

# ANDERSON YOUTH SOCCER LEAGUE

## Rules & Regulations

### 1.0 RULES OF PLAY

- 1.1 **RAINOUTS.** All games played on Saturdays will be declared cancelled by 7:00 A.M. Make-ups will be rescheduled for competitive divisions and for non-competitive divisions, if possible. LEAGUE Teams playing in the District IX League, check for current policy regarding Rainouts, Rescheduling, and Canceling games.
- 1.2 Teams are expected to be on the field of play within thirty (30) minutes of game time.
- 1.3 A coach is required (Recreational and Competitive) to play a player one-half (1/2) a game with the exception of documented disciplinary reasons.
- 1.4 In order to have an official game a minimum number of players is required. Please see “Modified Rules” pertaining to the age group in question (U6 – U8). U10 requires a minimum of 5 players (including goalie), and U12 and above are required a minimum of 7 players (including goalie) unless otherwise noted.
- 1.5 **ONLY SPECTATORS OF U-6 GAMES ARE ALLOWED ON BOTH SIDES OF THE FIELD** to create an enjoyable learning environment for those new to the sport. All other spectators and those without the proper player & coach’s pass must use the designated side of the field, or the opposite side of the field of the Teams.
- 1.6 In all LEAGUE games, both team's bench areas will be on the same side of the field. Each coach or manager shall confine all coaches and reserve players to an area of not more than ten (10) yards on their side of the half line. Spectator areas shall be established on the opposite side of the field at least two yards off the touch line. Only players and coaches with CYSA passes for teams currently on the pitch shall be allowed on the team's side of the field.
- 1.7 A properly credentialed Coaches Pass, Assistant Coaches Pass or a Team Administrator's Pass must accompany at least one team official at each LEAGUE game in order for the team to be eligible to play. All coaches must meet the District IX Coaches Licensing Policy.
- 1.8 Coaches and Managers are responsible for the discipline and behavior of their players and spectators.

- 1.9** In the U6, U8 and U10 age divisions, if in the referee's opinion the game must be stopped due to an injured player, that injured player may continue play and not leave the field of play at the referee's discretion. If the player is required to leave the field of play, the team can either sub for the injured player or play down. The injured player may return to the field after play has restarted during a stoppage of play. In the U12 and U14 age divisions, if, in the referee's opinion, the game must be stopped due to an injured player, the injured player must leave the field of play regardless of the severity of his/her injury, except if the injured player is a goalie. The team can either sub for the injured player or play down. The injured player may return to the field after play has restarted during a stoppage of play.
- 1.10** All AYSL teams playing in District IX Leagues will abide by all special District IX policies, rules, and procedures. The District IX League will supersede any AYSL special rules.
- 1.11** ANDERSON YOUTH SOCCER Teams will not participate in games, tournaments, or practice games with teams or groups not affiliated with CYSA and/or USYSA.
- 1.12** The use and/or consumption of any alcoholic beverages or controlled substances immediately before, during, or immediately after the playing of any youth soccer game or practice is expressly prohibited.

## **2.0 FAIR PLAY**

- 2.1 No Running Up The Score.**
- 2.2 For all recreational and inner LEAGUE games,** where scores are recorded. Teams and coaches are not to run up the score in any game. If one team is stronger than the other, the coach of the stronger team is to take steps as follows:
- Switch players into unfamiliar positions
  - Provide more playing time to players who pose less of a scoring threat (while still allowing all players to play at least one half)
  - Require multiple passes before a goal can be scored (for example, three or more consecutive passes must be completed before a shot can be attempted)
  - Allow players to shoot only from outside the penalty area.
  - Allow players to shoot only on a volley or with a head ball (suitable for older teams)
  - Reduce the number of players on the field (eg: by playing 7 vs. 8 or 10 vs. 11)
  - Substituting for stronger players, playing weaker players in forward positions, etc. to even the competition.

- 2.3** If a team gets a six-goal advantage, it must reduce the number of players on the field by one. For each additional goal by the leading team (increase in the lead), the leading team must reduce the number of players on the field by one additional player. For each additional goal by the trailing team (decrease in the lead), the leading team may increase the number of players on the field by one.
- 2.4** Youth soccer coaches, referees and parents are all **JOINTLY RESPONSIBLE** to create a fun learning experience for all the players.
- 2.5** At **NO TIME** will either team have more than the maximum or less than the minimum number of players on the field according to their age group rules. Coaches may be suspended one or more games for noncompliance.

### 3.0 GAME TIMES AND BALL SIZE

**3.1** The length of LEAGUE games shall be as follows:

Age Division	Quarters	Notes
<b>U-6</b>	4 Qtrs / 8 minutes ea. with 2 min. break between quarters and one 5 minute break at half.	With substitutions at quarters or as needed
<b>U-8</b>	4 periods / 20 minutes ea. with 5 min. break between halves	Substitutions at stoppage of play.
Age Division	Halves	Notes
<b>U-10</b>	2 Halves / 25 minute ea.	With 2-10 minute halves for overtime
<b>U-12</b>	2 Halves / 30 minute ea.	With 2-10 minute halves for overtime
<b>U-14</b>	2 Halves / 35 minute ea.	With 2-10 minute halves for overtime
<b>U-16</b>	2 Halves / 40 minute ea.	With 2-15 minute halves for overtime
<b>U-19</b>	2 Halves / 45 minute ea.	With 2-15 minute halves for overtime

- 3.2** During regular LEAGUE Play, no overtime is allowed, all ties will stand.
- 3.3** **U-6** and **U-8** will use a **Size 3** ball;  
**U-10** and **U-12** will use a **Size 4** ball;  
**U-14 and above** will use a **Size 5** ball.
- 3.4** Spectator lines for spectators for **U-6** and **U-8** games will be set six feet back from the touchline.

**3.5** No spectators are allowed at the goal ends of the soccer playing field.

## **4.0 COACHES REQUIREMENTS**

**4.1** The Board of Directors & District IX requires the Primary Coach to be certified and urges the certification of the Assistant Coach. The Board of Directors & District IX has the power to grant a temporary seasonal waiver of certification.

**4.2** Coaches must show progression of correct licensing on yearly basis until satisfying the appropriate license for the age and level of team being coached.

**4.3** Coaches are to fill out insurance forms on any injury (game or practice) and are to notify the LEAGUE Insurance Officer/Secretary within twenty-four (24) hours of injury.

**4.4** Coaches are to follow the following Player Disciplinary Policy:

A. Coach may unilaterally suspend a player up to one game for any of the following reasons:

1. Excessive unexcused absence from practice or games (must be documented).

2. Poor sportsmanship or conduct during practice or games (must be documented).

B. Coaches are to keep a written record of attendance and report any disciplinary problems of his/her players and report any suspended players to the appropriate coaching coordinator or competitive director.

C. Coaches suspending a player a second time in one season will report the player's name to the PAD Committee. A coach does not have the authority to dismiss a player.

D. The PAD Committee may dismiss a player from the LEAGUE by being in violation of any Item of the Player Disciplinary Policy.

E. A dismissed player may appeal his/her dismissal to the Board of Directors within seventy-two (72) hours.

**4.5** Coaches may not obtain team rosters prior to the first coaching meeting where rosters are given. Teams should all be given the same opportunity to have an equal amount of pre-season practices.

## **5.0 UNIFORM RESPONSIBILITIES**

- 5.1** Referees will not wear their referee jersey while serving as a coach during any LEAGUE game.
- 5.2** All players in the LEAGUE will wear the complete issued uniform at all games. Shin guards **MUST** be worn fully **UNDER** socks and shirt **MUST** be tucked into shorts. Unless shirt, shorts, and socks are totally visible, a player will not be allowed to play in any game.
- 5.3** **NO JEWELRY – NO EXCEPTIONS** – Jewelry includes, but is not limited to: metal barrettes, bobby pins, hard plastic barrettes, hard plastic headbands, hair clips, beads, earrings, necklaces, rings, and bracelets.

## **6.0 REFEREE ABUSE**

- 6.1** The coach of a LEAGUE registered team is responsible for the actions of his/her team's spectators. The coach shall take all possible precautions to prevent such persons from threatening, harassing, or abusing referees, game officials, players, or other spectators before, during or after matches. The coach is responsible for identifying any spectators who do threaten, harass, or abuse referees, game officials, players or other spectators.
- 6.2** Any player, coach, parent, or other adult (spectator either associated or not with a specific team) guilty of referee abuse shall be suspended from all AYSL activities for a minimum of 2 scheduled matches within the rules of that competition.
- 6.3** The LEAGUE must address a Referee Abuse allegation within 10 days from the date of verification of an incident.

## **7.0 REFEREE MISCONDUCT**

Any allegation of misconduct or of conflict of interest by a game official at a match or away from a match shall be made in writing to the LEAGUE Referee Coordinator.

## **8.0 REGISTRATION REGULATIONS**

- 8.1** ANDERSON YOUTH SOCCER LEAGUE will follow the registration regulations as presented in the CYSA operation procedures, except where noted: Team rosters will not exceed the following numbers:

<b>Age Division</b>	<b>Maximum Roster</b>
<b>U-6</b>	7
<b>U-8</b>	7
<b>U-10</b>	12
<b>U-12</b>	16

<b>Age Division</b>	<b>Maximum Roster</b>
<b>U-14</b>	18 (22*)
<b>U-16</b>	18 (22*)
<b>U-19</b>	18 (22*)

\* Up to 22 players may be rostered if a team wishes to go to Cup play beyond District Cup without dropping players from the current season's 18 player maximum roster. A maximum of 18 rostered players may play in games, tournaments and/or cups.

- 8.2** In early April, on three dates (2) week nights and a Saturday), the LEAGUE Registrar(s) will set, with Board Approval, open registration dates at a time and place well-advertised to the public. The entire month of April will be general registration. Other Registration dates may be determined to be necessary.
- 8.3** After July 15, the Board of Directors, with advice from the Registrar will close down registration in some or all age divisions.
- 8.4** After an age division is closed, a waiting list will be kept in order of request. If a slot is open, a player will be given twenty-four (24) hours to register before the next on the list is given a chance to register.
- 8.5** Players may not request a particular coach in age groups U12 to U19. Recreational coaches will draft their teams. Recreational U6 to U10 coaches will be assigned their teams. Recreational Coaches may request their family members for their team.

## 9.0 SCHEDULING

9.1 Minimum number of games for in-house teams per season.

Age Division	# Of Games	Notes
U-6	8	Fridays Only
U-8	8	Fridays Only
U-10	8	Saturdays
U-12	8	Saturdays
U-14	8	Saturdays

- 9.2 In the U-6 through U-8 Divisions teams shall not play a team more than once until they have played all other teams once (Round Robin).
- 9.3 Before the season commences, and after the number of teams are determined, the Coaching Coordinator(s) and Scheduling Coordinator will meet with all coaches to go over rules, scheduling/re-scheduling of games, League contact information, etc.
- 9.4 DISTRICT CUP – It is the policy of AYSL to send the first-place team for each Division (U10 and up). The LEAGUE shall pay the entry fee for only one (1) team per Division. Any other team invited, or wanting to participate in the District Cup for their Division must pay the entry fee, which is set by District IX. AYSL
- 9.5 Division winners in LEAGUE shall be determined by the accumulation of points earned from the results of LEAGUE games, as follows: Win – Three (3), Tie – One (1), Loss – Zero (0).
- 9.6 If Divisions are tied at the end of LEAGUE Play, a winner will be determined in order of the following tie breakers: (1) winner of head-to-head competition; (2) goals allowed differential. If teams are still tied, goals scored differential will be used as the final tie breaker.

## 10.0 U6 Modified Rules of Play

- 10.1 One Jr. Referee will center each game if there is not one assigned. The coaches will center the game (one from each team).
- 10.2 4 players at a time, maximum; 3 players minimum.
- 10.3 Size 3 ball to be used.
- 10.4 Four 8-minute quarters with two minute breaks at each quarter end and a five minute break at half time. Substitutions at quarters and halves, or after an injury.
- 10.5 **NO Goalkeeper. NO score keeping.** Corner kicks and goal kicks will be used.
- 10.6 Change of kick-off and goals (teams) at half-time.
- 10.7 Throw-ins get two chances (same player), with referee explanation.
- 10.8 All kicks are indirect when a foul occurs. No penalty kicks.
- 10.9 Shin guards **MUST** be worn fully **UNDER** socks.
- 10.10 No slide tackling. Extremely rough play (e.g. kicking, tripping, pushing, striking, or spitting at an opponent, constant slide tackling) will warrant a temporary 5 minute send-off of the player, to return after an opportunity to slow the aggression down. Such player can return after the completion of the 5 minute send off.
- 10.11 **NO JEWELRY – NO EXCEPTIONS** – Jewelry includes, but is not limited to: metal barrettes, bobby pins, hard plastic barrettes, hard plastic headbands, hair clips, beads, earrings, necklaces, rings, and bracelets.



## 11.0 U8 Modified Rules of Play

- 11.1 One referee will center each game.
- 11.2 4 players at a time, maximum; 3 players minimum.
- 11.3 **Team Roster will be used to check in players. Coach MUST have roster available for game to proceed. COACHES MUST BE ON ROSTER TO BE ON COACHING SIDELINE.**
- 11.4 Size 3 ball to be used.
- 11.5 Four 10-minute Quarters: one 2-minute break between quarters with 5 minutes half time break.
- 11.6 Substitutions allowed at -minute period break or after an injury.
- 11.7 **NO Goalkeeper.**
- 11.8 **NO score keeping.** Corner kicks and goal kicks will be used.
- 11.9 Change of kick-off and goals (teams) at half-time.
- 11.10 Throw-ins get two chances (same player), with referee explanation.
- 11.11 All kicks are indirect when a foul occurs. No penalty kicks.
- 11.12 Shin guards **WILL** be worn fully **UNDER** socks. Jersey must be tucked in the shorts during game play.
- 11.13 **No slide tackling.** Extremely rough play (e.g. kicking, tripping, pushing, striking, or spitting at an opponent, constant slide tackling) will warrant a temporary 5 minute send-off of the player, to return after an opportunity to slow the aggression down. Such player can return after the completion of the 5 minutes send off.
- 11.14 **NO JEWELRY – NO EXCEPTIONS** – Jewelry includes, but is not limited to: metal barrettes, bobby pins, hard plastic barrettes, hard plastic headbands, hair clips, beads, earrings, necklaces, rings, and bracelets.