

HIGH DESERT YOUTH SOCCER LEAGUE

RECREATION RULES REGULATIONS AND DRAFT PROCEDURES

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Section 1 - General Rules and Regulations

I. Rules of Play

- A. The rules of play shall be the laws of the game as published by FIFA except as modified for the benefit of youth soccer by The United States Soccer Federation (USSF), The United States Soccer Association (USSA), California State Soccer Association (CSSA - Cal South), and The High Desert Youth Soccer League (HDYSL).
- B. No team registered with HDYSL can play any other team not officially sanctioned by CSSA - Calsouth. Any HDYSL affiliated team desiring to play CSSA sanctioned teams outside HDYSL must submit written request to the HDYSL Board of Directors (Board). Said request must identify the teams and leagues involved in proposed date/time/place of the game, and the person(s) responsible for arranging fields/referees/equipment.
- C. **Coaches are not allowed to reschedule games without authorization!** All request for reschedule must be made during the first two weeks of the season and will only be considered; rescheduling is not guaranteed. No other reschedules will be considered after the first two weeks, except for emergency situations. It is understood that the U-18 divisions are unique and reschedules will be considered on a case by case basis. The head coach must request to reschedule through the Director Of Coaches (DOC), and Head Coach must show due cause for the request. The DOC will present the request to the Executive Board. The Executive Board will evaluate the request and approve or deny the request with simple majority vote. Unauthorized rescheduled games will result in forfeiture of the game and counted as a **LOSS** for both teams.
- D. An advantage of more than 8 goals over that of your opponent is defined as **'running up the score'** and is not allowed. Every effort must be made by a team not to run up the score. Coaches will be warned after the first offense. Any further violations could result in the coach having to appear in front of the Disciplinary Committee and facing possible; suspension, forfeit, and removal as coach.
- E. As set forth in section I-XXVII "Coaches", all coaches and assistant coaches for regular or postseason play must be approved by the HDYSL Board prior to taking charge of or being involved with any team.
- F. Violation of HDYSL Rules and Regulations as stated herein shall be grounds for disciplinary action and/or censure and suspension from further participation in HDYSL or any CSSA affiliate member league, team, or club.
- G. The rules, regulations, and procedures, of HDYSL can only be changed, altered, or added to by a majority vote of the HDYSL board (except as noted within the rules, regulations, and procedures).
- H. Determination of end of season standings using the 10 point system is as follows: Win = 6 pts. Tie = 3 pts. Loss = 0 pts. 1 point per goal up to 3. 1 point for a shutout. A forfeit is scored 1-0. The team with the most points at the end of regulation play will be the winner of the division. In the case of a tie, rule 9 (B) under "Commissioner Cup Teams" will apply.
- I. Only a majority vote of the HDYSL **Executive Board** may terminate or cause any game to be finalized prior to conclusion of regulation time.

II. SEASONAL YEAR

The seasonal year shall begin on August 1st and end July 31st of the following year.

III. REGISTRATION

- A. The registrar(s) shall be responsible for insuring proper registration of the players, affiliation of the teams, proper accounting of all transactions, and accurate reporting to the board.
- B. All players and admin must have their full legal first and last name listed on all registration forms. Each team official (Coach and Assistant Coach) shall be listed on the proper CSSA team registration form, have completed and passed a livescan background check, and have obtained the proper coaching license according to the age group being coached

- C. A person becomes an officially registered player only after verification of age and acceptance of a completed registration form by the registrar(s).
- D. No boy or girl shall be allowed to participate in a HDYSL practice or game until properly registered.
- E. The Board of Directors will determine time limit for registration.
- F. Once a player is officially rostered to a team in the CSSA-S system, that player is considered to be a member of that team. Once teams are formed, transfers will only be considered by the BOD for circumstances causing an extreme hardship on a family. Such requests for transfer must be presented in writing to the Board and include written consent of the involved parents or guardians.

IV. PLAYER REGISTRATION FEES

- A. The HDYSL Board, shall annually establish the player registration fees of the affiliated members prior to the fall season.

V. AGE LIMIT DEFINITIONS:

- A. A player is identified as a recreational/competitive player who has not attained the age of 19 prior to the first day of January of the current calendar year. Spring is considered a continuation of Fall.
- B. A youth player will play in the age group of their birth year for the current Season. Seasons are Fall and Spring.
- C. Age Divisions will be comprised of birth year of the youth player.

Age Groups

| Age | Group |
|--------------------|---------------------|
| 2 & 3 | Tiny Tot |
| 4 & 5 | Under 6 |
| 6 & 7 | Under 8 |
| 8 & 9 | Under 10 |
| 10 & 11 | Under 12 |
| 12 & 13 | Under 14 |
| 14 -18 | 18 and under |

VI. PROOF OF AGE

- A. Proof of age documentation shall consist of “Original Registered” or “Certified” documents in form of a birth certificate, a passport, a Certificate of Naturalization, a United States Alien Registration card, or Military Identification Card.
- B. No reproduction or photocopies of document, which have not been officially certified, may be accepted as “original” age documentation.
- C. The Board of any affiliated league, or of this league, may request ‘Proof of Age’ by directing the request in writing to the team coach of the player for who proof is sought to be established. Copies of the written request must also be directed to the Board of this league and the appropriate league of the other administrative authority. ‘Proof of Age’ shall be presented within 48 hours of the presentation of such written

request. Failure to respond to the request shall result in the immediate suspension of the player until proof of age is verified.

VII. TEAM ROSTER LIMITATION

- A. Maximum number of players per team will be determined by the Board. No team shall be allowed to have less than 7 players (with exception of Tiny Tots and U6) and not more than 18 players at any time.
- B. During regularly scheduled games, the number of fielded players for Tiny Tots, U6, U8, teams will be determined by the BOD. Inability to field 7 players will result in an automatic forfeit except in age divisions normally fielding 7, where 5 respectively will be the absolute minimum. Does not apply to Tiny Tots, U6, and U8 divisions.

VIII. LENGTH OF THE GAME, BALL SIZE AND PLAYERS

| Age Group | Game Duration All 5 min halftime | Quarters | Field Players | Ball Size | Minimum Fielded Players |
|-----------|-------------------------------------|--------------|------------------|-----------|----------------------------|
| Tiny Tots | 35 minutes | 7.5 minute | 4 | #3 | Does not apply |
| Under 6 | 35 minutes | 7.5 minute | 6 | #3 | Does not apply |
| Under 8 | 45 minutes | 10 minute | 7 | #3 | 5 |
| Under 10 | 45 minutes | 10 minute | 7 | #4 | 5 |
| Under 12 | 55 minutes | 12.50 minute | 9 | #4 | 6 |
| Under 14 | 65 minutes | 15 minute | 11 | #5 | 7 |
| Under 18 | 85 minutes | 20 minute | 11 | #5 | 7 |

* No overtime periods in the regular season play

* Game time is a running clock

IX. COMMISSIONER’S CUP TEAMS SELECTION

- A. At the end of the regular season, if there is a tie for first or second place, the tiebreaker criteria listed (Below will be used, in order to determine which teams go to Commissioner’s Cup.
- B. Tie breaker Criteria is: **1-Head to Head 2-Goals Allowed 3-Goals For.** In event of a tie after **1-3** have been applied, a 20 minute game will played. The game will consist of 2 complete 10 minute halves with a 5 minute half-time. There will be no golden goal. The teams will switch sides at the end of the 1st 10 minute half. The team with the most goals at the end of the game will be declared the winner. The winning team will be the division 1st place team and the losing team will be the 2nd place team. Should the game end in a tie, both teams will participate in a shoot out. The shoot-out will follow FIFA rules for “Kicks from penalty mark.”

X. PLAYER SAFETY

- A. Any player wearing any orthopedic device even if covered with a protective surface will not be allowed to play in any regular schedule or tournament game. This included hard cast, reinforced braces and splints, or rigid upper limb prosthesis. Any Velcro or laced material must be safely secured.
- B. No metal or jewelry of any type may be worn during the game. This includes stud earrings, facial jewelry, necklaces or hair clips. Taping and sponge covers are not allowed. Medical ID's are exceptions to this rule.
- C. The Coach or Assistant Coach must have the player's medical release authorization forms at all practices and games.
- D. In the event of an injury, contact the Registrar office immediately with time, description of injury, and contact information of the injured player. Complete the insurance claim form with all required information and submit within 48 hours.
- E. **SHIN GUARDS AND CLEATS ARE MANDATORY for all games and practices (U8 and above).** Shin guards are to be worn under the uniform socks. Folding socks down and over is not allowed. Shoes with full metal cleats are not allowed.
- F. Fingernails will must not extend beyond the natural tip of the finger.
- G. Only headgear allowed will be FIFA approved headgear specifically for soccer unless otherwise approved by the HDYSL Board.

XI. GAME UNIFORM COLOR CONFLICT

- A. When the uniforms of two competing teams are similar in color and appearance, the home team shall wear pennies of a different color. Home team is listed first on the schedule.

XII. FIELDS AND EQUIPMENT

- A. The coaches of the teams scheduled to play the first game of the day are responsible for the setup of the nets and corner flags. The coaches of the last scheduled game of the day are responsible to take down the nets and corner flags and return them to the storage unit by the snack bar.
- B. Each team is responsible for clean up after their game. Coaches take a quick check to leave the area clean.
- C. Teams must have specific authorization from the Field Assignment Coordinator/League Registrar to hold any practice or unscheduled game at the HDYSL fields. Violations may result in disciplinary action, which could include suspension or removal as a coach.
- D. Teams and spectators of said teams must be on opposite sides of the field of play. Home team is listed first on the game schedule. Home team setup on the **West or South** side of the field.
- E. The Board will set up the dimensions of the fields. All areas within the field of play must be defined and marked according to FIFA law.

XIII. SUBSTITUTIONS

- A. Substitutions are made at the end of 1st, 2nd, and 3rd quarter. The referee shall stop the game during a NORMAL STOPPAGE OF PLAY or when the ball is in the area of midfield prior to a kick-off, goal kick, injury restart, or throw in, and call for substitutes. Referee will note on the line-up card the player(s) substituting out. Note: Time is not stopped for substitution. If an injured player returns to the game during the same quarter he/she was substituted the injured player returning to play may only replace the Player that substituted for him/her.
- B. Substitutes will enter the field of play at the halfway line, and only after the player they are replacing has left the field at the same spot.
- C. **50% playtime is mandatory for each player. 75% is highly recommended.**

- D. U6 and U8 age groups must use 4 different goalkeepers in each game. U10 age group must use at least two different goalkeepers per game. No one child can play in the goal for more than half the game with the exception of U12- U18. If a child plays in the goal for two quarters that child must also play one quarter of the field in a position other than goalie for that game. Violation of this rule may result in forfeiture or all games in which this rule was violated. U12 - U18 a goalkeeper may play an entire game in the goal.

XIV. COACHING FROM THE SIDELINES AND SIDELINE BEHAVIOR

- A. Coaches giving direction to their own team on points of strategy and position is permitted in accordance with the following:
 - 1. No mechanical devices are used
 - 2. The tone of voice is informative and not harangues
 - 3. Coaches and players are to stay within ten yards of the halfway line (within the midfield circle)
 - 4. Coaching is not allowed in the following locations; behind the goal line, the opponent's sideline farther than ten yards from half line. Exception: rules outlined for U6 & U8 during the first 3 games.
 - 5. Parents and spectators are not permitted to coach from the sideline. Positive reinforcement is encouraged.Any of the above actions could result in immediate removal by Referee or HDYSL Board member(s).

XV. GAME CARD

- A. Coaches are responsible for properly filling out each game card prior to the start of a game. To include team number/coach's name, date, all players first and last name.
- B. Upon the completion of the game, the referee shall check the accuracy of the final score on the game card. Responsibility of verifying the correct score, player substitution is that of each coach. Upon signing the card each coach accepts all information presented on the card and is considered final. Game cards are given back to the center referee.

SECTION 2 – DRAFT RULES & PROCEDURES

I. The following are the maximum players and points allowed prior to the start of the draft. Any player selected to be placed on a team prior to the draft; other than the coach or assistant coach's child will only be placed on the team provided the parent of the player consents to such selection prior to the draft. Parental consent must be done in writing or if by phone, made directly to the league registrar. The registrar will note consent on registration form and initial notation.

PLAYER OPTION POINTS

Under 8 any 3 players 12 points-max
Under 10 any 3 players 17 points-max
Under 12 any 3 players 21 points-max
Under 14 any 3 players 21 points-max
Under 18 any 5 players 35 points-max

II. First time players U10 and younger must play in their designated age group with the exception that the parent must coach the team if their child is playing up in age group.

III. All teams will have a sponsor, if available. During the draft, if you pick a medical release flagged as a sponsor, you will be told that you have a sponsor, if you pick another medical release flagged as a sponsor, return it back to the draft official, and pick again. If this is the last player in the current ranking, pick from the next lower ranked players.

IV. Sibling option, places both players on your team. Subject to the maximum allowed under rule #1.

V. If a parent submits a 'not this coach' request, the child's medical release will be flagged as such; each player is allowed one exclusion only. If you pick such a medical release and you are the coach named, you will pick again. If this is the last player in the current ranked group, you must pick from the next lower ranked group. If this is the last available player in the current ranked group, the next coach has the option to pass.

VI. During the draft a coach has the option of exclusion of one player from his team. This must happen before the next coach is given a player. Only one refusal per team.

VII. No trading of players! The players you select at draft time are the players of your team for the current season.

VIII. If there is not a representative for a team during the draft, a Board Member will be assigned to pick for that team. No player exclusions will be allowed under this circumstance.

IX. Only coaches, assistant coaches, team representatives and Board Members are allowed at the draft.

X. A parent or child should never be made aware of the child's point rating. All ratings are for the coach, assistant coach and HDYSL use only. Disclosure of such ratings could result in exclusion from coaching for HDYSL.

XI. The draft committee reserves the right to amend any player ratings as deemed necessary prior to the player being drafted.

XII. Players in Tiny Tot – U8 age group signing up after the initial draft will be placed on a team determined by the registrar as needed. Players of the U10 – U18 signing up after the initial draft will be placed on a team by the registrar after review from the draft committee. In the event no committee has been formed, the executive board will

undertake this role. Players will be placed on a team in order to balance the number of players on teams in the respective age group or as necessary and determined by the draft committee or executive board.

- A. Players being placed after the initial draft may not refuse a coach/team.
- B. Coaches may not refuse a player being placed by the registrar.

XIII. Players who have left HDYSL and return without further soccer play will return with the same rating as when they left including club players:

- A. Each player moving up to the next age level, excluding club players, will have their ratings dropped one point.
- B. Any player returning from club to HDYSL will be rated a 5. Their rating will not be dropped.
- C. Any new player to HDYSL with other league experience will be rated a 2 for 2 years or less experience and a 3 for over 2 years experience. Or follow Sec. 2-XII as outlined.
- D. Fall ratings will take priority over spring ratings, except for new players playing soccer for the first time, during the spring season only. In this case, the spring rating will stand.
- E. Players who have left HDYSL and return without further soccer play will be evaluated by BOD for proper point placement.

SECTION 3 - ALL-STAR TEAM GENERAL AND DRAFT RULES & PROCEDURES

GENERAL RULES:

- I. 50% playing time is required, 75% highly recommended.
- II. Mandatory rosters are as follows: U10 minimum 11 players; U12, U14 & U16 minimum 14 players; U18 maximum 18 players.
- III. In the event that HDYSL is asked to send more than one team from an age group to President's Cup, the All-Star committee will evaluate the request and give a recommendation to HDYSL President. The guidelines the committee will follow are: can the additional team be competitive, and is it in the best interest of the players, coaches, parents and HDYSL to send an additional team? Also, the additional players will only be selected from the remaining players on the master and supplemental lists.
- IV. The HDYSL Executive Board or All-Star committee reserves the right to change player ratings as the need may dictate.
- V. The HDYSL Executive Board and/or the Board of Directors reserve the right to modify or change these rules and procedures as the need may dictate.

ALL-STAR COACH CRITERIA:

- VI. The All-Star coach selection is in U10 age group and older. Head coach and assistant coach must have met the requirement as outlined in Section 1-XXVII. Head coach may pick only 1 assistant coach. The person selected, if not a current year HDYSL coach, must meet all HDYSL and CYSSA requirements for coaching.
- VII. The All-Star coach is the winner of their division as determined under the "Rules of Play and or Commissioner's Cup Teams", sections of the HDYSL Rules and Regulations. In the case of playoffs, the All-Star coach will be the winner of the "A" bracket, in age divisions that send more than one team; the second place coach will coach the second team.
- VIII. Should any head coach decline the responsibility of coaching, the next winning coach in that division will be offered the All-Star coaching position. Provided (VI) of All-Star Coach Criteria is met.
- IX. Should any assistant decline the responsibility of coaching, the head coach may choose another assistant.
- X. The All-Star coach and assistant coach must be in good standing with HDYSL; no money owed and/or have no disciplinary actions taken against them.
- XI. The HDYSL Executive Board reserves the right to replace any All-Star coach or assistant coach if they believe removal would be in the best interest of the league.
- XII. Any coach being rejected or removed will receive an explanation as to the reason for rejection or removal.

ATHLETE SELECTION PROCESS:

- XIII. **Only one** voting member will be admitted to the All-Star selection meeting, head coach preferred. The All-Star coach will be allowed to have their assistant coach attend.

XIV. Each coach may only nominate a maximum of three players from their team; a player must be a registered player for at least ¾ of the regular season to qualify for the all-star team. All players nominated will be rated a 5. These nominations will form the master list. For U10 division, the first three players nominated from any team will be placed on the master list, regardless of when they are nominated. After the master list has been compiled, a supplemental list will be created. Any coach may discuss and elect nominees from any team (including your own, as long as it is within the age division they coached in during the regular season) for the supplemental list. Nominees should be equally balanced between offensive and defensive players to create a balanced all-star team. For the U10 division, the team's representative may nominate only 2 players from a team to the supplemental list.

XV. Players must be in good standing with HDYSL: no money owed and/or disciplinary reports on file for the current season.

XVI. First All-Star team selected in age group U14, U16, and U18 coach must pick a minimum of 9 players from the master list, U12 coach must pick a minimum of 8 players from the created master list, and U10 must pick a minimum of 6 players from the created master list. Remaining players may be picked from either the master or supplemental list. Second All-Star team coach (if any) may draft players from the master list or supplemental list. All-star coach and assist coach's children are not counted as one of the top 6 for U10, top 8 for U12 or top 9 for U14 and up. They are counted against the total number of roster players. If there is a tryout in any division, the all-star coach and assistant coach's children do not try out.

XVII. Once the nominations have been made for the master and supplemental list, the nominations will be closed; no more names will be added to the lists.

XVIII. If a coach must drop any player for any reason, said coach **must** get approval from the HDYSL President.

RATINGS OF PLAYERS SELECTED TO THE ALL-STAR TEAM ARE AS FOLLOWS:

| | | |
|-------------|--------|----------|
| First team | A team | 7 points |
| Second team | B team | 6 points |
| Third team | C team | 5 points |

SECTION 4 – THANKSGIVING TOURNAMENT RULES & PROCEDURES

Rules: This tournament will adhere to the rules set forth by FIFA and the California Youth Soccer Association, except as stated below:

NO ALCOHOLIC BEVERAGES, SMOKING, PETS, MECHANICAL OR OTHER NOISEMAKERS ARE ALLOWED ON THE FIELDS.

Protests: Referee's decision is final. All games are final; **no protest will be accepted.**

Player Eligibility: Recreational players only are allowed. No club players or signature players may participate. Any teams with USYSA are eligible to play. The regular season team roster will be allowed to participate. All players must be registered as recreational. All teams must have player cards and medical release forms.

| Age Group | Max Roster | Loan Players |
|-----------|------------|--------------|
| U8 | 14 | 5 |
| U10 | 14 | 5 |
| U12 | 18 | 5 |
| U14 | 18 | 5 |

HDYSL teams:

Coaches: If your team is participating in this tournament, you must invite and allow all your assigned team players to participate. A player in our league must play with their recent fall season team. If a player's team is not entered in this tournament, then a player may be a loan player for another team.

Home team: Home team is listed first and must change jersey or wear bibs if a color conflict occurs as determined by the referee. Home team is responsible for 3 game balls for each match. Teams must be located on opposite sides of the field. Home team will locate on the South or West side of the field as appropriate.

Misconduct: Any player receiving a red card will be suspended for the remainder of that game plus the next game. A yellow carded player may be substituted per ref discretion until the next dead ball. Coaches will be held responsible for their own, their team's, and their spectator's sideline behavior. Coaches, parents or spectators ejected from a game will not be allowed to participate nor attend the team's next game. If both head coach and assistant coach are ejected before the game ends in regulation time, the game is forfeited 0-1.

Player Cards: Signed and laminated players cards from your league registrar are required and must include player's name, full birth-date, and picture. At tournament check-in each card will be marked showing that each player has met the required information. Teams must arrive and check in 1 hour prior to game time listed on schedule. Arrive at designated field of play 30 minutes prior to the start of each game, giving the referee player cards for pregame check-in. **Coaches Cards:** Same requirement of a signed and laminated card for each coach must be presented with team player cards upon check-in and pregame check-in.

Equipment: Shin guards are **MANDATORY** during tournament play. No soft or hard casts allowed, no jewelry is allowed. Exceptions to this rule are medical identification bracelets. **Substitutions:** All age groups will have quarter substitution with 50% playing time. The game is played on a running clock, therefore substitutions must be made in a timely manner. Play will resume on the referee's whistle.

U8 & U10 Games: Refer to Cal South 7v7 standards of play.

Scoring: The point value for preliminary games will be as follows (no overtime or shoot-out in preliminary rounds):

6 points for a win

0 points for a loss

3 points for a tie

1 point for each goal (maximum 3points)

1 point for a shutout **

A forfeit will be scored 0-1

** Note: A 0-0 tie does not receive an extra point for a shutout for either team.

In the event that teams are tied in points at the end of the preliminary round, the tiebreakers shall be as follows:

- 1.Head to head competition
- 2.Fewest goals allowed
- 3.Number of goals scored
4. Coin toss

All quarterfinal and/or semi-final games will be on a single elimination basis. Quarterfinal and/or semi-final ending in a tie after regulation time will go directly to FIFA shoot-out (no overtime).

The finals in all age brackets that end in a tie will be followed by two 5-minute periods (no sudden death). After the first five-minute period, teams will change sides. If the game is still tied after the two overtime periods, FIFA shoot-out will be employed to determine the winner.

Game Length:

| Division | Preliminary | Finals |
|----------|----------------------|----------------------|
| U8 | Two 20 minute halves | Two 25 minute halves |
| U10 | Two 20 minute halves | Two 25 minute halves |
| U12 | Two 25 minute halves | Two 30 minute halves |
| U14 | Two 30 minute halves | Two 35 minute halves |

SECTION 5 – SUPPLEMENTAL UNDER 8 and UNDER 10 RULES & PROCEDURES

I. Seven players per side. Size #3 (U8) size #4 (U10) ball properly inflated, not plastic. Home team has first kick off at centerline, and visitor has second half kickoff. Visitor chooses which goal to defend at start of game. And change directions at start of second half. Please inspect field before practice and games for safety issues.

II. Game time is a running clock and does not stop for any reason. 40 minute games, 20 minute halves, 10 minute quarters with 5 minute half time break. Clock starts at time game is scheduled and ends 45 minutes after scheduled game time. No exceptions to this rule. Be on time for games. If a major injury happens do not move the player. Wait for proper medical attention. The game is suspended and a Field Marshall will check the situation and determine the restart of game. After games, show good sportsmanship, organize cleanup, and leave playing field promptly so the next team can get set up and started.

III. Field setup/tear down for games: The field set up for the first game of the day is performed by both teams, and is orchestrated by the coaches. Coaches send a person from each team to bring trash cans over from the snack bar to the field of play; one on each side of the field. Nets are to be put on goal post properly using Velcro; one net by each team. Please encourage parents to help so you can prepare the players for the game. Tear down for the last game of the day consists of goal nets and flags (if applicable) being removed from the goals and hung in the correct location in the equipment shed. And return trash cans back to the snack bar area. Coaches are responsible for orchestrating tear down. Please clean up your field area after **EVERY** game.

IV. 7 v 7 on the field of play per team. Six field players designated as forwards, midfielders (if applicable), defenders and one goalie. No more than two teams can play at one scheduled time on that field. It is encouraged that every player should experience each position throughout the season. We are here for development of our players. Note: U8 goalies must be changed every quarter. This means no player during the game can be goalie twice in a game. U10 goalies may play 2 quarters in goal. There must be at least 2 goalkeepers per game. If a child plays in goal for 2 quarters, that child must also play one quarter in a field position. Exception is in tournament play pertaining to tournament rules. All players must play at least 50% of each game. By using your game card you will be able to keep track of your players' time. You must also follow rule XIII-Substitution (D) and (E) of the HDYSL Rules and Regulations with regards to player time. No player shall play less than 50% of each game unless in writing by parent and board approval.

V. **U8 ONLY:** If the league is unable to schedule a referee, both teams must supply a referee, either the Coach, assist. Coach or parent may referee. If the coach is the referee then home team coach will ref first half, visitor coach will ref second half of the game. Also, in the first 3 games the assistant coach can be placed behind your team's goal (not on the field of play) to instruct only when the ball is not on your side of the field so as not to distract the other players. After 3 games, no coach or parent shall be behind the net coaching. Coaching must be at the touchlines only and no further than the penalty line (referred to as the 18 yard line) up and down their side of the field.

VI. Throw in must be done properly, no lifting of feet, throw with two hands coming from behind head releasing the ball before crossing the touchline. Try to teach proper throw-ins at practice and your games will not be delayed. **U8 only:** After 3 games if there is an improper throw-in, ball goes to other team.

VII. Penalties: In **U8** all penalty kicks shall be indirect-which means another player on the field of play must touch the ball before a goal may be scored. A kicker may not touch the ball a second time until another player has touched the ball on the field. Opposing team must position at least eight yards away from placement of the ball exception is: in the penalty box. There it must be half the distance to the goal or greater between the opposing players and the goal. Other than in the penalty area the ball is always placed where the foul occurred. Any penalty in the penalty area or goal area must be brought out to the penalty line closest to the infraction for the penalty kick. Contact age group coordinator or director of coaches for further clarification.

VIII. There is no offside in U8 or U10, exception is if this is done for tactical reasons. This is called 'cherry picking'; you cannot place a player down by your opponent's goal just so they can score. If the coach places a player in offside positions for any reason, an indirect kick will be awarded to opposing team. If a player due to lack of experience is in the offside position, this will not be considered offside, no penalty will be assessed, play on.

Try teaching the offside position and enforce it by the sixth game. If a player is offside by a yard this will not be considered tactical, play on. A player not in the play or affecting the play will not be called for offside, play on. Offside is where an attacking player is behind the opposing defender and in front of the goal waiting for a pass. If an attacking player is in front of the defender and beats the defending player to a ball, this is not offside. They may shoot the ball.

IX. In the U8 age group, yellow cards or red cards are not used. If a licensed referee is calling the game, they have the authority to use the yellow or red card as deemed necessary. With that in mind we call this the "time out rule" if a player is uncontrollable (may cause harm to others or himself during play) their coach should invoke a time out for that player who must sit down for a cooling off period. Recommend a minute first offense. Use this sparingly, please. Remember a player has to play 50% of the game or more, unless in writing by a parent and board approval prior to start of game. If a player does this twice in one game they sit for longer period of time on the third warning and can be removed from the remainder of the game. Coaches/referee, you must report in writing after the game to your coordinator, include the player's name and #, reason they were removed and when. Include the explanation to the adult of the player, and the result of the explanation. Speak to the adult after the game away from the others in the immediate area. Note two things: Coaches may sub at this time, but the same player that went in, must go out when that "time out" player returns. Second, this rule is for safety; not to gain tactical advantage. If it is determined that a player was removed not for disciplinary reason, but to gain advantage, that coach will be written up and put before a review committee and may have findings before a disciplinary committee. Use this rule only as a last resort.

X. Running up the score will not be tolerated. You must take whatever action necessary to keep all game scores with reasonable range. No score will be more than eight (8) goals above the other teams.

XI. The conduct of sideline spectators, which include parents, is the responsibility of each coach. This includes enforcing no dogs, no smoking, no drinking alcoholic beverages, no foul language, no unsporting language or abuse. Encourage only positive comments.

XII. All coaches must have a risk management/livescan completed and passed.

XIII. All coaches and assistant coaches in these divisions must obtain a coach's license of at least a National F license and heads up concussion certification. Both are available online at www.hdysl.soccer under the 'coaches' tab.

XIV. Home team sidelines are South or West depending on the direction of the field. Parents and spectators must sit on their team's sideline during the game. No one is allowed behind the goal for viewing. Only the designated coach for the first 3 games is allowed for coaching purposes.

XV. All complaints are to be directed to your coordinators. From there, if you are not satisfied with the conclusion, you may submit in writing your complaint to the Director of Coaches for review.

XVI. U8 is a NONCOMPETITIVE age group. Instructional only age division in fall and spring seasons. Exception is tournament play which follows the rules of the tournament as outlined.

SECTION 6 - 7V7 STANDARDS OF PLAY FOR U8 AND U10

Build Out Line

The build out line promotes playing the ball out of the back in a less pressured setting.

When the goalkeeper has the ball in his or her hands during play from the opponent, the opposing team must move behind the build out line until the ball is put into play.

Once the opposing team is behind the build out line, the goalkeeper can pass, throw, or roll the ball into play (punts and dropkicks are not allowed).

After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal.

The opposing team must also move behind the build out line during a goal kick until the ball is put into play.

If a goalkeeper punts or dropkicks the ball, an indirect free kick should be awarded to the opposing team from the spot of the offense.

If the punt or drop kick occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point where the infringement occurred.

The build out line will also be used to denote where offside offenses can be called.

Players cannot be penalized for an offside offense between the halfway line and the build out line.

Players can be penalized for an offside offense between the build out line and the goal line.

Ideally the goalkeeper will wait to put the ball into play once all opponents are past the build out line.

However, the goalkeeper can put the ball into play sooner, but he or she does so accepting the positioning of the opponents and the consequences of how play resumes.

To support the intent of the development rule, coaches and referees should be mindful of any intentional delays being caused by opponents not retreating in a timely manner or encroaching over the build out line prior to the ball being put into play.

Coaches are responsible for addressing these types of issues with their players.

Referees can manage the situation with misconduct if deemed appropriate.

Referees should be flexible when enforcing the 6 second rule and counting the time of possession should only begin when all opponents have moved behind the build out line.

Modified Laws of the Game

Law 1 - Field of play

55-65 yards (length)

33-34 yards (width)

Goals should be no larger than 6.5 feet (height) x 18.5 feet (width)

A 6.5 feet (height) x 12 feet (width) goal is recommended based on the age and ability of the players.



The buildout line is located half way from the penalty box and the half way line.
Teams can use cones, flags, broken lines, or a painted line.

SECTION 7 – SUPPLEMENTAL U6 RULES & PROCEDURES

I. Six players per side, including the goalie. Size #3 ball properly inflated, not plastic. Home team has first kick off at centerline, and visitor has second half kickoff. Visitor chooses which goal to defend at start of game. And change directions at start of second half. Please inspect field before practice and games for safety issue

II. Game time is a running clock and does not stop for any reason. 30 minute games, 15 minute halves, 7½ minute quarters with 5 minute half time break. Clock starts at time game is scheduled and ends 35 minutes after scheduled game time. Please, no exceptions to this rule. Be on time for games. If a major injury happens do not move the player. Wait for proper medical attention. The game is suspended and a field Marshall will check the situation and determine the restart of game. After games do your cheer in a good sporting way, organize cleanup, and leave playing field promptly so the next team can get set up and started.

III. Must use a different player in the goal each quarter for a total of 4 different players as a goalie.

IV. All players must play at least 50% of each game. By using your game card you will be able to keep track of your players' time.

V. Home team starts the game with kickoff at the centerline. Visitor chooses which side to defend at start of game. At the start of the second half teams switch directions, and visitors have kickoff.

VI. Coaches are to referee one half of the game. Home team coach refs 1st half, visitor coach refs 2nd half. VII. Players will perform throw-ins for reentry of the ball that is kicked over the touchline by the opposing team. VIII. A goal kick will result when the ball is kicked past the goal line by the attacking team.

IX. A corner kick will result when the ball is kicked past the goal line by the defending team.

X. Assistant coach or parent designated by the coach may stand next to the team's goal for instructional purposes.

XI. Goalie is allowed to use hands in designated goal box. The goalie may kick, roll out or throw the ball to continue play. Outside the goal box, the goalie may use their feet only to control the ball.

XII. Once the goalie has possession of the ball, attacking of the ball must be stopped. There is to be no physical contact by the opposing players with the goalie.

XIII. There are no penalty kicks or direct kicks in this division. Penalty infractions result in a dropped ball to restart the game. Coaches/Referees make sure the players understand the infraction and have the involved players shake hands before the ball is dropped.

XIV. No slide tackling, pushing, high kicking, hip checking, or tripping allowed. Play must be kept instructional, not physical.

XV. No official score is kept; this is a non-competitive fun division only. With that in mind, understand that spectators and the players will keep an unofficial score, so no running up the score is allowed. A high score advantages only frustrates and humiliates the other team. An advantage of more than eight (8) goals over your opponent is considered running up the score.

XVI. At the end of the game, teams line up and shake hands at the centerline to demonstrate "Good Sportsmanship".

SECTION 8 – SUPPLEMENTAL TINY TOTS RULES & PROCEDURES

I. Four players per side, with no goalie, 4 v 4. Size #3 ball properly inflated, not plastic. Home team has first kick off at centerline, and visitor has second half kickoff. Visitor chooses which goal to defend at start of game. And change directions at start of second half. Please inspect field before practice and games for safety issue

II. Game time is a running clock and does not stop for any reason. 30 minute games, 15 minute halves, 7.50 minute quarters with 5 minute half time break. Clock starts at time game is scheduled and ends 35 minutes after scheduled game time. Please, no exceptions to this rule. Be on time for games. If a major injury happens do not move the player. Wait for proper medical attention. The game is suspended and a field Marshall will check the situation and determine the restart of game. After games do your cheer in a good sporting way, organize cleanup, and leave playing field promptly so the next team can get set up and started.

III. 50% playing time for each player required. NO GOALIE

IV. Perform throw-ins for re-entry of a ball that exited over the touch line.

V. Keep defenders out of goal box.

VI. One coach per team on the field during the game and one coach may be back by goal box for instructions. VII. Drop ball for re-entry of the ball when it exits over the goal line. VIII. No penalty shots. IX. No corner kicks.

X. No heading.

XI. No slide tackling, pushing, high kicking, hip checking, or tripping allowed. Play must be kept instructional, fun, and redirectional.

XII. No official score is kept; this is a non-competitive fun division only. With that in mind, understand that spectators and the players will keep an unofficial score, so no running up the score is allowed. A high score advantages only frustrates and humiliates the other team. An advantage of more than eight (8) goals over your opponent is considered running up the score.

XIII. At the end of the game, teams line up and shake hands at the centerline to demonstrate "Good Sportsmanship".

SECTION 9 – SUPPLEMENTAL SPRING SEASON DRAFT RULES & PROCEDURES

I. Coaches will be allowed to bring in a complete U10, U12, and U14 team as defined below prior to the draft. The team must be made up of players from a single age division. And will be required to play one age division **up**.
Example: If you assemble a U10 team from the recently pass fall season, the team will be required to play in the U12 division. All new players as defined below that are members of the team brought in will be rated as a three (3).

II. No team will be allowed to sign up as a team if they are unable to meet the minimum number of players required for the age group they would be playing up in prior to the spring draft. As determined by the Registrar.

III. The coach of the team playing up will need to provide written consent from at least one parent of the player being selected to play up in age division. The parent must understand that their child will be playing in an older division. The written consent is required prior to assigning the player to the coaches' team. And prior to the Spring draft.

IV. The rules above are in addition to the Draft Rules & Procedures and only apply to the spring season.

Definitions for the sole use of Spring Draft Rules & Regulations.

TEAM – A team is defined as 'meets the minimum of players required as determined by the registrar for that age group intended on playing up an age group. Example: if U12 age group minimum players is determined to be 8 then a team playing up for that age group would need to come in with a minimum of 8 players.

NEW PLAYER – Is a player that has not played in our league before and/or does not have a current rating.

SPRING SEASON – Is the soccer season that runs from March to June.

SECTION 10 – SUPPLEMENTAL U18 COED SPRING SEASON RULES & PROCEDURES

I. During spring season play, **all** Coed teams will be required to maintain a minimum number of girls on the field throughout the game. The HDYSL Board will make every effort to determine this number of girls during or before the draft of spring season teams but reserves the right to enact or change this number at any time, as need dictates.

II. In the event that one of the competing teams cannot field the minimum number of girls due to absences beyond the control of the head coach, the two teams will each maintain at least the same number of girls playing on the field throughout the game. This number is to be equal to the maximum number of girls available to play for the team with the fewest girls . As an example, if the required minimum number of girls is 4 but one team can only field 3, then both teams will play at least 3 girls on the field throughout the game.

III. Nothing in these rules prevents a team from choosing to play more girls than the other team during the game.

IV. In the event that one of the competing teams cannot match the number of boys due to rule II. (above) being applied to any particular game, the team that cannot field the required minimum number of girls will be required to play one boy player down. As an example team “A” can only field 2 girls and has 9 boys available and team “B” could field the required number of girls but can only field 8 boys then team “A” must play one boy down. This rule only applies if rule II. is enacted during the game.

V. Any coach/team official found deliberately encouraging girls not to show up to games will be subjected to disciplinary action as determined by the Review/Disciplinary Committee and or Board of Directors, actions may include game forfeiture, suspension or removal from HDYSL.