

GCFYSL RULES OF PLAY

PART I. GENERAL

- 1) General Guidelines for league play are provided by FIFA laws of the game with adjustments based for youth soccer and the league approved modifications herein.
- 2) Games must be played and completed in accordance with the officially published schedule. No open dates will be granted. Any dates that a club's team might have a conflict with, must be applied for before the schedule has been put together by the league scheduler. All schedules are final when published. (As noted in **Part VIII number 9.**)
- 3) Levels of play will consist of:
 - a) U9 and U10 – *Division II, Division III, and Division IV*
 - b) U11 and U12 – *Division II, Division III, and Division IV*
 - c) U13 thru U19 – *Division I, Division II, and Division III*(Note: Division I used to be State Cup, Division II was Region Cup, Division III was Competitive Recreation, and Division IV was Recreation.)

PART II. FIELDS and EQUIPMENT

- 1) Clubs may utilize reduced size fields for younger players. If the field size is reduced, the markings and goal size shall be reduced proportionally.
- 2) The field (recommended) dimensions are as follows:
 - U9 & U10 – 60 yards x 45 yards
 - U11 & U12 – 80 yards x 55 yards
 - U13 & above – regulation size

Reference: FIFA for minimum/maximum size guidelines for all age groups.
- 3) The designated home team will be responsible for the condition of the grounds, proper field marking in accordance with published schedule.
- 4) The home team is responsible for providing the game ball, but it is the responsibility of both teams to have an appropriate game ball. The referee is responsible for the selection of the game ball.
- 5) Ball sizes are:
 - U9 to U12 – size 4
 - U13 to U19 – size 5
- 6) All teams are responsible for keeping their spectator area as well as their team areas clean and neat.
- 7) There will be no smoking or use of tobacco products on, or around, the fields of play per FYSA rules.
- 8) Goal nets are mandatory (*FYSA and GCF mandated (not FIFA)*). No game shall be started without nets. Lack of goal nets will be cause to award forfeiture to the visiting team by the league. In the case of torn nets, or nets with holes, the home team will be responsible for the repair of the nets. It will be the discretion of the referee if the nets are sufficiently ready for the game to be played.
- 9) Goals must be properly anchored. The game will not start until the referees have determined that the goals are safe to be used. Any club, and referee, that is caught playing a game with unsecured goals will be subject to disciplinary action by the league. Any allegations should be filed with the disciplinary department.

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- 10) Corner flags are required. No cones, bicycle flags or other markers are permitted, unless no other option is available. It is the discretion of the referee to start the game using any other items. A game report, filed through the discipline department, must be filed by the center referee if any other items are used.
- 11) The center referee assigned to that particular game is the sole judge as to the playability of the field.
- 12) There will be no alcoholic beverages dispersed or consumed on or near the playing field during any league game.

PART III. GAME LENGTH

- 1) Length of game:

U9 and U10	2 – 25 minute halves
U11 and U12	2 – 30 minute halves
U13 and U14	2 – 35 minute halves
U15 and U16	2 – 40 minute halves
U17 and U18	2 – 45 minute halves
- 2) **Half-time** will be at least 5 minutes and not longer than 10 minutes for all age groups.
- 3) A one minute water break is mandatory to be taken half way through each half of all age bracketed games.

PART IV. SUBSTITUTION

- 1) The number of substitutions shall be unlimited.
- 2) Substitutions may be made at the following times by either team at the referee's discretion:
 - a) Prior to a goal kick.
 - b) After a goal.
 - c) Between halves.
 - d) After an injury, when the referee has stopped play and the team that had the injured player has substituted for the injured player.
- 3) The goalkeeper can be substituted an unlimited amount of times provided they have properly notified the referee beforehand.
- 4) Prior to a throw in, **ONLY** the team with possession can substitute.
- 5) Players arriving after the start of play may be substituted at any proper substitution time after the referee has checked their equipment, player pass and FYSA roster prior to the restart of play.

PART V. UNIFORMS and PLAYER EQUIPMENT

- 1) Where colors of competing teams are identical or similar, the designated home team must effect a change to colors distinctive from their opponent. The home team should wear light colored jerseys and the visitors should wear dark colored jerseys.
- 2) The uniform or jersey of the goalkeepers must be distinctly different in color from the basic colors of both competing teams.

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- 3) Player's uniform numbers (approximately 6" in height) are to be affixed to the back of the uniform shirt. No two players from the same team may have the same numbered jersey while on the field at the same time.
- 4) Players wearing an orthopedic cast or metal brace shall not be eligible to participate in any game. If a player is wearing a cast of any kind, either padded or not, that player SHALL NOT be allowed to participate in the game. Note: changed 3/28/2009 to conform with FYSA.
- 5) All players will be required to wear a *manufacturer's* protective shin guards that are of a proper size and age appropriate while participating in a game. They will be worn beneath the game socks and in a manner to protect the player's lower leg (shinbone).
- 6) Shoes shall be of a type specifically designed for soccer.
- 7) Shoes for U9 thru U12 shall be soft-cleated soccer shoes.
- 8) No jewelry of any kind shall be worn in any league game. Nothing is to be around the wrist or neck at anytime during the game.

PART VI. REFEREES

- 1) The referee's pay for all league sanctioned games shall be:

<u>AGE</u>	<u>CENTER</u>	<u>LINE</u>	<u>TOTAL</u>
U8	\$20.00	N/A	\$20.00
U9/U10	\$20.00	\$15.00	\$ 50.00
U9/U10*	\$30.00	*if no A/Rs	\$30.00
U11/12	\$30.00	\$15.00	\$60.00
U13/14	\$40.00	\$20.00	\$80.00
U15/16	\$50.00	\$25.00	\$100.00
U17-19	\$60.00	\$30.00	\$120.00

- 2) The referee shall hold a brief, but mandatory, meeting with both teams and coaches for the purpose of checking eligibility, including:
 - a) Player and coaches passes
 - b) An FYSA roster
 - c) Player equipment
 - d) Coaches' challenge of player credentials, field conditions, etc.
- 3) The player and coaches passes, along with the FYSA roster, will be collected and held by the referee until the end of the game and then given back to each coach, minus the pass of any ejected player or coach for referee assault only.
- 4) If a player or coach receives a red card, the center referee **MUST** send the game report and roster, within 48 hours of the game, to the VP of Discipline at 1262 Lake Francis Drive, Apopka, Florida 32712. Also, *email the game report as an attachment to 2ndVP@gcfsoccer.com*. The home club's referee assignor should also be copied.
- 5) The referee should also report any unusual game action such as serious injuries, game stoppages and "no-shows", etc., to the league in the same manner as stated in number four above.
- 6) The referee shall not start any game if a team has fewer than seven (7) eligible players including a goalkeeper. This is for ages U-13 and up. The minimum number of players for U9 & U10 is four (4) including a goalkeeper. For U11 & U12 the minimum is six (6) including a goalkeeper.

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PART VII. COACHING

- 1) Coaching from the sidelines is permitted for the purpose of instruction and encouragement of the players. No derogatory remarks to players, other coaches, referees, parents, or officials will be tolerated!
- 2) Coaches and players must remain in their team's assigned areas while the game is in progress. This consists of 15 feet down from the halfway line and 1 yard back from the field. This is otherwise known as the **coaches box**.
- 3) Coaches and players bench area shall be on the opposite side of the field from the spectators' side. No spectators are allowed in the bench area. The bench area is limited to the Coach, two assistants, and the players.
- 4) Coaches may not use mechanical devices such as voice amplifiers, cell phones, horns, etc., in aiding them in coaching during the game.
- 5) No tobacco, or alcoholic beverage products shall be used by coaches, assistants, parents, or players on the field of play, before, during or after the game.

PART VIII. SCHEDULES & POSTPONEMENTS

- 1) Game time is forfeit time, there is no grace period.
- 2) Games are expected to be played in accordance with the officially published schedules.
- 3) In the event the start of the game is delayed due to weather, injury, etc., the referee shall have the option of shortening the length of the following games by shortening each half equally to maintain the field schedule. The team captains shall be notified prior to the start of the game.
- 4) Games stopped due to weather or injury: - in the first half are subject to reschedule at the option of the league. - in the second half, the game will be deemed completed.
- 5) After the game has *begun*, the referee shall remain the arbiter of any decision regarding inclement weather that arises. This includes lightning, unsafe field conditions in the event of a downpour, etc. The referee must use the 30/30 rule in regards to lightning and thunder. If you can hear thunder then the lightning is close enough to strike. Get off of the field immediately and have the players go to their respective cars, or a building that is grounded and safe from lightning. Referees should inform each coach of their whereabouts so as to keep them informed with what is going on. When the game has been stopped due to lightning, the game cannot be restarted until 30 minutes has passed from the last seen lightning.
- 6) Before the game has begun, the Club President, or his/her designee, after notifying the League President, or the 1st VP, is provided with the authority to cancel games prior to their start under the following conditions:
 - a) The game field has been subjected to rainfall equal to or greater than two inches (2" accumulated) during the twenty-four (24) hour period preceding game time, **OR**
 - b) The majority of the active playing area will not allow a ball to travel via rolling or bouncing in a manner conducive to safe play. (i.e. the ball skids wildly or stops unexpectedly in areas most traveled by the players.)
- 7) Any weather related game cancellations prior to their start shall be rescheduled at the earliest possible time.

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- 8) GCF Playoffs – if weather stops a game from beginning, and there is no possibility of a make up date, then a winner will be determined by a coin toss.
- 9) Referees, assigned to a field for the purpose of calling consecutively scheduled games, will be paid for the first game canceled whenever approval has been granted by the League President for cancellation of the remaining games scheduled for a given field on a given date.
- 10) **Rescheduling of Games (Part I).** Once the league schedules are posted, all teams are expected to play their games as scheduled. Should this not be possible for reasons not weather related, the following procedure must be followed to reschedule a game given that the conditions in **Part II** are met:
 - a. The team requesting a reschedule must contact their club scheduling Point of Contact (CPC).
 - b. The CPC will contact the scheduling CPC for the other team involved in this game to coordinate the rescheduling request. **CPC – to – CPC** contact is **REQUIRED** to reschedule a game. Teams and coaches are **NOT PERMITTED** to reschedule games. Only the CPC's have the authority to reschedule games.
 - c. A mutually agreed upon date, by both teams, will be determined and the game shall be rescheduled by the home team CPC.
 - d. Once the game is rescheduled and the CPC's have notified their teams of this schedule change, this game must be played at that time. A game may not be rescheduled more than once.
 - e. Due to the nature of FYSA Cup competition (Region Cup and State Cup) and the short notice that may result when advancing, teams participating in Cup play that conflicts with league games should make every effort to reschedule their league games, but are not required to do so. Parts II and II do not apply to these games.

Rescheduling of Games (Part II)

The following conditions must be met prior to rescheduling a game:

- a) The rescheduling request must be made in writing ten (10) or more days prior to the league scheduled date. Rescheduling requests will not be honored, nor authorized, if they fall within 10 days of the league scheduled date.
- b) For a game to be rescheduled, it must be mutually agreed upon by both teams' CPC. If either team's CPC does not agree to move the game from the league scheduled time and/or date, then the reschedule request will be denied and the original league scheduled game must be played as scheduled.
- c) A team is limited to **TWO (2)** rescheduled games per season. **NO EXCEPTIONS!**

Rescheduling of Games (Part III)

The following penalties will apply in the event that league games are not played (forfeits):

- a) Any team that does not attend (i.e. no show), or does not have a team "ready to play" at the scheduled game time of a league scheduled game or an approved rescheduled game, shall be fined **\$500.00** (plus the appropriate referee fees should this be an away game).
- b) Any team that files an appropriate reschedule request and this game is not played during that season's league calendar, shall be fined **\$200.00**.
- c) All forfeit games shall be scored 3-0 against the forfeiting team.
- d) Forfeits should be reported to the league treasurer and 1st VP via the league forfeit form. This form can be found on the GCF website at www.gcfsoccer.com

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11) The above mentioned procedure and fines are for each league calendar season.

PART IX. REGISTRATION & PLAYER/COACH PASSES

- 1) All players and coaches are required to be properly registered before they can participate in league activities. Only players and coaches with a valid player/coach's pass will be allowed to participate in league games. **(NO PASS, NO PLAY).**
- 2) Teams must provide player/coaches passes AND a FYSA roster at the start of each game for the referee. Teams not providing passes or a FYSA generated roster will not be allowed to play the game. Reschedule rule will apply.
- 3) All passes must be:
 - a) Signed by the player/coach
 - b) A picture that has been taken within the past 6 months must be affixed to the back of the player/coach pass.
 - c) The player/coach pass must be laminated to where defacing of the pass is not possible.
- 4) If a player or coach participates on the field without proper registration, (pass or roster), his/her team will automatically forfeit the game. A **\$200 forfeit fee** will apply. In addition, the club, coach, and/or player may be subject to additional disciplinary action per FYSA rules or as the league may deem appropriate.
- 5) Any player/coach that is not properly registered (pass and roster) before the game begins, will not be able to participate in the game. The game will be played, provided there is at least one (1) properly registered coach and the minimum number of properly registered players. If one (1) or both of the previous stated situations is not met then the game will not be played. The Reschedule rule will apply.
- 6) The GCFYSL does not permit guest players during league or playoff games.
- 7) FYSA roster sizes per age group are to be applied.
- 8) FYSA accredited Academies shall be able to play in the GCF league with a FYSA event roster in lieu of an Official FYSA roster. Accredited FYSA Academy teams must maintain the FYSA Academy rules of competition. This means rosters must rotate players from week to week. No Academy team shall be eligible for playoffs and must forfeit the right to compete if it becomes necessary.

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PART X. DECLARATIONS

- 1) Clubs shall be responsible for placing teams in the appropriate age, gender, and competition level divisions as defined by FYSA guidelines. Team classifications/codes shall be reflective of the proper age and gender for each team.
- 2) All teams must have the minimum number of players that can start a game on their rosters before they can be declared.
- 3) Once a team is declared in a specific playing level (i.e. *Division I, II, III, or IV*) that is the level of play that they will stay at for that *season*.
- 4) Declaration dates are defined per the approved seasonal GCFYSL calendar. Clubs not filing electronic declarations per the mandated calendar shall be fined \$20.00 per team.
- 5) Girls teams shall not be permitted to participate in boys divisions above the age of U12.
- 6) Boys teams may not participate in girls divisions, regardless of age.
- 7) Coed teams may participate only in boys divisions.
- 8) All clubs *should* provide Club Point of Contact information to be published on the GCF website. Lack of contact information *could* be cause for removal of teams from the schedules.
- 9) Teams withdrawing from league play after schedules have been posted will be fined full forfeit fees for each scheduled game *up to a maximum of \$500*.
- 10) Clubs must have all outstanding debt settled prior to each season's declaration meeting. Failure to comply will result in denial of team declarations for that season.

PART XI. PROTEST, FINES AND DISCIPLINE

- 1) For games played under protest, a written report must be forwarded to the 2nd VP (2ndVP@gcfsoccer.com) within 48 hours of the game. You can use the same process as noted under **PART VI. Number 4**. The report must contain the essential facts of the case and the basis on which the protest is submitted. The protest must be accompanied by a fee of \$25.00, which shall be returned if the protest is sustained. In addition, the referee must be notified of the protest not later than the end of the game. No protest will be filed after the game has been whistled ended by the referee. Protest will be resolved by the league's board of representatives. The respective clubs shall be notified of the time the protest is to be considered, and have the option to attend. The protest must be heard within 30 days of the filed protest.
- 2) All forfeit fines will be administered internally between the 1st VP and the Treasurer. Each clubs' GCFYSL account will be either credited or deducted depending on the necessary action needed.
- 3) All red card fines will be paid by the carded coach/players' club as noted either under **PART VI. Number 4**, or the GCFYSL website, (www.gcfsoccer.com) and shall be invoiced by the Treasurer.
- 4) All other fines shall be paid directly to the Treasurer.