

CYO SOCCER RULES

The National Federation of State High School Associations (NFHS) Soccer Rules apply in this league with the exceptions contained within. CYO game contest rules may not be altered by mutual consent of the coaches. Only the CYO office may issue authorized changes.

OFFICIAL TEAM

- Defined as an individual or group of children from one or more parishes listed on the team roster who meet the eligibility rules and are approved by the Parish Designee, Pastor and CYO office. Eligibility Rules, as defined in Bylaw 4 of the Charter & Bylaws, shall be followed to determine all questions regarding eligibility.
- Official number of players per side;
 - *Varsity & Junior Varsity – Team consists of not more than eleven (11) players, one of whom is the goalkeeper.*
 - *Cadet, Developmental & Elemental – Team consists of not more than eight (8) players, one of whom is the goalkeeper.*
 - A game may not be played with fewer than seven (7) players per team.
- A CYO Team refusing to continue playing a scheduled contest for any reason without the consent of the referee or CYO representative may be subject to a suspension for one calendar year. This also applies to CYO Sanctioned Events.

OFFICIALS

- Officials have the power to warn or disqualify from the competition anyone who commits acts which intend to influence their decisions.
- Officials have the authority to call or suspend a game if conditions warrant.
- Each team must pay the official fees before the start of the game.

FIELD OF PLAY

- *Varsity & Junior Varsity Divisions will play on a rectangular field that is 120 yards, but not less than 100 yards in length and 75 yards, but not less than 55 yards in width.*
- *Cadet, Developmental & Elemental Divisions will play on a rectangular field that is 80 yards, but not less than 75 yards in length and 50 yards but not less than 45 yards in width.*
 - *Field Markings – The field of play is divided into two (2) halves by a halfway line. The center mark is indicated at the midpoint of the halfway line. A circle with a radius of eight (8) yards is marked around it. A ten (10) yard radius circle may be used when using a varsity field. Additionally, the line marking the top of the penalty area of the varsity field should be used for the endline of the cadet field.*
 - *Goal Area – Conform to FIFA*
 - *Penalty Area – The penalty area is defined at each end of the field as follows; Two lines are drawn at right angles to the goal line, 14 yards from the outside of each goalpost. These lines extend into the field of play for a distance of 14 yards and are*

joined by a line drawn parallel with the goal line. The area bounded by these lines and the goal line is the penalty area. Within each penalty area a penalty mark is made 10 yards from the midpoint between the goalposts and equidistant between them. An arc of a circle with a radius of eight (8) yards from each penalty mark is drawn outside the penalty area.

- *Goals – Conform to FIFA with the exception that the maximum distance between the post is 18 feet and the maximum distance from the lower edge of the crossbar and the ground is six (6) feet.*

EQUIPMENT

- Ball
 - Varsity and Junior Varsity teams will use a FIFA approved #5 ball
 - Cadet, Developmental and Elemental teams will use a FIFA approved #4 ball.
- Tennis shoes or rubber molded sole soccer shoes must be worn
- Shin guards that are properly fitted are required for all players. Beginning with the **2008** season, shin guards must meet the National Operating Committee on Standards for Athletic Equipment specifications.
- Mouth piece is recommended for all players
- A protective mask may be worn by a player with a facial injury. A medical release for the injured player signed by a physician (MD/DO) and the player's parent/guardian shall be available at the game site.

UNIFORMS

- Numbers on the jersey are MANDATORY. A number shall be printed on the front and back of each jersey. The number on the back of the jersey shall be 6 inches in height, while the number on the front of the jersey shall be 4 inches in height.
- The uniforms shall be of the same color, if visible apparel is worn under shorts, it shall be similar length, of a solid color and the same for each team member wearing the apparel.
 - I.E. - If one player wears black spandex under the shorts, another player cannot wear blue spandex. They all need to wear the same color.
 - The goalkeeper may wear a jersey of a different color.
- All athletes must have the CYO Emblem on their uniform either sewn or stenciled.
- Socks should be the same color as the team jersey.
- Chains, earrings, other jewelry, glitter, face paint or other inappropriate items may not be worn during competition.
- An American flag and or a commemorative/memorial patch not to exceed 2 by 3 inches and with the approval of the CYO Administration may be worn on each of the uniform apparel provided neither the flag nor patch interferes with the visibility of the team's name.
- During inclement weather a commissioner, meet director or head official may choose to relax the uniform rule.

INCLEMENT WEATHER

Unless the head coach is contacted or notified through a phone message, website or e-mail, your team is to report to the field at the scheduled time of the game. Game officials have the discretion to call or suspend the game.

PRE-CONTEST COACHES RESPONSIBILITIES

- Coaches are responsible for the supervision of their team before the contest.
- Coaches should be prepared to provide one competent official each game.
- At each contest and practice, coaches are to have in their possession; an official team roster, a copy of each player's Preparticipation Form and Emergency Medical Authorization Form, and a first aid kit.
- A pre-game conference should be held between the officials, coaches and team captains.

PARTICIPATION

- Each player must be treated with dignity regardless of their ability.
- A player on a CYO team may participate on another soccer team during the CYO season.
- Participants may only play and be rostered on one CYO team in the same sport in the same school year.
- Mandatory participation applies to all games
- If all players do not participate an immediate forfeit shall be called by the scorer and referee.
- A player may not participate in more than three (3) halves during any one-day.
- If a coach will not play a player because of missed practice, unsportsmanlike conduct, academics or injury, the coach must inform the official scorekeeper before the match begins and mark the player as not participating.
- Violation of these rules will also result in disciplinary action toward the coach.

GAME & TIME LIMITATION

- No team or player is permitted to play more than 14 games in one season.
- No team or player may play in more than two (2) games per day. A player is limited to playing in three (3) halves per day.
- No game will start after 8:00 PM, and all games must stop at 9:00 PM.
- Practice session must be completed by 9:00 PM.

GAME LENGTH & HOME TEAM

- All divisions will play two (2), thirty (30) minute periods with a ten (10) minute rest period between.
- The home team is determined before the start of the game by the official's coin-flip. The home team must supply the appropriate game ball.

SUBSTITUTIONS

- Unlimited substitution will be permitted at the following times

- After a goal by either team
- Half-time
- Prior to a goal kick
- On a throw-in by the team in possession.
- Official's time out
- Injury by either team, when the official stops play.
- A substitution must report in to the Officials.

CAUTION/DISQUALIFICATIONS

- Whenever an official issues a card, the player, coaches, the scorer and the other officials shall be notified of the reason for the caution or disqualification.
- Excessive celebration is considered to be a disqualification (yellow/red) when the game is delayed or a player(s) draws attention to himself/herself.
- Red Carded players, coaches or any other person ejected must immediately leave the competition area.

Misconduct-Penalty Chart			
	Player	Bench Personnel	Coach
Yellow Card	<ul style="list-style-type: none"> ● Must leave field until next legal substitution opportunity ● May be substituted or play short 	<ul style="list-style-type: none"> ● Substitute (nonplayer) remains in team area until next legal substitution opportunity ● Other bench personnel remain in team area 	Remains in team area
Yellow/Red Card	<ul style="list-style-type: none"> ● Must leave field ● May not return ● May be substituted or play short ● Restricted to team area 	Not applicable	Not applicable
Red Card	<ul style="list-style-type: none"> ● Must leave field ● May not return ● May not be substituted; must play short ● Restricted to team area 	<ul style="list-style-type: none"> ● Restricted to team area for substitutes or other students ● Adult bench personnel must leave vicinity of playing area 	Must leave the vicinity of playing area

TEAM STANDINGS

- For Varsity and Junior Varsity Division standings a team will be awarded two (2) points for a win, one (1) point for a tie, and zero (0) points for a loss.

(Revised May, 2007)