

CCCYO ATHLETICS SOCCER RULES

All games shall be played in accordance with rules and interpretations adopted by the International Federation of Football Associations (FIFA). The basic code, as stated above, is subject to the special rules contained herein and to rulings determined by the Catholic Charities CYO Athletics for situations not specified in these rules.

GAME BALL

3RD, 4TH and 5TH Grade:

A junior size (#4) soccer ball will be used in all 3rd, 4th and 5th grade games.

6TH 7TH and 8TH Grade:

A regular size (#5) soccer ball will be used in all 6th, 7th and 8th grade games.

Length of Games

Games are played between 8am-6pm.

3rd Grade:

1. Length of quarters: eight (8) minutes
2. Intermission between quarters shall be one (1) minute and shall be used solely for the implementation of the Participation Rule. It is NOT a time-out.
3. During any such intermission, no team will be allowed to go to the sideline – teams must stay on the playing field.
4. There will be a regular five (5) minute intermission at halftime.
5. Teams will change direction of play only at halftime.

4TH, 5TH and 6TH Grade:

6. Length of quarters: ten (10) minutes
7. Intermission between quarters shall be one (1) minute and shall be used solely for the implementation of the Participation Rule. It is NOT a time-out.
8. During any such intermission, no team will be allowed to go to the sideline – teams must stay on the playing field.
9. There will be a regular five (5) minute intermission at halftime.
10. Teams will change direction of play only at halftime.

7TH and 8TH Grade:

1. Length of quarters: twelve (12) minutes
2. Intermission between quarters shall be one (1) minute and shall be used solely for the implementation of the Participation Rule. It is NOT a time-out.
3. During any such intermission, no team will be allowed to go to the sideline – teams must stay on the playing field.
4. There will be a regular five (5) minute intermission at halftime.
5. Teams will change direction of play only at halftime.

STARTING GAME

The time specified in the Catholic Charities CYO Soccer schedule will be the starting time of each game unless the preceding game causes a delay. In this case, game time should be exactly five (5) minutes after the previous game.

3rd, 4th, 5th, and 6th Grade:

In all Catholic Charities CYO Soccer games for all 3rd, 4th, 5th and 6th grade games will start when nine (9) or more legal players are present or seven (7) minimum to begin play of the game.

7th and 8th Grade:

In all Catholic Charities CYO Soccer games for all 7th and 8th grade games will start when eleven (11) or more legal players are present or nine (9) minimum to begin play of the game.

In all Catholic Charities CYO Soccer games for all grade levels, if an additional player arrives during the game, the player may enter as soon as they are ready to play and there is a proper opportunity for substitution.

NOTE: A team may not begin the game with an obviously injured player to avoid forfeiture. In such event, the game shall not be played, or, if started it shall be stopped, and the circumstances shall be immediately reported to Catholic Charities CYO Athletics.

HEADERS

In accordance with the U.S. Soccer Federation, Catholic Charities CYO Athletics has implemented a **HEADING BAN** for all 3rd, 4th, and 5th grade soccer games.

An infraction of the Illegal Header rule will result in an indirect foul given to the other team at the point of contact and the player will be advised of the infraction.

PARTICIPATION RULES

All players must play one (1) full/complete quarter in each half of the game regardless of the number of players on the other team. A full/complete quarter is from the start of the quarter to the end of the same quarter, not half of one quarter and half of another quarter.

In all soccer games the following special participation rules shall apply:

1. The team captain or coach will present the referee with a lineup card listing the names of all squad members. The referee will then gather both starting teams at midfield for an inspection of equipment. The starting 9 or 11 players MAY NOT return to the sidelines before the game has begun.
2. During the intermission between quarters, the referee will call for the new players to report to midfield. **No team will be allowed to go to the sideline – they must stay on the field of play.** The referee will check off the new players reporting at midfield to verify that each team has fulfilled the following participation requirements:
 - a. All players must play the entire first quarter.

- b. In the second quarter, each team must have all squad members who did not play in the first quarter play in the entire second quarter.
- c. Any 3rd or 4th grade team with twenty-three (23) or more players must have all squad members who did not play in the first and second quarters, play the entire third quarter.
- d. EXCEPTIONS:
 - i. An injured player may be placed in the third quarter. The substitute must be a player who has not yet played in the game. If such a substitute is not available, any player may substitute, and the opposing team shall then have the same privilege of making an additional substitution.
 - ii. Any player who does not substitute for the injured or disqualified player and has not previously participated in the game must still play one full quarter from beginning to end.
 - iii. An injured player replaced during any quarter cannot play again in that half. If a team has no substitutes, an injured player may, at the referee's discretion, be removed from the game and returned upon recovery.

PENALTY FOR VIOLATING THE PARTICIPATION RULES: If a coach knowingly or unknowingly violates the participation rule, the consequence is a yellow card to the coach (if a second yellow card is issued, the coach will be ejected).

Substitutions

Substitution, in accordance with the Participation Rules, is allowed when the ball goes out of play. Out of play is a team's throw-in, a team's goal kick, or after either team scores a goal.

EQUIPMENT

Uniform:

Teams must wear shirts of a uniform color, and these shirts must be numbered. When teams are both wearing similar shirts, one team may play in T-shirts or pennies/mesh vests. The referee has authority to settle any question regarding uniforms. Uniforms must represent the Catholic Charities CYO school/program and may not represent another league.

The goalie must wear different color clothing than that of both teams playing.

Shoes and Shin Guards:

The use of cleats, soft canvas shoes with molded soles, tennis shoes, or similar soft-toe shoes are required. Shoes with removable cleats are not allowed.

- 1) If illegal shoes are discovered prior to participation, they must be removed. If the participant changes to legal shoes, he/she may play and there is no penalty.
- 2) If a player is discovered using illegal shoes, he/she shall automatically be issued a yellow card, and he/she must immediately change to legal shoes to continue to play. The referee has authority to settle any question regarding shoes.

Shin guards are required for all players. Players are not required to wear cleats.

GOALIE

No harassment of the goalie will be tolerated. When the goalie recovers the ball, the opposing team must fall back to the 18-yard line or the equivalent on a smaller field, and not charge the goalie. The penalty for such infraction shall be an indirect kick. Repeated offenses will result in the disqualification of any offending player or players.

NOTE: When playing as a goalkeeper and within his/her own penalty area, from the moment the ball comes under his/her control, the goalie shall have six (6) seconds to release the ball. The penalty for this infraction is an indirect free kick.

SIZE OF FIELDS, CORNER KICKS AND GOAL KICKS

3rd and 4th Grade:

Games will be played on pitch U10, per San Francisco Parks and Recreation and CYO Athletics requirements. Corner and goalie kicks will be taken from the proper places, provided the games are played on proper size fields.

5TH and 6th Grade:

Games will be played on half pitch, per San Francisco Parks and Recreation and CYO Athletics requirements. Corner and goalie kicks will be taken from the proper places, provided the games are played on proper size fields.

7th and 8th Grade:

Games will be played on regulation size fields, per San Francisco Parks and Recreation and CYO Athletics requirements. Corner and goalie kicks will be taken from the proper places, provided the games are played on proper size fields.

LEAGUE STANDINGS, PLAYOFFS AND CHAMPIONSHIP GAMES

League Standings

- A. In league play, standings are based on awarding three points for each victory and one point for each tie. In a league game, no overtime period is allowed to break a tie.
- B. "Goal differential" is also tabulated for all teams. Goal differential is the difference between goals-for and goals-against for all games played. NOTE: the maximum goal differential allowed for a single game is four (4). Beating an opponent by more than four (4) goals will not affect either team's goal differential.
- C. If a team forfeits two (2) league games for any reason(s) they may not advance to post-season play, per Catholic Charities CYO Athletics Management.
- D. A team winning any game by forfeit is awarded 3 points.

Playoffs and Championships

- E. 3rd, 4th, 5th, 6th, 7th and 8th Grade: When necessary to determine playoff positions by resolving ties in the league standings, the following "tie break" methods shall be used (in the order listed): First: the result of head-to-head competition; Second: the team's total points (3=win; 1=tie; 0=loss). Third: the season's

goal differential (the difference between goals-for and goals-against for all games played. NOTE: the maximum goal differential allowed for a single game is four); Fourth: If necessary, an additional "Tie Break" playoff game shall be scheduled by Catholic Charities CYO Athletics at its discretion.

- F. In all four team divisions, each team will make the playoffs with the 1st playing the 4th and 2nd playing 3rd. All other divisions with more than four teams will have four teams make the playoffs with 1st playing 4th and 2nd playing 3rd. The winners of those two contests play each other in a single elimination championship game.
- G. There will be no tie in any playoff or championship game. If there is a tie at the end of regulation time, the following procedures shall be followed:

During playoffs and championship CYO soccer games may not end in a tie. If there is a tie at the end of regulation time, the following procedures shall be followed:

- 1. A 3-minute intermission period will take place before two 10-minute overtime periods. Teams will change direction after the first 10-minute overtime period. There will be no intermission between overtime periods. This is not a "sudden end" overtime.
- 2. If the game is still tied after the 20-minute overtime (OT) period, the teams will go to a shoot-out following the procedure below:
 - a. Each team will send five (5) players to shoot.
 - b. If the teams remain tied after the above five (5) player shoot, five (5) different players from each team will shoot.
 - c. If the teams remain tied after the above players shoot, one different player from each team will shoot until a winner is determined. This is not "sudden death" where the first team that scores win. When one team scores a goal, the opposing team is allowed to shoot. If they do not score, they lose. If they do score, the teams are tied, and the shoot-out continues until a winner is determined.