

GCFYSL RULES OF PLAY

PART I. GENERAL

- 1) General Guidelines for league play are provided by FIFA laws of the game with adjustments based for youth soccer and the league approved modifications herein.
- 2) Games must be played and completed in accordance with the officially published schedule. No open dates will be granted. Any dates, that a club's team might have a conflict with, must be applied for before the schedule has been put together by the league scheduler. All schedules are final when published. (As noted in Part VIII number 9.)
- 3) Levels of play will consist of:
 - a) U9 and U10 – recreational, competitive recreational
 - b) U11 and U12 – recreational, competitive recreational, Region Cup
 - c) U13 thru U19 – recreational, competitive recreational, Region Cup, State Cup

PART II. FIELDS AND EQUIPMENT

- 1) Clubs may utilize reduced size fields for younger players. If the field size is reduced, the markings and goal size shall be reduced proportionally.
- 2) The field (recommended) dimensions are as follows:
 - U9 & U10 – 60 yards x 45 yards
 - U-11 & U12 – 80 yards x 55 yards
 - U-13 & above – regulation size
- 3) The designated home team will be responsible for the condition of the grounds, proper field marking in accordance with published schedule.
- 4) The home team is responsible for providing the game ball, but it is the responsibility of both teams to have an appropriate game ball. The referee is responsible for the selection of the game ball.
- 5) Ball sizes are:
 - U9 to U12 – size 4
 - U13 to U19 – size 5
- 6) All teams are responsible for keeping their spectator area as well as their team areas clean and neat.
- 7) There will be no smoking or use of tobacco products on, or around, the fields of play per FYSA rules.
- 8) Goal nets are mandatory. No game shall be started without nets. Lack of goal nets will be cause to award forfeiture to the visiting team by the league. In the case of torn nets, or nets with holes, the home team will be responsible for the repair of the nets. It will be the discretion of the referee if the nets are sufficiently ready for the game to be played.
- 9) Goals must be properly anchored. The game will not start until the referees have determined that the goals are safe to be used. Any club, and referee, that is caught playing a game with unsecured goals will be subject to disciplinary action by the league. Any allegations should be filed with the disciplinary department.
- 10) Corner flags are required. No cones, bicycle flags or other markers are permitted, unless no other option is available. It is the discretion of the referee to start the game using any other items. A game report, filed through the discipline department, must be filed by the center referee if any other items are used.

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- 1 1) The center referee assigned to that particular game is the sole judge as to the playability of the field.
- 1 2) There will be no alcoholic beverages dispersed or consumed on or near the playing field during any league game.

PART III. GAME LENGTH

- 1) Length of game:

U9 and U10	2 – 25 minute halves
U11 and U12	2 – 30 minute halves
U13 and U14	2 – 35 minute halves
U15 and U16	2 – 40 minute halves
U17 and U18	2 – 45 minute halves
- 2) **Half-time** will be at least 5 minutes and not longer than 10 minutes for all age groups.
- 3) A one minute water break is mandatory to be taken half way through each half of all age bracketed games.

PART IV. SUBSTITUTION

- 1) The number of substitutions shall be unlimited.
- 2) Substitutions may be made at the following times by either team at the referee's discretion:
 - a) Prior to a goal kick.
 - b) After a goal.
 - c) Between halves.
 - d) After an injury, when the referee has stopped play and the team that had the injured player has substituted for the injured player.
- 3) The goalkeeper can be substituted an unlimited amount of times provided they have properly notified the referee beforehand.
- 4) Prior to a throw in, **ONLY** the team with possession can substitute.
- 5) Players arriving after the start of play may be substituted at any proper substitution time after the referee has checked their equipment, player pass and FYSA roster prior to the restart of play.

PART V. UNIFORMS AND PLAYER EQUIPMENT

- 1) Where colors of competing teams are identical or similar, the designated home team must effect a change to colors distinctive from their opponent. The home team should wear light colored jerseys and the visitors should wear dark colored jerseys.
- 2) The uniform or jersey of the goalkeepers must be distinctly different in color from the basic colors of both competing teams.
- 3) Player's uniform numbers (approximately 6" in height) are to be affixed to the back of the uniform shirt. No two players from the same team may have the same numbered jersey while on the field at the same time.

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- 4) Players wearing an orthopedic cast or metal brace shall not be eligible to participate in any game. If a player is wearing a cast of any kind, either padded or not, that player shall not be allowed to participate in the game. Note: changed 3/28/2009 to conform with FYSA.
- 5) All players will be required to wear protective shin guards that are of a proper size and age appropriate while participating in a game. They will be worn beneath the game socks and in a manner to protect the player's lower leg (shinbone).
- 6) Shoes shall be of a type specifically designed for soccer.
- 7) Shoes for U9 thru U12 shall be soft-cleated soccer shoes or tennis shoes.
- 8) No jewelry of any kind shall be worn in any league game. Nothing is to be around the wrist or neck at anytime during the game.

PART VI. REFEREES

- 1) The referee's pay for all league sanctioned games shall be:

<u>AGE</u>	<u>CENTER</u>	<u>LINE</u>	<u>TOTAL</u>
U8	\$18.00	N/A	\$18.00
U9/U10	\$20.00	\$10.00	\$ 40.00
U11/12	\$25.00	\$12.00	\$49.00
U13/14	\$30.00	\$15.00	\$60.00
U15/16	\$40.00	\$20.00	\$80.00
U17-19	\$50.00	\$25.00	\$100.00

- 2) The referee shall hold a brief, but mandatory, meeting with both teams and coaches for the purpose of checking eligibility, including:
 - a) Player and coaches passes
 - b) An FYSA roster
 - c) Player equipment
 - d) Coaches' challenge of player credentials, field conditions, etc.
- 3) The player and coaches passes, along with the FYSA roster, will be collected and held by the referee until the end of the game and then given back to each coach, minus the pass of any ejected player or coach.
- 4) If a player or coach receives a red card, the center referee MUST send the player/coaches pass along with the game report and roster, within 48 hours of the game, to the VP of Discipline at 1262 Lake Francis Drive, Apopka, Florida 32712. Also, if possible, fax a copy of the game report as soon as possible to 407-886-8923.
- 5) The referee should also report any unusual game action such as serious injuries, game stoppages and "no-shows", etc., to the league in the same manner as stated in number four above.
- 6) The referee shall not start any game if a team has fewer than seven (7) eligible players. This is for ages U-13 and up. The minimum number of players for U9 & U10 is four (4) including a goalkeeper. For U11 & U12 the minimum is six (6) including a goalkeeper.

PART VII. COACHING

- 1) Coaching from the sidelines is permitted for the purpose of encouragement of the players. No derogatory remarks to players, other coaches, referees, parents, or officials will be tolerated!

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- 2) Coaches and players must remain in the teams assigned areas while the game is in progress. This consists of 15 feet down from the halfway line and 1 yard back from the field. This is otherwise known as the coaches box.
- 3) Coaches and players bench area shall be on the opposite side of the field from the spectator's side. No spectators are allowed in the bench area. The bench area is limited to the Coach, two assistants, and the players. All must have player/coaches passes and be on the current playing team's roster.
- 4) Coaches may not use mechanical devices such as voice amplifiers, cell phones, or horns, etc., in aiding them in coaching during the game.
- 5) No tobacco, or alcoholic beverage products shall be used by coaches, assistants, parents, or players on the field of play, before, during or after the game.

PART VIII. SCHEDULES & POSTPONEMENTS

- 1) Game time is forfeit time, there is no grace period.
- 2) Games must be played in accordance with the officially published schedules.
- 3) In the event the start of the game is delayed due to weather, injury, etc., the referee shall have the option of shortening the length of the following games by shortening each half equally to maintain the field schedule. The team captains shall be notified prior to the start of the game.
- 4) Games stopped due to weather or injury: - in the first half are subject to reschedule at the option of the league. - in the second half, the game will be deemed completed.
- 5) After the game has began, the referee shall remain the arbiter of any decision regarding inclement weather that arises. This includes lightning, unsafe field conditions in the event of a downpour, etc. The referee must use the 30/30 rule in regards to lightning and thunder. If you can hear thunder then the lightning is close enough to strike. Get off of the field immediately and have the players go to their respective cars, or a building that is grounded and safe from lightning. Referees should inform each coach of their whereabouts so as to keep them informed with what is going on. When the game has been stopped due to lightning, the game cannot be restarted until 30 minutes has passed from the last seen lightning.
- 6) Before the game has begun, the Club President, or his/her designee, after notifying and receiving approval from the League President, or the 1st VP, be provided with the authority to cancel games prior to their start under the following conditions:
 - a) The game field has been subjected to rainfall equal to or greater than two inches (2" accumulated) during the twenty-four (24) hour period preceding game time. **OR**
 - b) The majority of the active playing area will not allow a ball to travel via rolling or bouncing in a manner conducive to safe play. (i.e. the ball skids wildly or stops unexpectedly in areas most traveled by the players.)
- 7) Any weather related game cancellations prior to their start shall be rescheduled at the earliest possible time.
- 8) Referees, assigned to a field for the purpose of calling consecutively scheduled games, will be paid for the first game canceled whenever approval has been granted by the League President for cancellation of the remaining games scheduled for a given field on a given date.

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- 9) Once the schedule has been posted there will be NO rescheduled games, unless deemed necessary by the League's 1st VP. For a weather related cancellation, it is up to the two teams to reschedule the game before they leave the field. If needed, the League's 1st VP will assist. Any games not played will be deemed a 3-0 forfeit against the team that had to cancel, or "no-showed" the game. All fines and penalties will apply.
- 10) Forfeit games shall be scored as a 3-0 result for the winning team. Forfeiting teams Club President or his/her designee must notify the referee assignor and the opposing club/team
 - a) **First Offense** - \$50.00 fine and full referee fee.
 - b) **Second Offense** - \$100.00 fine and full referee fee. A written warning from the league. Team will be placed in bad standing with the league and not allowed to participate in post season play.
 - c) **Third Offense** - \$150.00 fine and full referee fee. The team will be placed in bad standing with the league and disqualified from all awards and all post season play.
- 11) Both forms of discipline apply for the seasonal year.
- 12) Offenses accumulate during the entire seasonal year.

PART IX. REGISTRATION & PLAYER/COACH PASSES

- 1) All players and coaches are required to be properly registered before they can participate in league activities. Only players and coaches with a valid player/coach's pass will be allowed to participate in league games. **(NO PASS, NO PLAY).**
- 2) Teams must provide player/coaches passes AND a FYSA roster at the start of each game for the referee. Teams not providing passes or a FYSA generated roster will forfeit the game. All forfeit fines will apply.
- 3) All passes must be:
 - a) Signed by the player/coach
 - b) A picture that has been taken within the past 6 months must be affixed to the back of the player/coach pass.
 - c) The player/coach pass must be laminated to where defacing of the pass is not possible.
- 4) If a player or coach participates on the field without proper registration, (pass or roster), his/her team will automatically forfeit the game. All forfeit fees will apply. In addition, the club, coach, and/or player may be subject to additional disciplinary action per FYSA rules or as the league may deem appropriate.
- 5) Any player/coach that is not properly registered (pass and roster) before the game begins, will not be able to participate in the game. The game will be played, provided there is at least one (1) properly registered coach and the minimum number of properly registered players. If one (1) or both of the previous stated situations is not met then the game is deemed a forfeit. All forfeit fees apply.
- 6) The GCFYSL does not permit guest players during league or playoff games.

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PART X. DECLARATIONS

- 1) Clubs shall be responsible for placing teams in the appropriate age, gender, and competition level divisions as defined by FYSA guidelines. Team classifications/codes shall be reflective of the proper age and gender for each team.
- 2) All teams must have the minimum number of players that can start a game on their rosters before they can be declared.
- 3) Once a team is declared in a specific playing level (i.e. Recreational, Competitive Recreational, Region Cup, State Cup), that is the level of play that they will stay at for that seasonal year.
- 4) Declaration dates are defined per the approved seasonal GCFYSL calendar. Clubs not filing electronic declarations per the mandated calendar shall be fined \$20.00 per team.
- 5) Girls teams shall not be permitted to participate in boys divisions above the age of U12.
- 6) Boys teams may not participate in girls divisions, regardless of age.
- 7) Coed teams may participate only in boys divisions.
- 8) All teams must provide coach or contact information to be published in the schedules. Lack of contact information will be cause for removal of teams from the schedules.
- 9) Teams withdrawing from league play after schedules have been posted will be fined full forfeit fees for each scheduled game.
- 10) Clubs must have all outstanding debt settled prior to each season's declaration meeting. Failure to comply will result in denial of team declarations for that season.

PART XI. PROTEST, FINES AND DISCIPLINE

- 1) For games played under protest, a written report must be forwarded to the 2nd VP within 48 hours of the game. You can use the same process as noted under PART VI. Number 4. The report must contain the essential facts of the case and the basis on which the protest is submitted. The protest must be accompanied by a fee of \$25.00, which shall be returned if the protest is sustained. In addition, the referee must be notified of the protest not later than the end of the game. No protest will be filed after the game has been whistled ended by the referee. Protest will be resolved by the league's board of representatives. The respective clubs shall be notified of the time the protest is to be considered, and have the option to attend. The protest must be heard within 30 days of the filed protest.
- 2) All forfeit fines will be administered internally between the 1st VP and the Treasurer. Each clubs GCFYSL account will be either credited or deducted depending on the necessary action needed.
- 3) All red card fines will be paid to the VP of Discipline as noted either under PART VI. Number 4, or the GCFYSL website, (www.gcfsoccer.com). All fines must be paid before a pass can be returned. The fine can either be paid by mail or in person at the address listed in PART VI. Number 4.
- 4) All other fines shall be paid directly to the Treasurer.