

SYSL Playing Rules - Revised 2016

SYSL strives to create a friendly, supportive atmosphere for all of its participants.

Section One: Home Teams

Home teams are listed first on the schedule and are responsible for the following:

- A. Conditions of the grounds, proper field markings, nets and corner flags.
- B. Changing to an alternate colored jersey or using pinnies when uniform colors are similar.
- C. Goalie uniforms should be distinct from either team.
- D. Provide a completed game card to the center referee.
- E. Retrieve the completed game card from the referee after the game (unless there has been a send off) and drop it off at their club's designated location.
- F. Provide at least three (3) game balls of the appropriate size.
- G. Access to restroom facilities is recommended.

Section Two: Head Coaches for Both Teams

On game day, both coaches are responsible for the following:

- A. Behavior of their teams and spectators. Please refer to the SYSL Code of Conduct.
Note: the referee may stop the game to warn coaches and if necessary may terminate the game if the problem persists. A red card given to a head coach automatically ends the game. Final disposition will be determined by the Penalties and Discipline Committee (PAD).
- B. Home team will have preference to which side of the field will be the home side for the team and spectators. The visiting team and their spectators must use the opposite side of the field. *Note: when space or safety considerations do not allow for this, the home team will designate which side both teams and their spectators will occupy.*
- C. Verify the game time, location and directions to the field by checking the website before the scheduled game.
- D. Report the final game score within 24 hours to SYSL's Team Sideline website.
- E. Head coaches must present a valid coaches pass to the referee prior to the start of the game. *NOTE: If the head coach or assistant coach is not present at the game, any other coach from within the same club, with a valid coach's pass, may coach the team. If there is no coach from the club with a coach pass, the game cannot be played and the club manager should be contacted immediately.*
- F. Coaching is allowed only within ten (10) yards of the mid line. Instructing players is only to be done by coaches with a valid coaching pass. Only coaches with a valid pass are allowed in the bench area.
- G. Anyone instructing a player who does not have a valid coach pass may be asked to leave the field by the referee or the team's head coach.
- H. No artificial noise making devices are allowed. Those using the device may be asked to leave the field by the referee or head coach.
- I. Both teams shall provide VALID player passes to the referees prior to check-in. No player shall be allowed to play without a valid pass. No exceptions.
- J. Both coaches are encouraged to have the games start on time.
- K. Coaches must respect and accept a referee's decision regarding the concussion protocol.
- L. Coaches are responsible for their team's trash – please pick up after your team and spectators.

Section Three: Players for Both Teams

- A. Must have a valid SYSL player pass and this must be presented to the referee prior to their participation in the game. *NOTE: No valid pass, no participation. NO EXCEPTIONS.*
- B. All player uniforms must have SYSL approval. No logos other than the club logo. Each player on a team must have different jersey numbers. Duct tape may be used to alter duplicate numbers
- C. All players are required to wear shin guards. Any style soccer shoe is acceptable unless otherwise deemed unsafe by the referee. This includes sneakers and tennis shoes as permitted by the referee.
- D. No jewelry (including but not limited to earrings, necklaces, watches, hair pins, etc.) or casts may be worn by any player on the field.
- E. All players must play at least half of the game. Only if the player's coach notifies the referee and the opposing coach prior to the start of a scheduled game that a player (identified by jersey number) will exceptions be allowed.
- F. Any team delaying the start of a scheduled game by more than fifteen (15) minutes without sanction of the proper authority shall forfeit the game by a score of 1-0.
- G. No modifications of the rules are allowed for SYSL games regardless of age group.

Section Four: Spectator Line

For the safety of the players, all spectators must be behind the spectator line which will be a minimum of twelve (12) feet back from the touch line. Some fields may not have this option. If a spectator line is not marked, all spectators still must be twelve (12) feet back from the touch line. All pop ups, umbrellas and chairs must be back the full twelve (12) feet as well. No parent or spectator shall be behind the goal area of either team.

Section Five: Sportsmanship Rule

Please note that this rule applies to U9 – U14 teams within SYSL. There is no score keeping in the lower age groups.

The SYSL believes that it is important to maintain good sportsmanship during games that turn out to be lopsided. Despite our effort to seed teams fairly in appropriate divisions, there are always instances where one team is far superior to another. Despite the valuable life lessons inherent in losing, and losing gracefully, there is a difference between losing a close fought contest and being blown out by a far better team. In the latter types of losses, the hurt feelings tend to hinder the ability to absorb the life lessons involved in losing.

In order to promote respect and good sportsmanship, as well as to keep the atmosphere fun and friendly, the SYSL's acceptable winning margin is a goal differential of six (6). Teams that win by a margin of seven (7) or more will get a warning from their AGC or club manager. The second time the team wins by a goal differential of seven (7) or more in the same half, both games in which the team exceeded the goal differential of seven (7) will be converted to a loss in the standings. The AGC or club manager will contact the SYSL secretary to have the standings changed. The SYSL secretary (with the assistance of club managers) will keep track of the lopsided wins for future re-seeding purposes.

All lopsided scores will be reported to the SYSL PAD Committee and repeated infractions may lead to further disciplinary measures

Section Six: Referees

- A. Referees are provided by the home team and/or club for all games scheduled on their fields.

- B. Referees should not begin the game until the game card is completely filled out.
- C. If a referee is not present, the visiting coach may elect to play with volunteers from the spectators with the approval of both coaches OR to re-schedule the game.
- D. If the game is to be rescheduled due to a referee issues, the visiting team selects the playing field and the home team is responsible for paying the assigned referees.
- E. If the replacement referee(s) are accepted by both teams, then the replacement referee(s) authority cannot be challenged once the game begins.
- F. U10 games are recommended to have two (2) person system.
- G. U12 games are recommended to have a two (2) person system.
- H. U14-U19 games are recommended to have a three (3) person system.
- I. Youth referees should only referee games that are at least two age groups below their playing age group. For example, a referee that plays U14 may referee a U10 game, but not a U12 game.
- J. The referee is the sole authority on the field and his /her judgment as to acceptable field conditions, conduct of the coaches and spectators and any other prerogatives as granted by the *Laws of the Game* shall not be challenged.
- K. It is the responsibility of the referee to provide completed game cards at the conclusion of the game. *Note: only if a red card has been issued will the referee keep the game card at the conclusion of the game.*
- L. Referees are to follow the CalNorth concussion protocol.

Section Seven: Penalty Kicks

- A. For U10 and U12, penalty kicks will be taken from ten (10) yards back from the goal line
- B. For U14-U19, penalty kicks will be take from twelve and one half (12.5) yards back from the goal line

Section Eight: Goal Kicks

- A. U10 Goal kicks will be taken from anywhere at the top of the penalty area (18 yard box). The attacking players **must** be ten (10) yards back.
- B. U12-U19 goal kicks will be taken anywhere in the goal area (6-yard box).

Section Nine: Off Side (applies to U10 and above)

Offside will be applied to all U10-U19 games as per the USSF guidelines.

Section Ten: Heading

There will be NO heading in U10 and U12 soccer. If a player intentionally, accidentally or unintentionally heads the ball, the restart will be an Indirect Free kick for the other team. No goals can result from a header. The restart for all head balls will be an indirect free kick. NO exceptions. If a defending team heads the ball in the penalty area, the restart will be an indirect free kick. Direction from Cal North regarding dealing with players who are twelve (12) but play for older teams (U14) is pending and will be decided prior to the start of the 2016-2017 season.

Section Eleven: Head Injuries and Concussions

All teams must observe the USSF concussion policy. If a player has a head injury and the referee deems that the player should NOT continue, then that player shall not return until they have received medical clearance. The referee **MUST** fill out an incident report if they remove a player from the game due to concussion protocol.

Section Twelve: Length of Games

- A. Coin toss by referee will be used to start a game. The team that wins the coin toss chooses which side to attack.

- B. Games will be played in two halves with a rest period between halves. Length of rest period is determined by age group. Under certain weather conditions the referee has the authority to allow for additional minutes as deemed appropriate.
- C. The second half of the game is started with a kick off by the opposite team from the team that kicked off the first half.

Section Thirteen: Time Periods

- A. U10 are two (2) twenty five (25) minute halves with a ten (10) minute rest period between halves.
- B. U12 are two (2) thirty (30) minute halves with a ten (10) minute rest period between halves.
- C. U14 are two (2) thirty five (35) minute halves with a ten (10) rest period between halves.
- D. U16 are two (2) forty (40) minute halves with a ten (10) minute rest period between halves.
- E. U19 are two (2) forty five (45) minute halves with a ten (10) minute rest period between halves.

Section Fourteen: Minimum Players Per Team In Order to Begin The Game

- A. U10 will play with a minimum of five (5) players.
- B. U12 will play with a minimum of six (6) players.
- C. U14-U19 will play with a minimum of seven (7) players.

Section Fifteen: Dogs

No dogs are allowed near the PLAYING field at SYSL games. Dogs cannot be on the sidelines. Parents will be asked by either the coach or the referee to leave the playing area which includes where spectators are.

IMPORTANT: Alcoholic beverages are prohibited at any time before, during and after the game.