



# **CONCORD YOUTH SOCCER**

**RULE BOOK**

**FOR**

**2017 SEASON**

## CONCORD YOUTH SOCCER 2017

The following is a short explanation of CYS rules, and different individuals' responsibilities. CYS applies the IHSAA soccer rules, with some modifications. CYS rules will supersede IHSAA whenever the two are in conflict. If modified during the season the coach will receive a new rule book prior to implementation.

**LAST SOCCER SEASON 2016 CYS has adopted the NO HEADER RULE From USSOCER, WE WILL APPLY THE SAME RULE IN 2017. The referees will be required to enforce the no heading rule established by US Soccer. Referees will enforce heading restrictions as per the age-level of the contest. [Coaches and Parents should inform their child of this new rule.]**

**If a player, who is competing in grade 4th or younger, deliberately heads the ball in a game, the referee will award an indirect free kick (IFK) to the opposing team from the spot where the player headed the ball. If the deliberate header occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred.**

### THE TEAM

1. A game will be played by two teams, each consisting of (see chart below for each age group). **All divisions are required to play each player for at least three-quarters of each game. failure to play each child three quarters a game or failure to follow the three quarter rule will cause for forfeiture of the game.** An exception due to a child's unwilling to play will need prior approval by two Board members prior to the start of the game.

Grade	Team	Field	Minimum #
PWee	8 players	6 v 6 <b>NO GOALIE</b>	4 players
PreK	8 players	6 v 6 <b>NO GOLIE</b>	4 players
Kindergarten	8 players	6 v 6	4 players
1 & 2	9 players	7 v 7	5 players
3 & 4	12 players	9 v 9	7 players
G 5 - 8	12 players	9 v 9	7 players
B 5 & 6	12 players	9 v 9	7 players
G 9 - 12	12 players	7 v 7	5 players
B 7 - 12 **	12 players	9 v 9	7 players

\*\*B 7 - 12 includes 8<sup>th</sup> - 12<sup>th</sup> grade girls this year

2. Only those players listed on the master team roster may play on that team. Penalty - will be forfeiture of the game in which violation occurs.
3. A team must field the minimum number of players at the scheduled starting time. Teams are allowed a ten-minute grace period and must by then field the minimum number of players. If the above requirement is not met by one team, the game is recorded as a forfeit to the other team. If neither team meets the requirement, it is considered "no contest", the reportable score will be 0-0. If a coach is aware that (s) he will be unable to field the minimum number of players for a game, a forfeit will be declared.

### COACHES

1. **PWEE, PreK and Kindergarten division** - One coach from each team will be permitted on the field for the purpose of instruction during the game. Coaches may **wander the entire field** and must try to stay out of the goal area when the ball is being played near the goal.
2. **First grade division** - One coach from each team will be permitted on the field for the purpose of instruction during the game. Coaches must **remain in their own half** of the field and must try to stay out of the goal area when the ball is being played near the goal. **During tournament play, coaches must remain on their sidelines, no coaches will be allowed on the field.**
3. In grades **2-12**, coaches are not allowed on the field, and must stay in their designated areas on the players' bench side of the field only.

## EQUIPMENT

1. A player shall not wear anything which is dangerous to another player. Players in all divisions shall wear gym, tennis, or molded soccer shoes only. **Steel type cleats are not permitted** (Note: Soccer shoes do not have square or rectangular cleats. Also, baseball or football type shoes will not be permitted unless the toe cleat is cut off flush with the sole.) Players shall not wear face or spectacle guards or helmets of any kind. No player shall wear a hat. (Stocking caps may be worn in cold weather on the approval of the referee.) **Jewelry of any kind is prohibited, including any type of pierced earring** (Note: New piercings ARE included in this rule. The jewelry must still be removed.) Non-compliance is assumed the player does not want to play and will disqualify the player from the game.
2. All players are required to wear shin guards during games. Rigid guards are recommended. A player's socks must completely cover his/her shin guards, regardless of the type of shin guard worn. Non-compliance is assumed the player does not want to play and will disqualify the player from the game.
3. No player shall play with any kind of rigid cast or splint on any part of his/her body unless approved safe by the referee. The cast must be entirely covered in ½" foam, and then wrapped with soft cloth, in order to comply.)
4. All field player shorts must be black or dark blue.
5. All field players must wear uniform shirts and socks provided by CYS.
6. At all times, players must wear a uniform for the game and during warm-up or practice and must wear appropriate clothing, "no skins" at all other times.

## END LINES

No one, including spectators and coaches, shall stand anywhere along the end lines during a game. Coaches are expected to assist referee in keeping the end lines free of all people.

## LENGTH OF GAME

1. PWee and Pre-K shall play four six-minute quarters, with a two-minute break after each quarter, and a ten-minute break at the half.
2. Kindergarten through fourth grade divisions shall play four ten-minute quarters, with a two-minute break after each quarter, and a ten-minute break at the half.
2. Boys 5<sup>th</sup> & 6<sup>th</sup> grade and Girls 5<sup>th</sup> -8<sup>th</sup> divisions shall play four 12 minutes quarters. Half time is ten minutes in duration. There is a two-minute break in between quarters for substitutions.
3. Girls 9<sup>th</sup> – 12<sup>th</sup> divisions shall play two thirty-minute halves. Half time is ten minutes in duration.
4. Boys 7<sup>th</sup>- 12<sup>th</sup> divisions shall play two thirty-minute halves. Half time is ten minutes in duration.
5. Completion of the first half will be considered a game if it is stopped due to weather or unsafe conditions.
6. Time will be kept by the referee only.
7. Allowance for time lost through accident or other cause, shall be at the discretion of the referee. Time is extended for the taking of penalty kicks, but not for other free kicks.

## SUBSTITUTION

1. Girls 9<sup>th</sup> – 12<sup>th</sup> and Boys 7<sup>th</sup>- 12<sup>th</sup> Divisions - IHSAA substitution rules (free subbing), at teams own through in, goal kicks, Corner kicks or after a goal. On a throw in, the team taking the throw in may substitute, if the other team is substituting also both teams may substitute.
2. All other Grades can only substitute during each quarter of play, unless of injury, then the injured player may be substituted.

## INITIATING PLAY

1. At the beginning of the game, by the toss of a coin, the team winning the toss decides which goal it will attack in the first period. The other team takes the kickoff. Ends shall be exchanged at halftime. Kindergarten through sixth grade divisions will alternate kickoffs at each quarter. Seventh through twelfth grade divisions will alternate kickoffs at halftime.
2. Play is started at the beginning of each period and after each goal by a kickoff from the center of the field.
  - A. Each team must be in its own half of the field.
  - B. Each player on the opposing team must be at least ten yards from the ball (outside of the circled area).
  - C. The ball must be kicked in any direction forward into the opponent's half of the field.
  - D. A goal may be scored directly from a kickoff.

**Exceptions to the Rules for  
ONLY PeWee, Pre-K and  
Kindergarten**

1. No Referees will be used for these divisions. Coaches will each be given a whistle and will referee their own games.
2. Whistle should only be blown for out of bounds and for a need to stop the game based on a kick or trip of the player, or for dangerous play.
3. The overall goal for these two divisions is to introduce the players to: soccer, the ball, the field, team play.
4. There will be no tournament for these two divisions.

**SCORING**

1. A goal is worth one point.
2. A goal is scored when the whole ball passes between the uprights, beneath the crossbar, and completely over the goal line.

**CONTROLLING THE BALL**

1. The goalkeeper may use his/her hands in controlling or propelling the ball within his/her own penalty area. This includes touching it with any part of his/her hands or arms.
2. All other players may control or propel the ball with any part of their body with the exception of their hands and arms. Bringing the hands or arms to the ball to play is considered a handball violation; the ball traveling to the hand or arm is not considered a handball. Referees decision is final.

**GOALKEEPER ADVANCEMENT AND 5-6 SECOND RULE**

While in possession of the ball in his/her penalty area, the goalkeeper may advance the ball as far as she or he wishes within the penalty area. While they may bounce, juggle, or hold the ball during this possession, they may not roll it on the ground and then make further contact with their hands. This results in an indirect free kick for the opposing team. The goalkeeper may not keep the ball in their possession for more than 5-6 seconds.

**PASS BACK RULE**

If a player deliberately passes the ball back to his/her goalie with any part of the body except the head, the goalie cannot pick up or touch the ball with his/her hands. If the ball is passed back to the goalie by means of a header, the goalie may touch and/or pick up the ball with his/her hands.

**THROW-IN RULE**

If a goalkeeper handles the ball after receiving it from a throw-in from his own team, the referee shall award an indirect free kick for the opposing team at that point.

**HEADERS**

**If a player, who is competing in grade 4th or younger, deliberately heads the ball in a game, the referee will award an indirect free kick (IFK) to the opposing team from the spot where the player headed of the ball. If the deliberate header occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred. Referee makes final decision.**

## PLAYER PARTICIPATION

1. Coaches in all divisions are required to play each player for at least three-quarters of each game, **THIS INCLUDES THE TOURNAMENT GAMES.** Coaches are **expected** to have their players participate in all positions on the field.
2. Exceptions are made to the three-quarter rule only for:
  - A. Late arrival or early departure from the game.
  - B. Illness or injury.
  - C. Player refusal to play, **MUST BE REPORTED TO A BOARD MEMBER AT THE FIELD THE DAY OF PLAY.**
  - D. Physical limitations previously cleared with Concord Youth Soccer.

## BALL OUT OF BOUNDS

1. Should a player cause the ball to go out of bounds, the ball is awarded to the other team.
2. If the ball is caused to go out of bounds over the side lines, a throw-in is taken at the spot where the ball went out.
3. If the ball is caused to go out of bounds over the end line by the offensive team, a goal kick is awarded to the defensive team to be taken from the goal area. A goal may be scored from a goal kick **only against the opposing team.**
4. If the ball is caused to go out over the end line by the defensive team, a corner kick is awarded to the offensive team.

## THROW-IN

1. When the ball passes completely over the sideline, whether in the air or on the ground, the ball shall be thrown in from the point it crossed the line, in any direction, by a player on the team opposing the player who last touched the ball.
2. The thrower must:
  - A. Face the field of play.
  - B. Keep part of each foot on the ground either on or outside of the touchline.
  - C. Keep both hands on the ball as the throw is made.
  - D. Deliver the ball from behind and directly over his/her head.

## DIRECT FREE KICK

1. A free kick is awarded for certain infractions. A goal can be scored by the player taking a direct free kick. The ball is kicked from the point of the infraction. The player taking the kick may take a quick kick; however, the defense must retire to at least ten yards from the ball. Defenders who do not retire to the proper distance could be cautioned, and on any repetition, could be ordered off.

If the kicker requests the ten yards, the kicker must wait for a (signal) whistle from the referee prior to taking the kick.
2. The following fouls result in the offended team being awarded a direct free kick: (If offense occurred by the defending team player against an opponent inside the penalty, the restart is a penalty kick awarded to the attacking team)
  - A. Handling the ball, except for the goalkeeper within their own penalty area. A goalkeeper is considered to have handled the ball outside their penalty area.
  - B. Holding an opponent.
  - C. Pushing an opponent.
  - D. Striking **or attempting** to strike an opponent this includes kneeling an opponent.
  - E. Spitting at **or attempting** to spit at an opponent.
  - F. Jumping at an opponent.
  - G. Kicking **or attempting** to kick an opponent.
  - H. Tripping **or attempting** to trip an opponent.
  - I. Charging from behind and or charging violently.

## PENALTY KICK

1. If the infraction is against the defensive team in their penalty area, a penalty kick is awarded to the offensive team.
2. A penalty kick is a direct kick taken from the penalty mark.
3. All players, other than the player taking the kick and the defending goalkeeper, must be outside the penalty area, behind the ball and at least ten yards from the ball. Players must also be behind the line.

## INDIRECT FREE KICK

1. An indirect free kick is awarded for certain rule infractions.
2. A goal **cannot be scored** from an indirect free kick without touching another player prior to going into the goal. The ball must be touched by another player besides the kicker (either team) before a goal can be scored. The kick is taken from the point of infraction.
3. The following fouls result in the offended team being awarded an indirect free kick:
  - A. A player playing the ball a second time on a free kick before it has been touched by another player (either team).
  - B. The ball not kicked forward on a penalty kick.
  - C. Illegal substitution.
  - D. Goalkeeper delaying in getting rid of the ball,
  - E. Dangerous play.
  - F. Off-side.
  - G. Repossession after intentional parrying by the goalkeeper.
  - H. Obstruction.
  - I. Infraction of the Pass Back Rule.
  - J. Slide tackling and scissor (bicycle) kicks are not permitted at CYS and will result in an indirect free kick.

## OFF-SIDES

1. A player is in an off-side position if (s) he is nearer to the opponent's goal-line than the ball, unless:
  - A. (S) he is in his/her own half or the field.
  - B. (S) he is not nearer to the opponent's goal-line than at least two of the opponents.
2. A player shall only be **declared off-side and penalized** for being in an off-side position if, at the time the ball touches or is played by one of his/her team, (s) he is in the opinion of the referee:
  - A. Interfering with play or with an opponent, or
  - B. At an advantage by being in that position.
3. A player shall not be declared off-side by the referee:
  - A. Merely because of being in an off-side position.
  - B. If (s) he received the ball directly from a goal kick, or a corner kick, or a throw-in.
4. In the 1<sup>st</sup> and 2<sup>nd</sup> grade divisions, off-side shall only be called when an offensive player is consistently posted deep in his/her offensive end of the field waiting for a pass. Therefore off-side traps will not be called in these two divisions.

## TIES

1. During the regular season, games can end in a tie. In the tournament at the end of the season, tie games will be decided by the following:
  - A. All divisions will play two additional 5-minute overtime periods. The full two periods will be played whether or not either team scores a goal.
  - B. Five minutes will be allowed between the end of the fourth quarter and the beginning of the first overtime period, and two minutes between the two overtime periods. Teams will alternate kickoffs at the start of each period and teams will change ends of the field between periods.
  - C. A coin toss will determine which team controls the kickoff and defends each goal, per the format for the beginning of a game.
  - D. If the score is still tied at the end of the second overtime period, the winner will be determined by a shootout:
    1. All team players both on and off the field at the end of the second overtime period are allowed to participate in the shootout.
    2. If the teams do not have an equal number of players on the field at the end of the last overtime period, the team with the larger number of players will eliminate players until both teams have an equal number of players. This includes an unequal number due to a Red Card.
    3. Each team will designate one player as goalkeeper. This player will be goalkeeper until a winning team has been determined.
    4. Each team will line up in the order in which they will shoot (Goalkeepers will shoot last). All players, except the goalkeeper actually defending against a shot and the player taking the shot will remain in the center circle.
    5. The first team to shoot will be determined by a coin toss. The team winning the toss will shoot first.
    6. Shots will be taken by alternating teams until all participating players (including the goalkeepers) have taken a shot. The referee shall indicate when (s) he is ready for each shot by blowing the whistle.
    7. If the score is tied at the end of the first shootout, a golden goal shootout will be taken.
  - E. If a tie still exists after the first round shootout, a golden goal shootout will be conducted as follows:
    1. The teams shall continue to use the same goalkeepers.
    2. Both teams may change the order in which their players shoot before the golden goal shootout begins.
    3. The teams shall alternate taking shots as determined by the first shootout round.
    4. Shots will be taken in pairs (one for each team), until one player scores and the other does not and a winner is declared.
  - F. In the case of a championship game:
    1. 1<sup>st</sup> - 3<sup>rd</sup> grade divisions will not use golden goal shootout. The teams will be declared co-champions.
    2. All other divisions will use golden goal shootout to resolve the contest.
  - G. A designated member of the Concord Youth Soccer Board must be present to conduct the shootout. Shootouts can be touchy, and having a Board member present is intended to ensure that all shootouts are conducted in a like manner, and that any possible protests are avoided.

## REFEREE

1. At least one referee will be assigned to each game. If two referees are assigned to one game, no linesmen will be used.
2. The authority and exercise of powers granted by the Rules of the Game commence as soon as the referee arrives at the field of play and extend until they leave the Concord Youth Soccer complex. The power of penalizing shall extend to offenses committed when play has been temporarily suspended, or when the ball is out of play when a foul is committed, or ensuing arguments. This includes players, coaches, and spectators.
3. A referee's decision on points of fact connected with the play shall be final.
4. The referee shall report to the game site with enough time to determine whether playing conditions are suitable and one team is either not present or does not have the minimum number of players, the referee will then award the forfeit to the team that is present.
5. The referee shall enforce the rules of the game.
6. The referee shall refrain from penalizing in cases where doing so would give clear advantage to the offending team (Advantage Rule).

## REFEREE (continued)

7. The referee shall act as timekeeper. Allowance for time lost through accident or other cause, shall be at the discretion of the referee. Time is extended for the taking of penalty kicks, but not for other free kicks.
8. The referee shall have the authority to stop the game for any infringement of the rules and to suspend the game if weather indicates stoppage is necessary. The reasons for such stoppage shall be reported to a CYS Board Member following the stoppage of the game. If the game is terminated by the referee or a CYS Board Member due to weather before the completion of the first half, the game will be considered a tie. If the stoppage occurs due to weather after halftime, that is considered a Game and is recorded with the score at the time of the stoppage. If the stoppage is due to the actions of players, coaches, or spectators, the CYS Board will make the decision as to the outcome of the game.
9. Only a Board member in consultation with the Referee can terminate a game.
10. The referee shall hold up a YELLOW CARD and point to the player or coach who is cautioned for misconduct or unsportsmanlike conduct. If it is a player, the referee will then notify the coach of which player has been cautioned.
11. The referee shall hold up a RED CARD and point to the player or coach who is disqualified for persistent misconduct or unsportsmanlike conduct. If it is a player, the referee will notify the coach. Ejections shall be reported to a Board member at the end of the game. Any person ejected must leave the area of the field and the parking lot adjacent to the field. If there is no parent or responsibility party of the player, the player will remain on the bench with the coach.
12. The referee shall allow no one other than the players to enter the field without permission.
13. The referee shall stop the game if a player is injured, but not during a drive on goal unless the injury appears to be serious. The referee is obliged to quickly check the condition of the injured player. With the referee's approval a coach may be allowed to enter the field to check the condition of the injured player,
14. The referee shall signal for the restarting of the game after an injury stoppage with an indirect free kick to the team in position of the ball when the whistle was blown.
15. A referee may reverse a decision as long as play has not been restarted.
16. If the Advantage Law has been applied, this decision can be **reversed** if the advantage is not realized.

## RED CARDS

1. Any coach or player given a red card shall be removed from the remainder of the game, as provided for in the rules. If a player is given a red card during play the team will play short one player for the remainder of the game.
2. Any coach or player receiving a red card will not be allowed to attend the next game.
3. Any coach or player given his/her second red card shall be removed from the League as player or coach for the remainder of the CYS season.
4. Any player or coach given a red card **before a game starts** shall not be allowed to participate in the upcoming game. If a player, the team shall play with a full team.
5. Any person given a red card after a game is concluded shall not be allowed to participate in the next scheduled game.
6. Any suspended person who refuses to leave the field and/or parking lot adjacent to the field shall be given five minutes to leave. If they still have not left the vicinity of the game, the team they represent shall forfeit the game 0 – 1, and the Sherriff will be called for endangerment of the players at the site.
7. If, in the opinion of the referee, a player who is moving toward his/her opponent's goal with an obvious opportunity to score a goal is intentionally impeded by an opponent through unlawful means, (i.e. an offense punishable by a free kick to a penalty kick), thus denying the attacking players the aforesaid goal-scoring opportunity, the offending players shall be shown a red card and sent off the field for serious foul play.
8. If, in the opinion of the referee, a player other than the goalkeeper within his/her own penalty area, denies the opponent a goal, or an obvious goal-scoring opportunity by intentionally handling the ball, (s) he shall be shown a red card and sent off the field of play for serious foul play.

## SLIDE-TACKLING and BICYCLE KICKS

Slide-tackling is prohibited under any circumstances. Bicycle Kicks are also prohibited under any circumstances. Both are considered dangerous play.

## JEWELRY

No jewelry is allowed - no exceptions. (Note: new piercings are NOT an exception to this rule.)



# **SEVERE WEATHER**

**At no time should a team be practicing or playing soccer if lightning is seen or a CYS Board member has given a signal to leave the field. In case of bad weather a board member will make a long blast of the horn, this will mean lightning (or other foul weather) is seen and all games at that moment are suspended, and all players, parents and other personnel are asked to leave the field (not the CYS complex unless they chose to for safety reasons) and go to safety. When condition are better there will be a signal given to return to the field for the completion of the game, there will be three blast together given to indicate play may resume. If there are games following your game, the next game will start on time, if your game was stopped after the first half the game is over and the team with the most points wins. If time allows, the second half will be played, but will end 10 minutes before the start of the next game. Any game terminated during a delay in the game due to severe weather will not be rescheduled by CYS. If no winner can be determined using the above guidelines then the game will end with a score of 0 – 0. If after a signal is given by a CYS Board member to return, and a team is unable to field enough players to finish the game then a forfeit will be declared.**