

## **CARROLL COUNTY YOUTH SOCCER LEAGUE Laws of the Game**

### **1. FIFA RULES**

The latest FIFA Rules of play shall apply except as amended or modified herein.

### **2. SUBSTITUTIONS**

Substitutions will be allowed as follows:

- a. No limit on the number of substitutions or substitute.
- b. A player who has been substituted for may return to the game.
- c. Substitutions can be made only at the following times:
  - 1) Prior to a throw-in in your favor; defending team may substitute if attacking team substitutes (Piggyback)
  - 2) Prior to a goal kick by either team;
  - 3) After a goal; or
  - 4) At half time.
- d. Substitutions MUST be made:
  - 1) After an injury, when the referee stops play. The opposing team may also substitute one player for one player.
  - 2) Following a yellow card. The opposing team may also substitute one player for one player.

### **3. LENGTH OF GAME**

High School Coed

40 minute halves

### **4. OFFICIALS**

All game will use the two-referee system

### **5. LEAGUE ENTRY FEE**

The league entry fee consists of payment for league operating costs. League entry fee will be determined on a seasonal basis

### **6. TEAM ROSTERS**

All teams are required to submit a roster to the league prior to playing any games. All players must sign team rosters.

Players currently on any High School (Freshman, Junior Varsity, or Varsity) team are ineligible to play in the league.

.Any player not properly registered is considered to be an illegal player.

If an ineligible or illegal player is used, all previously played games will be forfeited, and the head coach will be suspended for remainder of the season

### **7. EJECTIONS**

Any player or coach who receives a red card or ejected from a game will receive a minimum of a one game suspension to be served during the next league game.

Additional penalties may be levied.

No appeal may be made for the one-game suspension.

**8. POINT DETERMINATION**

Points shall be awarded on the following basis: three (3) points for a win and one (1) point for a tie. Division or conference winners will be determined on a points basis only.

**9. DISPOSITION OF GAME**

Tie games shall stand as a tie, with no overtime to be played.

**10. FORFEIT TIME**

Forfeit time is the 15 minutes after the scheduled starting time. A team is required to start a game if seven (7) players are present. A team receiving two forfeits will be placed in bad standing with the league and will have to post a forfeit bond for the next two seasons.

**11. POSTPONEMENTS**

Once the schedule is completed and distributed, no changes or postponements will be allowed, unless made by the league due to field closures or loss of a field. For postponements due to inclement weather or unplayable field conditions, should the entire league be cancelled, the league will designate a make-up date. If it is deemed by the league that any postponed game not be made up due to the unavailability of one particular team, the league reserves the right to award the points to the opposing team.

**12. INCOMPLETE GAMES**

An incomplete game must be replayed in its entirety. However, should the non-completion of the game result from an act due to misconduct on the part of one or both of the teams or their management and/or fans, the CCYSL Board shall decide the disposition of the game.

**13. PLAYER ROSTERS**

Player rosters shall be limited to 24 players at any one time. Validated player rosters shall be submitted in accordance to CCYSL guidelines prior to first game

**15. FIELDS**

Regulation fields complete with goal nets, flags and visible lines shall be required. To report field closures, the home field coordinator must notify the league no later than 12:00 pm on the morning of weekend games and 3:00 pm on evening games.

Once a game has begun, the referee shall be the sole judge as to whether the field is playable. It is the responsibility of the home field coordinator to provide the field equipment as mentioned above.

**17. GAME BALL**

A size 5 ball will be used for all divisions. Both teams shall have a quality game ball that is properly inflated. Additional balls may be placed behind the goals after approval by the referee.

**18. TEAM COLORS**

Coaches will notify the league of the team color prior to the start of the season to avoid any color conflicts. If the referee determines that there is a color conflict the home will need to either change jerseys or wear pinnies.

**19. SPORTSMANSHIP**

It will be the responsibility of each team's coach(s) to maintain control and attitude of his/her team and supporters. If control is not maintained, the referee has the authority to issue a warning, ejection, or termination of game.

Any player who participates in rough play will immediately be awarded a yellow card.

Any player who uses abusive language towards another player, coach, referee, or spectator will be given a red card and will serve a one game suspension.

Any player, coach, or spectator who abuses a referee, in any manner be it verbal or physical, will be red carded and suspended for the remainder of the season.

**20. SLIDE TACKLEING**

Slide tackling is not permitted. Any player who performs a slide tackle, as determined by the referee, will receive a penalty for his/her careless play. A direct free kick shall be awarded to the opposing team.

If the slide tackle is considered reckless or excessive then the referee may issue an yellow card or red card to the offending player.

Any player performing a second slide tackling offense will be awarded a yellow card for persistent violations.

**21. SCHEDULING**

No scheduled game will be changed by the request of any team once schedules have been distributed. The league reserves the right to modify the schedule due to circumstances beyond their control, such as unavailability of field.