

Section Five – SOC CER RULES

General Rules

1. Basic Rules Code
 - a. All games shall be played in accordance with the rules and regulations adopted by the INTERNATIONAL FEDERATION OF FOOTBALL ASSOCIATIONS, FIFA.
 - b. The basic code, as stated above, is subject to the special rules contained herein and to rulings determined by the CYO Athletics for situations not specified in these rules.

2. Protests

A team will be allowed to protest a game at the end of the quarter in which the infraction occurred.

3. Game Ball

- a. A junior size (#4) soccer ball will be used in all 3rd, 4th and 5th grade games.
- b. A regular size (#5) soccer ball will be used in all 6th, 7th and 8th grade games.
- c. If the referee cannot find an acceptable ball, the game shall not be played.

4. Length of Games

- a. Games will start at 8:00 a.m.; last game to start at 4:15 p.m.
- b. Length of quarters:

Grade Division	
3 rd	10 minutes
4 th	10 minutes
5 th	10 minutes
6 th	12 minutes
7 th	15 minutes
8 th	15 minutes
- c. Intermission between quarters shall be one (1) minute and shall be used solely for the implementation of the Participation Rule.
- d. During any such intermission, no team will be allowed to go to the side line — teams must stay on the playing field.
- e. There will be a regular five (5) minute intermission at halftime.
- f. Teams will change direction of play only at halftime.

5. Game Time

The time specified in the CYO Soccer schedule will be the starting time of each game unless the preceding game causes a delay. In this case, game time should be exactly five (5) minutes after the completion of the previous game.

6. Legal Number of Players

- a. The referee(s) shall begin the game if each team has 11 players present and ready to play at game time.
- b. The minimum number of players to start a game will be 9. If 9 players are not present at game time, the game will be declared a forfeit.
- c. If a 10th and/or 11th player arrives during the game, he/she may enter as soon as she/he is ready to play, and there is a proper opportunity for substitution.
- d. 3rd – 4th Grade Games – 9 team players (7 minimum)
5th – 8th Grade Games – 11 team players (9 minimum)
- e. A team may not begin the game with an obviously injured player in order to avoid forfeiture. In such event, the game shall not be played, or, if started, it shall be stopped, and the circumstances shall be immediately reported to the CYO Athletics.

7. Participation Rules

All players must play one full/complete quarter in each half of the game regardless of the number of players on the other team. All players are entitled to the same amount of valuable playing time.

Note: A full quarter is from the start of the quarter to the end of the same quarter, not half of one quarter and half of another quarter.

In all soccer games the following special participation rules shall apply:

- a. The captain will present the referee with a lineup card listing the names of all squad members. The referee will then gather both starting teams at midfield for

an inspection of equipment. The starting 11 players MAY NOT return to the sidelines before the game has begun.

- b. During the intermission between quarters the referee will call for the new players for the second quarter to report to midfield. No team will be allowed to go to the side line – they must stay on the field of play. The referee will check off the new players reporting at midfield to verify that each team has fulfilled the following participation requirements:

- 1) All starting players must play the entire first quarter.
- 2) In the second quarter, each team which has twenty-two (22) or less players must have all squad members who did not play in the first quarter play the entire second quarter. (Exception: 3rd grade – eighteen (18) or less players)
- 3) Any team with twenty-three (23) or more players must have all squad members who could not participate in the first and second quarters, play the entire third quarter. (Exception: 3rd grade – nineteen (19) or more players)
- 4) Exceptions

An injured player may be replaced during a quarter. The substitute must be a player who has not yet participated in the game. If such a substitute is not available, any player may substitute and the opposing team shall then have the same privilege of making an additional substitution.

Any player, who does substitute for the injured or disqualified player and had not previously participated in the game, must still play one full quarter from beginning to end.

An injured player replaced during any quarter cannot play again in that half. If a team has no substitutes, an injured player may, at the discretion of the referee, be removed from the game and returned to the game upon his recovery.

8. Substitution

Substitution, in accordance with the Participation Rules, is allowed when the ball goes out of play. Out of play is: a team's throw-in, a team's goal kick, or after either team scores a goal.

9. Equipment

- a. Teams must wear shirts of a uniform color, and these shirts must be numbered. When teams are both wearing similar shirts, one team may play in T-shirts or one without shirts. The referee has authority to settle any question regarding uniforms.
- b. The use of soft canvas shoes with molded sole, tennis shoes, or similar soft-toe shoes are required. Shoes with removable cleats are not allowed.
 - 1) If illegal shoes are discovered prior to participation, they must be removed. If the participant changes to legal shoes, he/she may play and there is no penalty.
 - 2) If a player is discovered using illegal shoes, he/she shall automatically be issued a yellow card, and he/she must immediately change to legal shoes in order to continue to play. The referee has authority to settle any question regarding shoes.
- c. In 3rd grade games, shin guards are required for all players.
- d. The goalie must wear different color clothing than that of both teams playing.

10. Goalie

- a. No harassment of the goalie will be tolerated. When the goalie recovers the ball, the opposing team must fall back to the 18 yard line and not charge the goalie. Penalty for such infraction shall be an indirect kick. Repeated offenses will result in the disqualification of any offending player or players.
- b. NOTE: that if when playing as a goalkeeper and within his own penalty area, from the moment the ball comes under his control, the goalie then takes more than four steps without releasing the ball into play, and, if having released it, he touches the ball again before it has been touched or played by another player, the penalty for this infraction is an indirect free-kick.
- c. In 3rd, 4th, and 5th grades: The pass-back to the goalkeeper (by his teammates) will not be called "hand-ball" if the goalie picks up with his hands.
In 6th, 7th, and 8th grades: If the goalie picks up the ball with his hands (if the kick was by his teammates), the penalty for this infraction is an indirect free-kick. If the ball is headed or on a throw-in the ball reaches the goalie, that is not a hand-ball on the goalie.

11. Size of Fields, Corner Kicks, Goal Kick

- a. 3rd and 4th grade games will be played on reduced size fields, per FIFA recommendations and CYO Athletics requirements. 5th, 6th, 7th and 8th grade games will be played on full size fields.
- b. Corner and goalie kicks will be taken from the proper places, provided the games are played on proper size fields.

12. General Rules of Conduct – Players, Coaches and Spectators

NOTE: The various rules specified herein do not supersede Guidebook Sections One and Two – GENERAL RULES AND CONDUCT, of which various provisions may be invoked any time, in any situation, either at the discretion of CYO Athletics or by decision of the CYO Athletics Advisory Board.

- a. Teams taking part in CYO Soccer should take positions on opposite sides of the field. However, the teams may be on the same sideline. It is suggested that the teams take different sidelines, but if a situation develops where both teams end up on the same sideline, then each team should take one half of that sideline. CYO Athletics at its discretion may place the teams on opposite sidelines. A team's head coach is responsible for all of his/her side's participants (players, squad members, assistant coaches and spectators).
 - 1) Coaches, squad members and spectators are not to come on the field at any time. EXCEPTION: if given permission by the referee(s) to attend to an injured player.
 - 2) Coaches MAY NOT address the referee(s) during the game (unless a referee at his or her discretion, addresses a coach on some specific matter, which a coach may acknowledge).
 - 3) Communication with the referee(s) must be done through the playing captain.
- b. Violation of the following Rules of Conduct is cause for disqualification by the referee(s), in which event disciplinary action will be taken by CYO Athletics.
 - 1) Coaching from the sidelines – giving direction to one's own team on points of strategy and position – is permitted provided no mechanical device is used, and the tone of voice of the coach or assistant is informative and not a harangue.

- 2) No one is to make derogatory remarks or gestures to the referee(s) or to other players, squad members, or spectators.
- 3) No one is to use profanity.
- 4) No one is to incite, in any manner, disruptive behavior.
- 5) No one is to consume or display alcohol in any form.
- c. Disciplinary rulings and punishments are at the discretion of CYO Athletics.
- d. At the referee's order, a coach **MUST REQUIRE** a disorderly spectator to immediately leave the vicinity of the playing field. Failure of spectator(s) to comply will result in the referee stopping the game. Any spectator, who is removed from a game, shall be immediately removed and suspended for a minimum of his/her team's next two games whether it is league or playoffs. This means they may not attend the game. Any violation of this rule will result in an immediate forfeit of the game.
- e. If a player, coach or assistant and/or other team official is disqualified by a referee, he/she must leave the area of the field immediately.
- f. A disqualified player may not be replaced in the lineup, and his/her team must complete the game shorthanded.
- g. If, for any reason, a team is reduced to less than 9 players, the game is automatically forfeited.
- h. A coach, assistant coach or player who has been disqualified will be suspended for a minimum for his/her teams next two games (i.e., an automatic 2 – game suspension). Officials and opposing coaches will be notified of any participants who have been disqualified. The offender's parish/school Athletic Director will be notified.
- i. If any coach, assistant coach, bench personnel or spectator is disqualified twice in one season for conduct, he/she cannot coach or attend any CYO games for the remainder of the season.
- j. Any coach in doubt regarding the status of anyone on his or her team should contact CYO Athletics.
- k. Participation of a suspended coach, player, or spectator in a game will result in forfeiture of that game by the CYO Athletics.
- l. Any player that receives three (3) yellow cards during the season will receive a minimum one (1) game suspension even if said suspension must be implemented during the playoffs or championships.

13. Approved CYO Officials

If an approved CYO official is not present at game time to call the game, then the game may be played only if another approved CYO official is secured. If the game is started with another approved CYO official it will be assumed that this official was agreeable to both teams.

League Standings, Playoffs and Championship Games

1. League Standings

- a. In league play, standings are based on awarding three points for each victory and one point for each tie. In a league game, no overtime period is allowed to break a tie.
- b. "Goal differential" is also tabulated for all teams. Goal differential is the difference between goals- for and goals- against for all games played. NOTE: the maximum goal differential allowed for a single game is four (4). Beating an

- opponent by more than four (4) goals will not affect either team's goal differential.
- c. If a team forfeits two (2) league games for any reason(s) except eligibility of players, that team is automatically WITHDRAWN from further competition and all of its games, whether played or not, are considered to be forfeits.
 - d. A team winning any game by forfeit is awarded 3 points.
2. Playoffs and Championships
- a. When necessary to determine playoff positions by resolving ties in the league standings, the following "tie break" methods shall be used (in the order listed): FIRST: the result of head to head competition; SECOND: the season's goal differential per LEAGUE STANDINGS -1; THIRD: a draw among the involved teams. EXCEPT that at no grade level may any team be eliminated from a playoff by "draw" and no 8th grade team shall be eliminated from a playoff by either "goal differential" or by a "draw"; FOURTH: if necessary, additional "Tie Break" playoff games shall be scheduled by CYO Athletics and at its discretion.
 - b. In all four team divisions, each team will make the playoffs with the 1st playing the 4th and 2nd playing 3rd. All other divisions with more than four teams will have four teams make the playoffs with 1st playing 4th and 2nd playing 3rd. The winner of those two contests play each other in a single elimination championship game.
 - c. There will be no tie in any playoff game. If there is a tie at the end of regulation time, the following procedures shall be followed:
 - 1) A 3 minute intermission period will proceed a single 20 minute overtime. Teams will change at 10 minutes. This is not a "sudden end" overtime.
 - 2) If the game is still tied at this point, the teams will go to penalty kicks procedures, as determined by CYO Soccer Committee, to determine the winner – unless a situation should arise that is not specifically covered in the above rules, CYO Athletics shall make the final decision in that case.

NOTE: ALL FANS AT THE POLO FIELDS MUST SIT IN THE STANDS.