LAW XI: OFF-SIDE: Conform to FIFA.

LAW XII: FOULS AND MISCONDUCT: :

All players in U12 age groups shall not engage in heading in either games or practices. An indirect kick is awarded to the opposing team if a player, in the opinion of the referee, deliberately heads or attempts to head the ball at the point of the infraction.

If, in the opinion of the referee, a deliberate header or attempt to head the ball occurs in the penalty area, the indirect free kick will be taken on the penalty line parallel goal line at the point nearest to where the infringement occurs.

If, in the opinion of the referee, a player does not deliberately head or attempt to head the ball, then play should continue.

LAW XIII: FREE KICKS: Conform to FIFA with the following exception: Opponents must be 8 yards away before kick is allowed.

LAW XIV: PENALTY KICKS: Conform to FIFA with the exceptions that the penalty mark is ten (10) yards from the center of the goal line and those players other than the kicker and defending goalkeeper are at least eight (8) yards from the penalty mark.

LAW XV: THROW IN: Conform to FIFA.

LAW XVI: GOAL KICK: Conform to FIFA with the exception that the goal kick cannot go directly beyond the midfield line. The penalty for kicking the ball directly beyond the midfield line is an indirect free kick awarded to the opposing team at the point of the midfield line where the ball crossed.

LAW XVII: CORNER KICK: Conform to FIFA with the following exception: Opponents must 8 yards away from the ball.

Additional Important Information for Referees.

- a) All coaches, regardless of division, must present a signed and laminated pass card with their photo included. There should be no more than three coaches per team on a sideline. The coach presenting his lanyard does not have to be on the roster to be allowed to coach the team.

This motion replaces language in 4.d. of the game rules that allowed any clearly responsible adult with a positive identification to coach a team when no rostered coach is available.

- b) All teams must submitted two signed copies of their rosters. There should be no hand-written names on the roster but numbers are not required. Rosters must be signed by the League and Association registrars.
- c) If borrowed players from another team are being used during a game, both rosters must be presented. No write-ins.