

## **ACYSO Youth Soccer League Rules**

The ACYSO Youth Soccer League is open to boys and girls U5 – U13 and is sanctioned through USSSA.

### **CREDENTIALS**

Players must have submitted a valid birth certificate upon registering.

Players may not play on more than one team in the league.

### **PRE-GAME CHECK-IN**

Teams should line up on the touch line in front of their bench prior to kickoff so that the referees can quickly check to make sure that the proper equipment is being worn and address any issues with the coaches

### **ROSTER SIZE**

Please see the maximum roster sizes based on the age format:

- **3v3** – 6 Players
- **4v4** – 8 Players
- **5v5** – 10 Players
- **6v6** – 12 Players
- **7v7** - 14 Players
- **9v9** - 16 Players

### **SOCCER BALL SIZE**

Please see the soccer ball sizes for each age group:

- **Size 3** (U5 – U8)
- **Size 4** (U9 – U11)
- **Size 5** (U12-U13)

### **TEAM RESPONSIBILITIES**

- The Home Team is responsible for supplying an approved and properly inflated game ball.
- Home Team is to wear their dark uniforms kits.
- Visiting Team is to wear their light uniform kits.
- The uniform of the goalkeeper must be distinctly different in color from the basic colors of both competing teams or a training bib of a different color may be worn.
- In case of a color conflict, the team not adhering to the guidelines will be required to change.
- No two teams will play from the same side of the field.
- Fans/spectators will occupy the same half of the field as their team but on the opposite side of the field.

## **PLAYERS EQUIPMENT**

- Teams will wear uniforms of matching design and color with numbers affixed to the back of the uniform shirt.
- No jewelry may be worn in competition.
- Shin guards are mandatory for all players.
- No player will be allowed to play with a hard cast (padded or otherwise), nor will any player be allowed to play with any brace (knee or otherwise) that contains exposed metal or hard plastic, unless it is wrapped with foam wrapping or protective coating.

## **GAME LENGTHS**

- 3v3 – four 8-minute quarters, with 2 minutes between each quarter
- 4v4 – two 20-minute halves
- 5v5 – two 25-minute halves
- 6v6 – two 25-minute halves
- 7v7 - two 25-minute halves
- 9v9 - two 30-minute halves

## **HALFTIME**

Half Time will be exactly five (5) minutes.

## **SUBSTITUTIONS**

Unlimited substitution at any stoppage with the discretion of the referee.

## **FORFEITURES**

- Teams failing to report ready to play at the scheduled kick-off time will forfeit their match. All teams must have the following minimum number of players to start the match:
  - 3v3 – 2 Players
  - 4v4 – 3 Players
  - 5v5 – 4 Players
  - 6v6 – 4 Players
  - 7v7 – 5 Players
  - 9v9 – 6 Players
- For a forfeited match, the winner will be credited with a 1-0 win.
- If neither team shows up, the match will be considered a 0-0 draw.
- Any team leaving the field prior to the determination of a winner shall forfeit the match.

## **SCORE REPORTING**

Referees report scores to the referee coordinator who will turn them over to league officials for processing.

## **HEADING RULE – U11 AND YOUNGER**

Whenever the ball strikes a player in the head, play is stopped. The proper restart depends upon whether the player deliberately played the ball with his or her head. If deliberate, the proper restart is an indirect free kick to the opposing team. If this occurs within the goal area, the indirect free kick should be taken on the penalty area line parallel to the end line at the point nearest to where the infringement occurred. If the play by the head is deemed in advertent, then the proper restart is a dropped ball.

Players in the U11 and younger program shall not engage in heading, either in practices or in games.

## **HEADING RULE- U12/13**

Players have no heading restrictions during games

Per USSF guidelines, players shall be limited to a maximum of 30 minutes of heading training per week, with no more than 15-20 headers per player, per week.

## **REFEREE DECISIONS**

The decisions of the referee regarding facts connected with play are final. The referee may only change a decision on realizing that it is incorrect or, at his/her discretion, on the advice of an assistant referee, provided, that he/she has not restarted play.

## **INJURY TIME**

Referees will be instructed NOT to add time to a game except in the most extenuating of circumstances.

## **CONDUCT & BEHAVIOR**

All Coaches have total responsibility for the conduct of their players at all times. Derogatory remarks, profanity, or gestures to the referees, other coaches, players, substitutes, or spectators will not be tolerated. The program director reserves the right to ban violators for the remainder of the season.

## **CAUTIONS AND EJECTIONS**

A player or coach receiving two cautions (yellow cards) in a single game is considered to have been given an Ejection (red card). A player who has been ejected (sent off) will not be replaced. A player or coach who has been ejected will not return for that game and must leave the field of play and will not be allowed to participate in the next scheduled game. A player or coach who is ejected for violent conduct or serious foul play will not be allowed to participate in the next scheduled game. Any player or coach who assaults a referee will be expelled from the league and turned over to law enforcement.

## **SUSPENDED AND TERMINATED GAMES**

If in the opinion of the referee a game must be suspended (for reason), the game may be resumed, but is subject to being ended not less than five (5) minutes prior to the scheduled start of the next game. If in the opinion of the referee, a game must be terminated for misconduct of players, bench coaches, or spectators; the offending team will forfeit that game and all remaining games.

## **PROTESTS/DISPUTES**

No protests will be allowed and all games will be considered final. The Program Director will resolve any situation not explicitly covered by the rules. Disputes relating to the interpretation of these rules will be resolved with the Referee Coordinator, Program Director, and Coaches that are registered with the involved team(s).

## **INCLEMENT WEATHER**

Regardless of weather conditions, coaches and their teams must appear at their respective field site, ready to play as scheduled unless notified by the league of a delay or cancellation. Failure to appear will result in forfeiture of the match. Only the Program Director or Referee Coordinator may cancel or postpone a match. Referees may suspend a match only in case of severe weather, in his/her discretion.

In the event of inclement weather, forcing play to be halted and preventing the match from completing during the scheduled time, the score shall stand if at least one-half of the match has been completed.

## **ADDITIONAL RULES (With the exception of the rules listed below, FIFA rules will apply to all matches)**

### **3v3/4v4 Brackets:**

- Games will be played with 3 or 4 (3 for 3v3 and 4 for 4v4) field players and no goalkeepers.
- The offside rule will not be enforced.
- Throw-ins are replaced with kick-ins from the touchline.
- Goal kicks will be taken from anywhere within the goal box.
- Build out line – on goal-kicks, the opposing team must move behind the build out line (aka, the halfway line). Players may cross the build out line once the ball has played into the field.
- No player may touch the ball within the goal box; however, any player may move through the goal box. Any part of the ball or player's body on the line is considered in the goal box; the player is an extension of the box. An INFRACTION occurs if a defender touches the ball in the goal box, a *penalty kick* is awarded to the offensive team. If an offensive player touches the ball within the goal box, a goal kick is awarded to the defensive team. If the ball comes to a complete stop in the goal box, regardless of which team touched it last, a goal kick is awarded to the defensive team.
- Penalty kicks are taken from the halfway line as a direct kick. If the player does not score (either the ball goes out of bounds or stops within the field of play), a goal kick is awarded.
- Heading is not allowed and will result in an indirect free kick for the opposing team.
- Coaches may be on the field during U4/5 and U6/7 age group games. If the ball strikes a coach who is on the field, during the course of play, it will result in an indirect free kick for the team that last touched the ball.

### **5v5/6v6/7v7 Brackets:**

- Games will be played with one goalkeeper, and the remaining players will be field players. Goalkeepers can be substituted just like field players.
- Build out line (dotted line between the halfway line and the 18 yard box at both ends) – on goal kicks and when the goalkeeper is in possession of the ball, the opposing team must move behind the build out line. Players may cross the build out line once a second player has touched the ball or the ball crosses the build out line, whichever occurs first.
- Heading is not allowed. Whenever the ball strikes a player in the head, play is stopped. The proper restart depends upon whether the player deliberately played the ball with his or her head. If deliberate, the proper restart is an indirect free kick to the opposing team. If this occurs within the goal area, the indirect free kick should be taken on the penalty area line parallel to the end line at the point nearest to where the infringement occurred. If the play by the head is deemed in advertent, then the proper restart is a dropped ball.

### **9v9:**

- Heading is permitted during the games.
- All FIFA rules apply

- No build out lines for 9v9 age groups

**PETS**

Pets of any kind are not permitted at the complex. Only medical, task-trained service dogs are permitted. Staff may ask two questions per ADA Requirements (1)- Is the dog a service animal required because of a disability, (2)- What work or task has the dog been trained to perform.

**ALCOHOL**

Alcohol is not permitted at the complex.

**WEAPONS/FIREARMS**

Firearms and weapons of any kind are not permitted at the complex.

**BBQ Grills/Open Flames**

BBQ grills and open flames of any kind are not permitted at the complex with the exception of licensed and approved vendors.

**UNFORSEEN ISSUES**

Any unforeseen issue that arises that is not covered in these rules will be ruled upon by the program director. All program director decisions will be final.

