



SOCCER

FALL SOCCER 2015

ENTRY FORMS AND FEES DUE: JULY 31, 2015

ENTRY FEE- \$175 PER TEAM

COMPLETED ROSTERS DUE: SEPTEMBER 3, 2015

WAIVER REQUESTS DUE: SEPTEMBER 3, 2015

REGULAR SEASON BEGINS: SEPTEMBER 4, 2015

Additions/Replacements Deadline: SEPTEMBER 25, 2015

REGULAR SEASON ENDS: OCTOBER 25, 2015

Diocesan Playoffs: Oct. 30 through Nov. 8, 2015

SPRING SOCCER 2016

ENTRY FORMS AND FEES DUE: MARCH 11, 2016

ENTRY FEE - \$175 PER TEAM

COMPLETED ROSTERS DUE: APRIL 8, 2016

WAIVER REQUESTS DUE: APRIL 8, 2016

REGULAR SEASON BEGINS: APRIL 9, 2016

Additions/Replacements deadline: April 29, 2016

REGULAR SEASON ENDS: JUNE 12, 2016

Diocesan Playoffs: June 13 through June 19, 2016

STRUCTURE AND FEES:

<u>DIVISION</u>	<u>BIRTHDATE ON OR AFTER</u>
INTERMEDIATE	1/1/2002
ROOKIE	1/1/2003
BANTAM	1/1/2004
NOVICE	1/1/2005
PEE-WEE	1/1/2006
MIDGET	1/1/2007
SQUIRT	1/1/2008
MITE	1/1/2009

<u>DIVISION</u>	<u>OFFICIALS FEE</u>	<u>#OFFICIALS</u>	<u>BALL SIZE</u>	<u>LENGTH</u>
INTERMEDIATE	\$50	2	#5	30MIN
ROOKIE	\$50	2	#5	30MIN
BANTAM	\$46	2	#4	25MIN
NOVICE	\$46	2	#4	25MIN
PEE-WEE	\$46	1	#4	25MIN
MIDGET	\$46	1	#4	25MIN
SQUIRT	\$46	1	#3	25MIN
MITE	\$46	1	#3	25MIN

All CYO Soccer Entry Forms must be signed by the Soccer AD, Parish PAR and the Parish Moderator / Pastor; otherwise those teams will not be added to the CYO Soccer Schedules.

ROSTERS

The standard number of players on a roster is 18. Expanded rosters are allowed with all listed competitors being eligible for both regular season and playoff games. (There is a limit of 25 players on a team) In the event trophies are won; the parish is responsible for the cost of additional trophies beyond the 18 provided by the CYO. **A game roster/line – up sheet must be submitted to the referee-Mite and Squirt players do not need to sign roster. All other players will sign roster at the field immediately before the game. A copy (without signatures) must be provided to the opposing coach**

MITE AND SQUIRT DIVISIONS

Roster size remains the same but play will be 9 x9 instead of 11 x 11.

NOTE: Any team, whose **complete** roster has not been filed by the deadline, is subject to having all games declared forfeits until the roster is submitted. Only **original** rosters will be accepted, **no reproductions.**

NOTE: Game Roster Forms that are submitted to the referee should not be scratched out. If a listed player is not present, then the signature should be left blank. Use an additional form if needed to add players. A player's number that has been recorded on the line up sheet in the beginning of the season should use the same number for the entire season. It is the AD's responsibility to verify the correct age and school that the player attends.

All CYO Roster Forms must be signed by the Head Coach, the PAR, and the Moderator / Pastor; otherwise those teams will not be allowed to play their games.

OFFICIALS

Duties: Referees are in complete control of the game. The authority of their position is to be respected at all times, even when disagreement exists. Referees are obligated to report incidents of misconduct to the CYO Soccer Assignor. **Time may be added for substitutions, injuries or any matter deemed by the referee.**

FEES: Referees are to be paid before the start of the game

ALL FORFEITS WILL BE NORMAL GAME FEE. If the referee does not show up for the game, the two coaches

(if they agree) will pick someone to referee the game. This game will be valid. No protests will be accepted concerning the referee, as long as it was agreed to have that person referee the game. If either coach does not agree to appoint a referee, then the game will be made up in the future, time permitting. Please advise the soccer coordinator or assignor if a referee fails to appear for their game ASAP.

RAIN/SNOW:

If, in the judgment of both coaches, the field is unplayable due to rain or snow, the game may be postponed **provided both teams are otherwise ready to play** (i.e. – the minimum number of uniformed players are present need at least 7). **A 15-minute courtesy shall be afforded to a referee for lateness due to traffic conditions, or any other reasonable occurrence prior to the coaches departing the field of play.** The CYO Soccer Coordinator/Assignor must be notified immediately by phone. **Officials are paid a \$20 dollar traveling fee for snow/rainouts.** This fee will be **divided equally per team**. In the event that the coaches disagree on whether the field is playable, the referee shall make the final decision. Once the game starts, the referee is in complete control and may terminate the game at any time he deems the field conditions to be unsafe, regardless of whether or not both coaches wish to continue. **There are no refunds of the referee's fee no matter how short the game.** In case of field postponements, the line-up sheet must still be filled out, and required player signatures must be provided in the presence of the referee and/or designated league official.

IMPORTANT NOTE: Only the CYO Soccer Coordinator/Assignor may postpone or cancel games in advance. **Postponements due to weather conditions are declared at the field.** Failure of a team to show up at the field may result in a forfeit regardless of the weather or field conditions.
COACHES/AD'S OR PAR'S ARE NOT PERMITTED TO CANCEL GAMES.

REQUIRED PRE-GAME PHONE CALL :

The **Home** Coach shall call the **Visiting** Team's Coach on Wednesday prior to game day, to ensure field time & location, and what color jerseys they will be wearing. This will help to identify schedule problems (ie. only two teams are scheduled to play per game, both teams are going to the same field, both teams will be showing up at the same time, and if both teams have the same color uniforms the home team will be reminded to have their "pinnies"). The CYO Soccer Coordinator will provide the Coach Phone

Number List to all ADs, using information provided on the Entry Forms. If the Home team fails to call the Visiting team by Wednesday, then it is strongly advised that the visiting team calls the home team and Inquire as to why they were not called and report such conduct to their soccer AD/PAR.

GAME START TIME:

There is a 15-minute grace period from the scheduled starting time for a team to assemble the legal (7) minimum number of players. The game must start as soon as the minimum requirements are met.

YELLOW/RED CARDS:

Players and coaches can be issued yellow/red cards. Players sitting on the bench can also be issued cards. **Spectators may not** be issued cards. **Misconduct** on their part should be recorded by the referee and submitted to the CYO Soccer Assignor. **A coach/spectator can be ejected from the field of play area due to misconduct (cursing, being loud and boisterous, causing any type of behavior which would incite violent or inappropriate conduct by their players etc.) Failure to leave the area once instructed by the referee will result in a forfeit.** Yellow cards can be issued for various offenses but not limited to, such as reckless play, intentional hand balls, failure to respect the laws of the game etc. or any other action deemed appropriate by the referee and in accordance with the rules governed and sanctioned by FIFA. **A player does not have to be substituted for a yellow card.** A second yellow card issued to the same player in the same game results in a **red card** causing his/her ejection from the game. The player usually will be suspended for the next game. **NOTE: CYO RESERVES THE RIGHT TO WAIVE OR INCREASE THE SUSPENSION DEPENDING ON THE circumstances such as spitting, punching, cursing, or any other serious or violent conduct. A player cannot be replaced in the game that they were ejected. If a player fails to sit out, the team concerned will forfeit that match. If a coach is ejected due to a red card, he/she must have an assistant available and listed on the roster in order to continue the game. If no assistant is available the game will be terminated and forfeited.**

WAIVERS

Non-parish eligible competitors may qualify to play through waivers. **The waiver limit is 50% of the roster, but may not exceed nine. For Combined Parish Teams, the waiver limit is 3 players.** All waiver requests are subject to approval by the CYO. Waivers

will not be granted to teams with expanded rosters. When playing on a mixed team, eligible girls may play **one level below their own age level and on the boy's team. Coeds must play in the boys division. The Soccer Coordinator may modify the age restriction on a case-to-case basis with proper notification.** (See Rules and Regulations for Waiver Types)

RULES OF COMPETITION

The CYO Rules & Regulations, this manual/ fact sheet and International Football Rules (FIFA) and the decisions of the F.A. Board with the exceptions as noted in this section will govern all games. In the event of a conflict between the rules, CYO Rules & Regulations will supersede the CYO Soccer Fact Sheet and FIFA Rules; the CYO Fact Sheet will supersede FIFA rules.

EXCEPTIONS TO FIFA RULES

Law 1:

Field size will vary with available space. Goals and field markers may be scaled down proportionate with the field size. **All teams should have in their possession cones or flags in the event that a field is not marked**, needs to be made smaller to accommodate a young team on a large field or to avoid a hazardous condition. The **Home team decides** what side of the field they wish to occupy. **If bleachers are present, spectators/parents etc. shall be designated to those areas. If none present, they will occupy opposite sides. Teams must stay in their designated areas. Spectators must stay on the same side of the team with which they are affiliated. At no time is anyone permitted to stay behind either goal line except for the Mite/Squirt Division; Therefore one assistant can be behind the net and the other assistant can run up and down the sidelines (a few feet within field is permitted) as long as there is no interference with the play (the referee can revoke this privilege). Each assistant shall be on opposite sides. The referee will take control and request assistance from the coach if there is an apparent injury. Coaches are responsible for the conduct of their team's players and spectators.** If there are girls on the team, it is strongly suggested that a responsible female be present.

Law 2:

Both teams must supply a standard soccer ball as noted in Section 1 of this fact sheet. **The Home Team is ultimately responsible to have a change of shirt or "pinnies" in the event the visiting team has the same colored jersey.**

Law 3:

All teams are required to have a minimum of **seven players or a maximum of eleven players on the field for all divisions.** However, if either team has less than seven players, the game shall be terminated and that team will forfeit the game. Late players may enter the game when there is a stoppage of play. They must be listed on the roster prior to the teams departing the field of play and must be acknowledged by the referee. A coach has the discretion to play shorthanded in the event the other team is shorthanded but is not obligated. A team should use all its players. The **winner of the coin toss** shall decide **which end of the field** they chose to defend. **The loser of the toss will always kick off first.** Unlimited substitutions are allowed during the game. The referee has the ultimate authority to allow or disallow a substitution. **There is no ball possession requirement to allow a substitution.** Generally, a team who has possession will call for a substitution; the other team can also sub if they chose to do so. But when the ball goes out of bounds and there is ample time or there is an injury on the field, either team can make a substitution. The referee shall prevent a substitution if he/she feels the coach is deliberately disrupting the flow of the game or is circumventing the laws, spirit of the game or is simply wasting time. Extra time should be allotted for substitutions. The referee is the ultimate timekeeper. An injured (treated) player, other than the goalie, must leave the field of play and can either be substituted or re-enter with the referees permission. **Law 4:**

All jerseys **must be numbered** and of the same color. **No two players from the same team should be on the field with the same number.** The number on the jersey must match the number on the line-up handed in at the start of the game (numbers are required; you can use tape or marker to correct numbers, **IF CANNOT BE CORRECTED, THE REFEREE WILL MAKE A NOTATION**). Shorts are required but need not match. If sweats or leggings are worn, they must be worn under the shorts. The style of shoe is optional but **metal cleats are strictly forbidden.** All players are required to wear shin guards, which shall be worn under the socks. *It is permitted for smaller children to wear their shin guards over the socks (mite / squirt divisions only).*

Law 5:

All rules with regard to the authority of the referee will be enforced. **In addition, any player, coach or spectator who verbally abuses or physically threatens or touches a referee shall be subject to suspension from all CYO activities for a minimum of one year.** It is the referee's prerogative not to talk to anyone before, during or after the game. If the referee exercises this prerogative *at any time*, anyone who persists in confronting the referee shall be subject to a suspension.

No one shall enter the field of play without the referee's permission. The referee will be instructed to stop the game and take appropriate action (such as an ejection). He will generate a report which will be submitted to the CYO Soccer Assignor for further action. A team(s) may be subjected to a forfeit depending on the referee's report.

Law 6:

If a referee appoints assistants, their roles are limited to ball in/out of play calls only. The referee will decide which team has possession. Assistants will not indicate when a player is off sides. It is the referees' decision to make such calls.

Law 7:

Additional time may be added by the referee such for substitutions, injuries, delay of games etc or as deemed appropriate. The half-time interval shall be no less than 5 minutes. For playoffs there is no rest time

PLAY-OFF COMPETITION:

If the match is drawn at the end of regulation time, two full **extra time periods of five minutes** each shall be played **with no "half-time" interval** but with **teams switching sides** at the end of the first extra time period. If the match is drawn at the end of the extra time periods, penalty kicks will determine the winner. Each coach shall give the referee the list of the order of the first five kickers, and the rest of the active remaining players who were last on the field. The first five players of each team will take penalty kicks alternatively. The **winner of the coin toss will have the choice if they would like to kick first or second**. The majority of goals scored within the first five kicks wins. If still a tie, the teams will go to the sixth, then seventh (etc.) kicker until the majority wins. Any eligible player on the field may replace an injured goalkeeper, whether or not that player was named as a kicker. In the event a team has less eligible kickers, the opposing team will reduce the number of kickers to match the shorthanded team. **At the end of the overtime match, the players on the field shall be kept on the field by the referee. Eligible players only will be allowed to participate in the penalty kicks including goalkeepers.** Players who were not on the field of play (players on the bench) may not take any kicks. **The goalkeeper can be changed at anytime as long as it is done with a player**

who was on the field and not a player from the bench.

Therefore, the referee shall be cognizant as to who finished the game and **have the player(s) stay on the field**. If the coach wants to use a player(s) on the bench, they should get that player(s) into the game **prior to the game terminating**.

It is the responsibility of the AD/PAR to obtain the standings of each team in each division. They shall submit to the Soccer Coordinator the COMPLETE scores and who they played, for example a 2-1 win verses team X, 2-2 tie versus team Y, 1-3 loss to team Z or win by forfeit versus team Q, and the amount of games played so one could determine the proper standing for play-off purposes. Keep in mind, a forfeit counts as a game played with zero points.

Points:

**WIN = 3 POINTS TIE = 1 POINT LOSS = 0
POINTS FORFEIT = 0 POINTS**

(FIFA WORLD CUP QUALIFICATION RULES)

Ball Size:

**#3 Ball: Mite and Squirt
#4 Ball: Midget, Pee Wee, Novice and Bantam
#5 Ball: Rookie and Intermediate**

NOTE: Ball size can be changed if both coaches agree; if not the above size ball is to be used.

THINGS TO REMEMBER, IN ORDER TO AVOID TEAMS FROM FAILING TO SHOW UP FOR THEIR GAMES:

THE HOME TEAM MUST CALL THE VISITING TEAM BY WEDNESDAY PRECEDING THE GAME TO:

CONFIRM: THE GAME, THE DIRECTIONS TO THE FIELD, THE GAME TIME & THE UNIFORM COLORS

NOTE: FAILURE TO MAKE NOTIFICATION MAY RESULT IN A FINE OR OTHER APPROPRIATE PENALTY TO THE HOME TEAM, AS DETERMINED BY THE CYO SOCCER COORDINATOR.

IF THE VISITING TEAM DOES NOT GET THEIR PHONE CALL BY WEDNESDAY, THEY SHOULD TRY TO CALL THE HOME TEAM THEMSELVES. IF EITHER TEAM CANNOT CONTACT THE OTHER, PLEASE SEEK THE ASSISTANCE OF YOUR SOCCER AD. IF THE REFEREE FAILS TO APPEAR, YOU SHOULD TRY TO PLAY THE GAME. THE HOME TEAM MUST REPORT THE ABSENCE OF THE REFEREE TO THEIR SOCCER AD, WHO IN TURN WILL REPORT IT TO THE CYO SOCCER COORDINATOR/ASSIGNOR.

NOTE: FOR MITE THROUGH PEE WEE, THE GOALKEEPER CAN USE HIS/HER HANDS WHENEVER A TEAMATE INTENTIONALLY PASSES THE BALL TO HIM/HER. NO FOUL IS CALLED. FOR NOVICE THROUGH INTERMEDIATE, THE GOALKEEPER IS NOT ALLOWED TO PLAY THE BALL WITH HIS/HER HANDS AND MUST USE OTHER MEANS TO CONTROL THE BALL (FEET, HEAD ETC). IF THE KEEPER USES HIS HANDS ON AN INTENTIONAL PLAYBACK BY A TEAMATE IT IS A FOUL PUNISHED BY AN INDIRECT FREE KICK.