

Playing Rules for FC Southland

Recreational League

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FIFA Laws of the Game shall apply except as amended within this document.

AGE SPECIFIC RULES: See section on Playing Requirements/Modifications

CANCELLATIONS: see also "Weather Cancellations"

1. FC Southland is responsible for rescheduling the game.
2. If due to weather a game is suspended in the first half, it shall be replayed from the start. If the game is suspended after the kick-off for the second half has occurred, it shall be recorded as a completed game.
3. If found before the start of the game that the FC Southland requirements cannot be met, other than the number of players, the game may be postponed.
4. Both teams must be present with the minimum number of players needed to start a game before a postponement can be requested.

DISCIPLINARY ACTIONS: see "Protest"

EQUIPMENT:

1. Only peel-n-stick line up cards and referee fold cards issued by FC Southland will be accepted for FC Southland games.
2. If the correct game/line up card is not completed, the time will count towards that teams' forfeit time to complete the correct one. Players should be listed in shirt (jersey) number order with the full first and last name of each.
3. In the recreational and developmental (B & C) levels, the shorts and socks do not have to match.
4. Goalies must wear a color that distinguishes them from the rest of the players and referees.
5. No players at any level will be penalized or prevented from playing for slight color differences, extra stripes on shorts, etc.

6. Earrings, jewelry, hair beads, braids, dreadlocks, headbands, bandanas, ponytails, etc. being allowed each game is left up to the discretion of the center referee. If he deems it to be dangerous, unnecessary or possibly being used as a weapon, the referee may instruct the item to be removed, taped, or pinned up. Failure to comply will result in that player being removed from the game until the problem is corrected.
7. Toe cleats (i.e.: baseball/football shoes) are not allowed unless the cleat is removed to the referees satisfaction. No metal cleats allowed.
8. Shin guards are required and must be under and covered entirely by the socks.
9. Goalies may wear baseball caps.
10. Players are allowed to wear gloves and stocking hats on those days when the weather would require them.
11. Full length jogging pants, sweatshirts or jackets may be worn on days the weather require them. Jogging pants should be worn over the shorts. Sweatshirts or jackets must be under the shirt (jersey) so the number is visible.
12. Sliding pants must be above the top of the knee. Color is of no bearing.
13. Cast, knee braces, anything except shin guards made of rigid material must be covered with at least $\frac{1}{2}$ inch of foam and also be approved by the center referee. All edges must be completely covered so they do not show.
14. Players must have shirts tucked in at the beginning of each quarter or half. Referees are to remind players if they do not. If a player refuses to tuck in the shirt as instructed they will be cautioned (carded) for dissent.
15. Should a player be sent off the field to correct, get, or change any part of their uniform, equipment, etc., they shall not be allowed back onto the field until approved by the referee.
16. Play will not be stopped for the uniform/equipment changes or corrections to be made. Player may re-enter the game on the next substitution opportunity. No substitution will be allowed for this infraction.
17. Though penny's are normally available at FC Southland locations, it is still advisable to have an alternate shirt in case of color conflicts.
18. Home team is responsible for color change.
19. Foam goalie helmets are optional.

FORFEITS: see also "Schedules"

1. Forfeits are subject to review by the program Board of Directors.

2. Forfeited games will not be rescheduled unless the forfeiting team prepays the referee fees due for the game to be rescheduled and the team that received the win wishes to replay. Standings stay the same.
3. Games are not forfeits if found there was a scheduling error.
4. **If a team wish to reschedule a game due to personal conflict a reschedule fee must be paid forty-eight (48) hours in advance of the rescheduled game or the game will be canceled. Fee will be cost of ref fees.**
5. Teams have ten (10) minutes past the scheduled game time to properly man the field before a forfeit will be called.
6. If games are running late it shall be ten (10) minutes from the time designated by the referee.
7. Failure of a coach/team official to remain out of sight and out of sound after being sent off or receiving a Red Card may result in a forfeit.

GAME CONDUCT

Coaches are responsible for the conduct of their players and spectators. If a spectator's conduct warrants the issuance of a Yellow and/or Red card, it will be considered as awarded to the coach.

Physical violence, foul and/or abusive language, or harassment will not be tolerated. Such conduct will be reported even in situations where cards were not issued. Any incident of a player or coach issued a Red Card for physical violence, assault, or abuse directed against a referee or assistant referee will be subject to an automatic review by the FC SOUTHLAND Board of Directors. The use of noise making or amplifying devises is prohibited. Carded team officials are prohibited from smoking on the sidelines during a scheduled FC SOUTHLAND game.

The referee(s) are in complete charge of the field and adjacent areas from the time they arrive at the game site until they depart. The referee(s) is (are) empowered to:

1. Rule on what equipment or accessories are considered dangerous;
2. Issue Yellow or Red cards during that entire period;
3. Terminate a game for coach, players, or spectator misconduct.
4. Refuse to allow the game to be played if, in the referee's judgment, the field is unplayable.

INJURIES

1. For safety reasons, any injured players, excluding the goalie, that causes the game to be stopped due to injury, must be removed from the game but may re-enter on the next substitution opportunity.
2. A 1-for-1 substitution will be allowed on injuries meaning both teams may sub one (1) player.

3. If blood is present on the player, shirt (jersey), or any clothing worn by the participant, the blood must be removed. The participant may replace that article of clothing in order to re-enter the game. Clothing substitutes do not have to match the uniform but should distinguish them from the other team. Again, penny's are normally available at the fields.
4. Open injuries/wounds must be covered to the referees satisfaction. Blood must not be showing.

LINE UP CARDS

1. FC Southland will provide peel-n-stick line up cards to all teams involved in the program. These are the only line up cards that will be accepted. These cards will be provided to each league via their FC Southland Representative (division/club manager).
2. All teams will receive at least eight (8) lineup cards per session.
3. Line up cards are to be completed as instructed at the top of each card.
4. FC Southland will provide the game cards.

ROSTERS

1. Each team is to have at least a copy of their current league (state) roster at each game.

PLAYING REQUIREMENTS (Modifications)

1. Field markings will conform to the US Youth soccer guidelines.
2. All teams U12 and younger, must be playing small-sided games.
3. The following guidelines have been established for the age based divisions participating in the FC Southland program.

DIVISION	MAX #	MIN #	ROSTER limit	# OF REFS	OFF-SIDES	FIELD SIZE	GOAL SIZE (or smaller)	BALL SIZE	DURATION OF GAME
U5&6	3	2	6	1	NO*	15-20 x 20-30 YDS	4 x 6 FEET	3	(4) 8 MIN QTS
U7&8	5	3	9	1	NO*	20-30 X 40-50 YDS	6 X 12 FEET	3	(4) 10 MIN QTS
U9 & 10	6	4	11	3	YES	35-45 X 55-65 YDS	6 X 18 FEET	4	(2) 25 MIN HALF
U11 & 12	8	5	14	3	YES	45-55 X 65-75 YDS	6 X 18 FEET	4	(2) 30 MIN HALF
U13,14& 15	11	7	18	3	YES	65-75 X 100-120 YDS	8 X 24 FEET	5	(2) 35 MIN HALF

U16-19	11	7	18	3	YES	65-75 X 100-120 YDS	8 X 24 FEET	5	(2) 40 MIN HALF
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4. All referees are USSF Licensed. For U8 and below games, referees can do a one-man system. All other games will be a three-man system.
5. If a 3rd USSF referee cannot be found, a club linesman will be used for all U12 and up games.
6. There shall be a five-(5) minute half time between the 2nd and 3rd quarters or between the 1st and 2nd half.
7. Length of games may be shortened to accommodate weather or light conditions. This should be done equally for each quarter or half and declared before the start of the game.
8. Mercy Rule: If in the 2nd half one team is ahead of the other by ten (10) or more goals, the referee is to ask the losing team if they want the game stopped thus awarding the win to the other team. This is a one time offer. If the losing team refuses the offer, the game is to be played to its completion. See also "Suspension of Game".

MODIFICATIONS

9. U5/6: 3v3
 - a. There is no off-sides unless a player is intentionally "camped" inside the penalty area. If so, the opposing team shall receive an indirect kick.
 - b. All kicks shall be indirect.
 - c. All U6 players are allowed a 2nd attempt on all kick-offs, corner kicks, etc. if the 1st attempt was incorrect. If the 2nd attempt is still incorrect, the ball will be considered "in play" provided it is on the playing field. Goal kicks must clear the penalty area.
 - d. There are NO goalkeepers.
 - e. Throw-ins will be allowed.
 - f. Slide tackles are discouraged and will be evaluated by the referee for dangerous play.
 - g. Goal box for U6 is 3 yards out from each goal post and extends two yards in from goal line.
10. U7/8: 5v5
 - a. There is no off-sides unless a player is intentionally "camped" inside the penalty box area. If so, the opposing team shall receive an indirect kick.
 - b. All free kicks shall be indirect.
 - c. 5v5 includes a goal keeper.

- d. Indirect kicks do not receive a 2nd attempt.
- e. Goal kicks will be allowed anywhere inside the goal area.
- f. Throw-ins, a ball leaving play on either touchline will be restarted outside the touchline with a throw-in from the spot the ball crossed. A 2nd attempt will be allowed if the 1st attempt was incorrect.
- g. Slide tackles are discouraged and will be evaluated by the referee for dangerous play.
- h. Goal box is 2 yards out from each goal post and extends 4 yards into the field from goal line.
- i. Penalty box is 6 yards out from each goal post and extends 6 yards into the field from goal line.

11. U9/10; 6V6

- a. 6V6 includes a goal keeper.
- b. Goal kicks and kick off shall be indirect.
- c. Goal box is 6 yards out from each goal post and extends 6 yards in from goal line.
- d. Penalty spot is ten (10) yards out from the center of goal line.
- e. Penalty box is 14 yards out from each goal post and extends 14 yards into the field from the goal line.

12. U11/12; 8V8

- a. 8V8 includes a goal keeper.
- b. Goal box is 6 yards out from each goal post and extends 6 yards in from goal line.
- c. Penalty spot is ten (10) yards out from the center of goal line.
- d. Penalty box is 14 yards out from each goal post and extends 14 yards into the field from the goal line.

13. U13 and above; 11v11

- a. High school teams (U16-U19) will play by FIFA not high school rules.
- b. Goal box for is 6 yards out from each goal post and extends 6 yards in from goal line.
- c. Penalty spot is twelve (12) yards out from the center of goal line.

REFEREES: see also "Playing Requirements"

1. Shall abide by the guidelines set by this program for games played within this program.
2. Unless otherwise approved by the FC Southland board, all referees including assistant referees, are to be older than the age division that is playing.

SPECTATORS

1. Coaches are responsible for and will be held accountable for their players, parents, and spectators' actions.
2. Parents and spectators are to remain on the opposite side of the field from the players and coaches. They must remain at least three (3) feet back from the sidelines and not go past the top of each team's penalty area.

START of PLAY: see also "Equipment" and "Referees"

1. The minimum number of players along with completed line up card are required before the start of the game.
2. Referees will attempt to check teams in fifteen (15) minutes before the start of the game so arrive early.
3. Players not able to be checked before the start of the game, may not enter the game until they have been properly checked in by one of the referees involved with that game.
4. Games will not be stopped to check players in.
5. Required line up cards are to be completed as explained at the top of the card.
6. Teams are required to have a copy of the league roster with them at all games.

SUBSTITUTIONS

1. When a player receives a yellow card they must be substituted. The 1-for-1-substitution rule, which allows the opposing team to also sub, will apply.
2. Teams are not allowed to put a substitute in for a player that's been suspended (ejected) during the game.
3. Free and unlimited substitutions shall apply to all games.
4. Substitutes may not enter the field of play during the game without the permission of the referee.
5. Substitutions may be made on any goal kick, after a goal, between halves, when their team possesses the ball prior to a throw in or when the opposing team does a substitution on their throw in.

6. U-06 teams may substitute at any time the ball is out of play with the permission of the Referee.
7. If the game is stopped for an injury, the injured player (except the goalie) must be taken off the field and a substitute be played. Again, the 1-for-1 rule applies.
8. Coaches must inform the referee of a goalie substitution.

SUSPENSION of GAME

1. Games may only be suspended by an adult referee, head referee or member league official associated with the club.
2. If the game is being officiated by a minor under the age of eighteen (18), they must confer with someone listed in #1.
3. Once a decision has been made, the center referee, even if a minor, is the only one that can announce the suspension. The referee is to note this information on the game card at the time of the suspension.
4. Mercy Rule: If in the 2nd half one team is ahead of the other by ten (10) or more points, the referee is to ask the losing team if they want the game stopped thus awarding the win to the other team. This is a one time offer. If the losing team refuses the offer, the game is to be played to its completion. See also "Playing Requirements", item # 9.

SUSPENSIONS (RED CARD EJECTIONS)

1. Suspensions are to be served immediately and apply to the next game played for the team that suspended person played for when they received the suspension. The suspension does not apply to other teams the suspended person may participate with.
2. Suspended person must leave the playing field area immediately or risk causing their team to forfeit.
3. Referees may instruct the suspended person to leave the playing complex.
4. Suspensions apply to the next game played.
5. If the game the suspension applied to be canceled, the suspension carries over to the next scheduled game for the team the suspended person was participating with then the suspension was issued.
6. If a suspended player's name appears on the line up card, it must be marked out before the team is checked in and the game begins. If not, it will be assumed the suspended player participated which will result in a forfeit being declared.
7. Any suspended person participating in a game will receive an additional suspension of at least one (1) game. Additional penalties may be imposed.

8. Any coach playing a suspended player will receive a suspension of at least one (1) game. Additional penalties may be imposed.
9. Any suspended coach, manager, trainer, or assistant participating in a game will receive an additional suspension of at least one (1) game. Additional penalties may be imposed.
10. A player receiving a 2nd red card in a session shall be suspended from FC Southland for the rest of that session. This suspension does not carry over to the next session.
11. **A red card means suspension of the next schedule game. If red card is given during the last game of the season the suspension will be served at the first schedule game of the following season.**

TEAMS

1. A maximum of two (2) coaches registered to the team will be allowed on or in the player's area of the sideline during the game.
2. Though players may be registered to two (2) or more teams, they may not participate with more than one (1) team in the same playing level.
3. Teams are bracketed each session according to their standings from the previous session, known strength, or per teams request if it's reasonable.
4. Teams shall consist of any player registered with their home state association that falls within the age guidelines set by USSF and USYS and have met the member clubs/leagues
5. Guest players are not allowed.

WEATHER CANCELLATIONS

1. Coaches are responsible for calling the rain out number of the host member league their game is scheduled to be played at that day.
2. If no message or not updated, then assume the games are still being played.
3. Listen to the complete message. At times, depending on conditions, only certain games may be canceled.