

UCSSAL Soccer Rules

General Game Rules/Procedures

3. Unlimited substitutions, players must come off the field before the substitute may enter the field.
 4. Absolutely no slide tackling. A slide tackle will be defined as “when a player slides on the ground in an attempt to kick the ball away from the ball handler or impede their progress.” This rule does not apply to goalies inside their own penalty (18 yard) area.
 5. During the regular season there will be no overtime. In the final tournament, ties will be broken with two ten-minute sudden death periods. If the score is still tied after both overtime periods, then a shootout will be done (according to NFHS rules).
 7. Home team wears their dark color uniform, if only using 1 uniform please contact the opposing school beforehand.
 6. Shin-guards are mandatory and must be worn inside the socks. Both socks shall be the same, single color. Footwear can be athletic shoes or soft-cleated shoes. Shorts cannot have pockets. Players cannot wear jewelry. Home teams should be prepared to wear pinnies in the event both teams’ jerseys are the same color. Players not wearing appropriate attire will not be allowed to play until it is corrected.
 7. Mercy Rule: Referees must call the match winner when a team has a seven-goal advantage during the second half, but play will continue. Referees must immediately call and end the match when a team has a ten-goal advantage at any time. Match results will be recorded from the score at the end of the game.
- ***All other game-play rules and officiating calls will be made according to NFHS/UHSAA soccer rules.

Roster & Player Rules

1. Players must “dress” (be in attendance and in uniform) for at least half a team’s games to be eligible to play in the final tournament.
2. Only players who are enrolled at the competing school for the entire soccer season are eligible to be on the roster. The only exception is that schools may use 6th graders from feeder schools (not competing schools) on their soccer team if necessary.
3. Players who compete on any other school team, regardless of age, gender, or grade level are ineligible to be on the roster.
4. Submit rosters before your first game using the Roster Blank excel sheet on the UCSSAL website with Jersey #, First Name, Last Name, Position, Gender, and Grade Level. **ALL SCHOOLS MUST ONLY SUBMIT A COMPLETED ROSTER BLANK. Schools will forfeit any games without the proper roster submitted to the league.**
5. Each team is required to bring their own roster to each game for the referees to check.
6. Rosters must be e-mailed to region directors Scott Drechsler Sdrechsler@legacyprep.org, Mitch Argyle Margyle@apamail.org, and Trevor Jones Tjones@freedomprep.org 1 week before the first season game. Teams who do not submit a completed roster by their first game will forfeit their first game (regardless of final game score) and every game after until a completed roster is submitted.

General Rules & Regulations

1. Matches will consist of two 30-minute halves and a 10 minute halftime.
2. During the regular season wins will be worth 3 points, a tie will be worth 1 point, and a loss will be worth 0 points. Total team W/L/T points at the end of the regular season will determine final regular season standing and seeding in the final tournament.

3. The ball will be size 5.
4. Referees will perform roster and equipment checks for each team before every game.
5. Home teams are responsible for e-mailing game results to the league within 24 hours of each match.
6. School AD's are responsible to make sure they understand the league rules, code of conduct, schedules, and expectations. School AD's are responsible for communicating all vital information to their coaches, players, and families. The league will post all rules, schedules, and the code of conduct on the website ucssal.org. The league is not responsible for lack of communication within schools, or between schools.

The Season Schedule

1. Try-outs can take place anytime during the year.
2. Schools may schedule their own exhibition games (friendly matches) at their own discretion.
3. Game days and times will be determined by the UCSSAL for each region according to what best fits their needs. If a school needs to change a game day or time it must complete the "game change form" on www.ucssal.org 1 week before the scheduled match.
4. The schedule and standings will be available on the league website (www.ucssal.org).
5. If a game should be cancelled due to inclement weather it is up to the athletic directors and coaches at the two competing schools to make that decision. The home team has the final say. If a game is cancelled due to inclement weather it is the home team's responsibility to cancel the referees before noon and reschedule whenever is convenient for the two competing teams (and notify the league).
6. If a hosting school is not prepared to compete on their assigned date, and the visiting team travels to the hosting site, the unprepared hosting team will forfeit that game if it does not start within 15 minutes of game-time.
7. The UCSSAL provides two separate Conferences that will be independent of each other including the state tournament.

The 8th grade conference includes 6th - 8th grade students on the team roster.

The 9th grade conference is for teams with 6th - 9th grade students on the team roster.

Referees

1. Referees will be scheduled and paid for the entire regular season in advance by the UCSSAL.
2. Do NOT bring cash or checks to games to pay referees.
3. If a game needs to be cancelled or time changed, the schools involved must contact the UCSSAL before 12noon that day to cancel the referees and fill out the game change request form on the UCSSAL website
4. No refunds will be given to any teams for any cancelled games that are not rescheduled.
5. If referees do not show up 15 min before game time, call one of the UCSSAL directors.

Field Requirements

1. Hosting soccer fields must meet UCSSAL standards. Schools must perform an initial self-assessment of a field to determine if it is an appropriate hosting site for games in our league. The initial self-assessment standards are in the table below.
2. If the league receives complaints about a certain field not meeting the league standards, a league representative will travel to the field-in-question and perform a thorough assessment to determine if the field meets league requirements. If the field is found to not meet league requirements, any past and future games hosted on that field during the regular season will be a forfeit loss for the hosting team.

Tournament games hosted on fields (assessed by a league representative) that do not meet league standards will be a forfeit loss for the hosting team ONLY if they are assessed and reported by a league representative within 14 hours of the tournament games conclusion.

3. UCSSAL Soccer Field Standards

Category	UCSSAL Standard	Passed? Yes or No
Width	50-80 yards	
Length	80-120 yards	
Incline	Each goal will not be more than 8 feet higher or lower, or left to right, than the goal on the opposite end of the field. Field corners will not be more than 8 feet higher or lower than their opposite field corner.	
Hazards	No hazards (curb, wall, asphalt, etc.) will be within 3 feet of all side- and end-lines. Goals will be firmly secured to prevent moving/tipping in strong wind. No hazards on the field of play (excessive amount of dirt/rocks, excessively uneven grass, unmarked hazards such as sprinkler heads, etc.).	
Interior Lines	Goal area 6 yards. penalty area 18 yards. Center circle 10 yard radius. Center line. All lines are white and visible.	
Goals	8 feet by 24 feet.	

4. Teams looking for a suitable hosting field should check city parks, county parks, state parks, and district schools' fields. If they are already scheduled, contact the individual/organization that has them scheduled and try to work out an arrangement. All field rental fees are the responsibility of the school.

End-of-season Tournament

(these are subject to change depending on the number of teams & regions)

1. The top 4 teams from each division will qualify for the final tournament.
2. The tournament will be held the second week of May.
3. The final regular season standings for each region will be based on regular season points (3 points for a win, 1 point for a tie, 0 points for a loss). In the event of identical season point totals for more than one team the following tie-breakers will be used in this order: 1) head-to-head game results if time in the season allows, 2) head-to-head point +/- differential against top 4 seeded teams in the region, and 4) a coin toss. Only region games will be counted toward tournament seeding. Any non-division or exhibition games will not count for league points.
4. Tournament games will be hosted by the higher seed (the home team) in the match. If the higher seeded team is unable to host, they can defer the hosting privilege to the opponent, but will remain the "home" team as the higher seed. If neither team in a tournament match has a suitable field to play on, contact the UCSSAL and a neutral location will need to be found.