

# Cumberland Youth Soccer Association

## GENERAL RULES

Revised August, 2010

### 1. TEAM ORGANIZATION

Teams will be formed during the course of each playing season in accordance with the guidelines established by the Cumberland Youth Soccer Association (CYSA) Board of Directors. At all times, the ultimate objective in team formation will be to achieve competitive balance.

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### 2. AGE DIVISIONS

Recreational age divisions shall be comprised of players based upon Soccer Rhode Island (SRI) regulations as well as final registration numbers, which will allow for competitive balance.

- A. It is the intent of the league that every child that will turn 5 years of age on or after August 1 of the current year is eligible to be rostered on a recreational team. A child who is four years old during that time period will be eligible to participate in the league's Instructional Developmental Program.
  - B. Given sufficient levels of interest and enrollment, CYSA intends to offer boys, girls and co-ed programs/teams.
  - C. Any CYSA player, who was rostered and played on a boys, girls or co-ed team in a higher age bracket during the preceding winter or spring competitive league, has the option to continue to play at the same level, or drop to their actual age or gender group in the recreational league.
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### 3. ORGANIZATION

The maximum number of players on each team will be determined by the Board of Directors, following registration procedures in accordance with Soccer Rhode Island (SRI) regulations.

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#### **4. MINIMUM PLAYING TIME**

It is the intent of the league that every player has the opportunity to have equitable playing time throughout the season. Any suspected violation of these rules is to be brought to the attention of the Coach and/or to a member of the Board of Directors:

- A. Every player must play at least 50% of each game. Free substitutions are permitted in accordance with normal playing rules, as outlined in Section 12.
  - B. No child in the U-10 and lower age brackets shall be allowed to play an entire game until all children have been offered the opportunity to play three-quarters of the game.
  - C. No child will be allowed to play more than 50% of each game as goalkeeper, with the exception of those playing in U12 and above divisions.
  - D. No player may be removed from a team or denied the right to play for failure to attend a practice. If a player is disruptive, disciplinary action may be taken with the approval of the Executive Board.
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#### **5. ROSTERS**

No person may participate in a game or practice without being properly registered. Proper registration consists of the following:

- A. Acceptance of the player's registration application, with valid birth date verification, by the Director of Registration.
  - B. Receipt of the player's registration fee.
  - C. Assignment of the player to a team.
  - E. Once a player is assigned to a team, he/she cannot be switched unless the Registrar and VP of Recreation or Competitive grants approval.
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#### **6. EQUIPMENT**

It is the intent of the league to provide a safe environment for all players during practice and game situations. Prior to games, the following rules will be verified by CYSA a referee whose decision is final.

- A. Players shall wear soccer shoes or sneakers during league games and during practice sessions. (No football or baseball cleats shall be allowed).
- B. Shin pads must be worn during all games and during practice sessions. Any player not wearing shin pads will not be allowed to play or practice with his/her team.

- C. Uniforms provided by CYSA are to be worn by all players during games.
  - D. Goalkeepers must be distinguishable by wearing a shirt or pinney of a different color from his/her team jersey.
  - E. Fashion jewelry of any kind is not allowed at any time on the playing field.
  - F. Spandex shorts will be permissible under game shorts.
  - G. During inclement weather, sweatpants or leggings, sweatshirts, etc. may be worn under the player's uniform with the referee's permission.
  - H. Plastic or metal barrettes and headbands are not allowed. Cloth headbands are permissible with the referee's approval.
  - I. Any players with a hard or soft arm, wrist or leg cast will not be allowed to play, even if covered in protective wrap. This is intended to protect the injured play from further injury, as well as to protect other players from being struck accidentally by the cast.
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## **7. PRACTICES**

- A. Fields will be made available by CYSA for team practices.
  - B. Coaches are allowed a maximum of one practice session a week during the recreational season unless given permission from the Director of Fields. Pre-season practices are only permissible 14 days prior to the upcoming season's first game.
  - C. Practices may only be held at CYSA approved fields unless given approval by the Director of Fields.
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## **8. AWARDS/PRIZES**

The Board of Directors of CYSA must approve all prizes, awards, and anything else given to players or coaches as representatives of CYSA, whether or not the cost is born by CYSA or other sources.

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## **9. GAMES AND TIMES**

- A. Prior to the beginning of each season, all coaches will receive a schedule stating the times and dates their team will play during the season. Coaches will make schedules available to each of their team members.
- B. All games will begin promptly at the assigned time, unless the previous game on the same field is running late. Kick-off times and dates may not be changed, except by the Director of Games or the Board of Directors.

- C. The Director of Games, Director of Fields and VP of Recreation, in conjunction with the Town of Cumberland, will be responsible for game cancellations due to inclement weather conditions. Player safety will be the main criteria for cancellations. Game cancellation information will be disseminated via email to all registered players and posted on the CYSA website. Only the Director of Games or the Board of Directors may reschedule a canceled game.
- D. At the scheduled kick-off time, the team with fewer players present than the minimum number specified in the chart below will forfeit the game:

Players on the Field on a Side (Including Goalie)	Minimum No. of Players to Play
4 v. 4	3
5 v. 5	4
6 v. 6	5
7 v. 7	6
8 v. 8	7
9 v. 9	8
10 v. 10	9
11 v. 11	10

In keeping with the philosophy stated in the by-laws of CYSA, no team will play with a player advantage on the field. Coaches should allow for one player substitution. No team shall be forced to play an entire game with no subs so long as said team has the designated (minimum plus one) number of players required to play.

## 10. CONDUCT

Player, coach, parent and spectator conduct which is disruptive to their team, which is provocative toward another member or team, which shows a disregard for the aims and purposes of CYSA, or which is deemed by the Board or Directors to be detrimental to the best interest of CYSA, shall be grounds for suspension or dismissal from CYSA. Any player, coach, parent or spectator will have the opportunity to present his/her case to a disciplinary committee appointed by the Executive Board before any disciplinary action by the Board of Directors is taken.

However, coaches are responsible to maintain control of spectator behavior and are required to assist the referee in controlling them whenever necessary.

CYSA is a member of, and is bound by, the rules of Soccer Rhode Island (SRI). Players, parents, coaches or any spectator who is disruptive or violates any of the CYSA rules or the rules of the state or federal soccer association governing bodies will be given one warning. A second violation will result in the person being required to leave the field area for the remainder of the game. If the violator refuses to comply, the team affiliated with that person will forfeit the game. No game will be played. All CYSA Board members and referees may eject a person from the game area for rules violations at their discretion.

## 11. COMPETITIVE SOCCER

It is the intent of CYSA to field select teams which will participate in competitive Soccer Rhode Island/RI Super Liga-sponsored leagues and tournaments outside of regular league play. These teams may play indoor during winter, participate in the statewide spring leagues, fall competitive leagues or sanctioned tournaments approved by the CYSA Committee for Competitive Soccer. The Vice President of Competitive Soccer of CYSA shall appoint the CYSA Committee for Competitive Soccer. The Competitive Committee will consist of the Vice President-Competitive, Director of Coaching, Director of Tournaments, Director of Referees, other appointments made by the Vice President-Competitive and approved by the Board of Directors. The President will have one appointment.

Selection of coaches/players for select teams shall be made in accordance with the criteria established by the Committee for Competitive Soccer and approved by the Board of Directors. No money shall be spent outside the approved budget without the approval of the Board of Directors.

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## 12. RULES OF PLAY

A. Duration of games and playing periods, and time between playing periods, are to follow the chart below:

Division	No./Duration of Play Periods	Time Between Periods
U6	4 quarters/10 minutes each	2 minutes
U8	4 quarters/12 minutes each	2 minutes
U10	4 quarters/12 minutes each	2 minutes
U12/U13	2 halves/25 minutes each	5 minutes
U15/U16	2 halves/25 minutes each	5 minutes

B. Game Stoppage/Substitutions

- Unlimited substitutions will be permitted.
- No time-outs are allotted to either team.
- A stoppage in play can only be called by the referee. Stoppage of play by any individual other than the referee for situations other than player injury will invoke a warning for the first offense and then forfeiture of the game for the second offense.
- Teams will switch goals at the beginning of the third quarter/second half of the game.
- Micro Soccer, U6 and U8: Player substitutions can be executed “on the fly” during play. Substitutes may not enter the field of play until the players they are replacing are off the playing field.
- U10 and above Divisions: Player substitutions are permitted between periods, on either goal kick, any throw-in, after a goal, or for an injured player removed from the field.
- U10 and above Divisions: coaches may not make any substitutions until a verbal shout of “subs” is recognized and acknowledged by the middle referee.

C. Coaches will only be allowed on the playing field during games to provide instructional help to their players as follows:

U6 - One coach, all season

U8 - One coach, first four (4) games of the season

D. A player must come out of the game if a stoppage of play occurs due to an injury to that player. The player may go back into the game at an appropriate time for substitution.

E. The number of players on the field for each team during a game will be set upon the recommendation of the Director of Games, Director of Coaching, and a member of the Board of Directors appointed by the President, in consideration of registration enrollment and field size. Goalies will be included in the player count for the U10 and older divisions - e.g., 7 v. 7 includes 6 field players and 1 goalie per team.

F. The General Rules of Soccer (FIFA) will be enforced by the referee for all age groups.

Under-10 Division exceptions:

- Offsides will not be called.
- All infractions will be played as indirect kicks.
- Indirect kicks will be taken outside the penalty area.
- Goal kicks: due to the elimination of the Goal Box, all goal kicks will be taken from the outer edge of the penalty area.
- Throw-ins: The player will be awarded one retry after an infraction. If the retry results in an infraction, the ball will be turned over to the opposing team.

U6 and U8 micro soccer exceptions:

- There are no goalies for U6 and U8
- All infractions will be played as indirect kicks.
- Indirect kicks will be taken outside the penalty area.
- Corner kicks - indirect kicks
- Goal Kicks - due to field size, there is no 18 yard rule, the kicker will be given sufficient space by the referee.
- Restarts after a goal - The attacking team will initiate play with an indirect kick from within three yards from their own goal. The defending team will remain on their half of the field until the ball has crossed the midline.

G. FIFA approved punting is allowed in the U10 and above divisions. Goalies have unlimited steps for not more than 6 seconds before releasing the ball. Goalies may clear the ball by throwing, rolling, or punting it into play. The ball must clear the penalty area. All infractions will result in an indirect kick by the other team.

H. Players/Coaches ejected from the game will not be permitted to re-enter that game and will serve a one game suspension, which is to be served during his/her next team game. Any player or

coach ejected from two games during the same season will be considered suspended by the league and will not be allowed to participate in any league sponsored function or event. All suspensions will be reviewed at the next meeting of the CYSA Board. The Board reserves the right to not approve reinstatement for the following year of any suspended coach.

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### **13. ALCOHOLIC BEVERAGES, DRUGS, TOBACCO & WEAPONS**

Alcoholic beverages, drugs, tobacco products and weapons are forbidden at any CYSA event where children are present. Any violation of this rule will be cause for immediate expulsion of the offending member.

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### **14. TEAM STANDINGS**

Team standings for all divisions (except U6 & U8) will be updated and posted weekly. A win will account for three points, a tie will account for one point, and zero points will be allotted for a loss. If teams have equal number of points, the highest winning percentage will be the second criteria for determining team position in the standings. The third criteria will be the results of head-to-head meetings. The fourth criteria will be fewest goals allowed. The fifth criteria will be most shutouts. For final standings, a coin toss will be held if all of the previously mentioned tie-breakers cannot determine a team position in the standings.

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### **15. GAME DAY CARDS**

All games will be recorded by the referee on a Game Day Card. Cards will include age division, teams playing, players scoring goals, and final score. Coaches and referees should check and sign cards after each game to certify accuracy.

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### **16. OVERALL CHAMPIONS**

The overall champions in each division (except U6 and U8) will be determined by a play-off format. All teams will make the play-offs. Any time an odd number of teams are involved in the play-offs, the team awarded first place during the regular season will receive a bye. The play-off champion will be considered overall league champions for the Fall season, and may be allowed to go on to the Kohl's Cup representing CYSA.

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### **17. PLAY-OFFS FOR U10 THROUGH U16 DIVISIONS**

The playoffs will commence after the last game of regular season play. All playoffs will be single elimination format. All teams will be seeded based on the final regular season standings. All teams will make the playoffs.

- First round games will be highest seed vs. lowest seed, except when there are first round byes or “play-

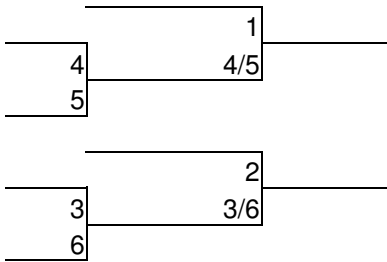
in” games. Playoff seeding and format for six team, eight team and ten team divisions are below.

- All games will consist of one 25-minute period.
- Games that end regulation play in a tie will proceed to one five-minute sudden victory period.
- If after the sudden victory period there is still a tie, there will be a shootout. Each team will select five shooters. The team with the most goals after the five shots is declared the winner.
- If after the shootout there is still a tie, teams will proceed with a sudden victory shootout. Teams will alternate shooters, and if at any time one team scores and the other team does not, the team that scored will be declared the winner. In the sudden victory shootout teams must be given the same amount of shots. Every player on the team must shoot before a player would be given a second opportunity.

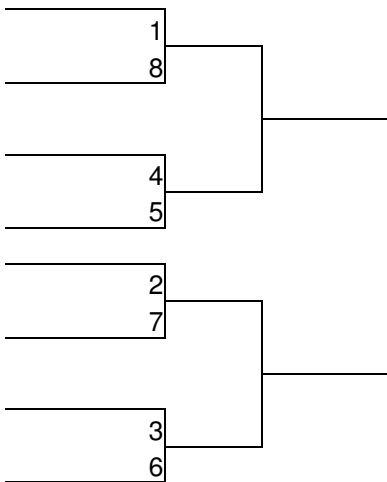
**Playoff Seeding and Format:**

**Six teams**

#1 and #2 seeds both receive byes

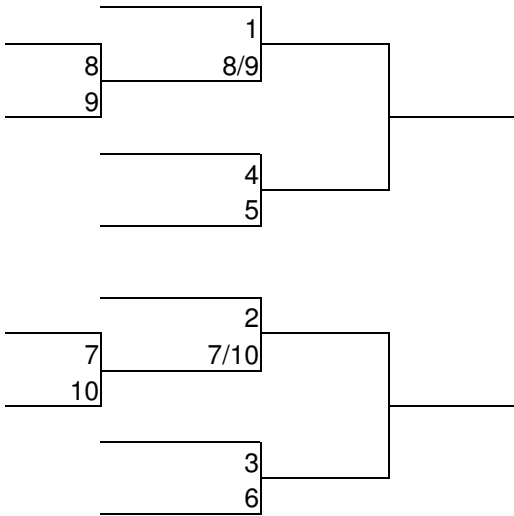


**Eight teams**



**Ten teams**

Bottom four teams have "play-in" games



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**18. ROUND-ROBIN FESTIVAL FOR THE U6 AND U8 MICRO SOCCER**

Play-offs for the U6 and U8 divisions will not be held, as the basic purpose of soccer for this age level is to learn fundamentals of the game and to have fun without being put in a highly competitive atmosphere. A Round Robin Festival may be held for these age divisions if time and field space is available. All youngsters in this age group will receive a participation award.

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**19. PLAYERS WITH SPECIAL NEEDS**

In keeping with the philosophy of the organization to have the league open with equal opportunity for all players, CYSA will provide accommodations to the players with special needs, when possible. For players with special needs over the age of eight and up to the maximum age allowed by the Soccer Rhode Island (SRI), CYSA will provide a "TOPSoccer" opportunity.

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**20. FIELD LOCATIONS OF TEAMS AND SPECTATORS**

Teams will be located on one designated side and all spectators will be on the opposite side of the playing field during games.

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**21. RULE CHANGES**

These rules may be revised by the CYSA Board of Directors per the Articles of Association and the by-laws of Cumberland Youth Soccer Association; Article IV, Section 5.