

## 2010 SOCCER RULES

August 1	Practice may begin
August 19	Coaches' are meeting at CYO Center – 6:00 P.M.
August 26	Team registration due. Teams must be submitted on the official registration forms. Team fees of \$25.00 per team must accompany the form.
September 7 <sup>th</sup>	Rosters, including name, address and e-mail address of the coach are due today.
September 11 <sup>th</sup>	Season begins.
September 23 <sup>rd</sup>	Participation fees of \$45.00 per player due in the CYO Office.
September 23 <sup>rd</sup>	Last Day for additions to roster
November 6 <sup>th</sup>	Tentative date for the start of the Soccer Tournament.

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 2 <sup>nd</sup> grade who are 8 years or younger prior to September 1, 2010.
DIVISION 4	Includes players in the 4 <sup>th</sup> grade & lower who are 10 years and younger prior to 9/01/10.
DIVISION 6	Includes players in the 6 <sup>th</sup> grade & lower who are 12 years and younger prior to 9/01/10.
SENIORS	Includes players in the 8 <sup>th</sup> grade & lower who are 14 years and younger prior to 9/01/10.

A CYO player may participate on only one team during a sport season whether it is in the same sport or a different sport within the CYO program.

Additions and/or changes to the roster may be made up to September 23, 2010. 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.

First graders are not eligible to participate.

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 coach may not be present during any game from which he is suspended or said game is forfeited automatically.

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

- 1.) enrolled in the participating parish school;

- 2.) a Catholic attending public/private schools and attending CCD classes a minimum of 75% of the classes. The player must play for his/her parish provided it has a team.

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- 3.) 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.

To be eligible for a non-parish team the player must be enrolled in the institution he represents.

Supplemental players may be used under the following conditions.

- 1.) 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.
- 2.) Rosters of those teams using supplemental players may not exceed 16 in Division 2 or 20 in all other divisions.
- 3.) 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 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 eight (8) players, one of whom shall be the goalkeeper. Six (6) players are required to start a game in this division.

For the remaining divisions teams will consist of no more than eleven (11) players. In these divisions eight (8) players are required to be present to start a game.

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 because of poor sportsmanship, 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. This suspension will carry into the next year.

Six (6) players in Division 2 is the minimum number allowed for a team to continue to play after an injury during the game.

In all other Divisions the minimum number is seven (7).

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.

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 which includes:

- 1.) possession throw ins, goal kicks or corner kicks;
- 2.) after a goal;
- 3.) during an extended time out, as for an injury;
- 4.) between quarters.

Before utilizing free substitution the coach must so inform the officials at the quarter or half-time intermission of his intent, to be certain that all players have begun their required one quarter of playing time.

Substitution must be made when the ball is out of play. An entering substitute must always report verbally to the referee and must not enter the field of play until he is beckoned by the referee.

#### **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 will consist of two (2) thirty minute halves.**

Division 6 games will consist of fifteen (15) minute quarters.

Divisions 2, 3 and 4 will play ten (10) minute quarters.

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All games will have a ten (10) minute half-time intermission with one minute breaks between quarters.

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

Truxillo Tournament and 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 shoot out 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 shoot out. If the score remains tied, the shoot out progresses 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 a season champion, a tie between 2, 3 or 4 teams will be determined by a play-off on the field with the winner being declared the season champion. In the case of a three-way tie, a coin toss will be used to determine which team receives a bye in the first round of play. All play-offs will be on a single elimination basis. When five or more teams are tied the season champion will be selected by a process to be determined by the CYO Executive Director. Further, in determining the seeding of the teams for tournament play, all ties between any levels in the ranking shall be broken by a simple coin toss.

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

### **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 3, 4, 5 & 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**

Two (2) referees will be used whenever possible.

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.

**PLEASE NOTE:**

**Divisions 2, 3, and 4 will begin each quarter with a kick-off at mid-field. However, teams will exchange ends at the half only.**

**In the other divisions the second and fourth quarter will begin with a throw-in by the team who has possession of the ball when the previous quarter ended. Teams will exchange ends at the end of the first half only.**