

DELTA YOUTH SOCCER LEAGUE, INC.

RULES OF PLAY

ARTICLE - I

The Rules of Play shall be the *Laws of the Game*, as published by the FIFA and the US CLUB SOCCER with those modifications as published by the DYSL.

ARTICLE II - AMENDMENTS

All games shall be played under the Rules of Play of the DYSL as amended semi-annually.

ARTICLE III - ORTHOPEDIC CASTS

Players wearing orthopedic casts shall not be eligible to participate in any game, practice or scrimmage.

ARTICLE IV - JEWELRY

Players shall not wear jewelry or other items that may cause injury to themselves or other players (i.e. hair barrettes, earrings, etc.). Any articles that cannot be removed (such as Medic-Alert) must be taped.

ARTICLE V - CHARGING THE GOALKEEPER

Charging the goalkeeper shall not be permitted at any time when he/she is within her/his own penalty area. The goalkeeper receives special protection to maintain their safety. Charging is the act of using the body against the opponent to challenge for the ball. Contact beyond incidental contact with the goalkeeper in the penalty area is not allowed and is a direct free kick foul. Opponents are required to play in control such that challenges for the ball do not carry them into the goalkeeper. Contact with the goalkeeper that is "Careless" indicates that the player has not exercised due caution in making a play. Contact with the goalkeeper that is "Reckless" involving unnatural movements designed to intimidate an opponent or to gain an unfair advantage is cautionable. Contact "Involving excessive force" having far exceeded the use of force necessary to make a fair play for the ball and has placed the opponent in considerable danger of bodily harm is serious foul play and warrants a sendoff. The ball may be played at any time the goalkeeper does not have full possession of it. The goalkeeper is considered to be in possession of the ball when the ball is held with both hands, held by trapping the ball between one hand and any surface (e.g., the ground, a goalpost, the goalkeeper's body), or holding the ball in the outstretched open palm.

ARTICLE VI - SUBSTITUTIONS

Players may be substituted only during a stoppage of the game as outlined by FIFA Law 3 and Law 9. The number of substitutes shall be unlimited. Substitutions may be made at the following times:

- A. Prior to a throw-in in your favor.
- B. Prior to a goal kick.
- C. After a goal by either team.
- D. After an injury, by either team, when the referee stops play. Substitution of an injured player exempts him/her from the one-half game rule.
- E. At half time.
- F. When a player is cautioned, the coach may substitute for the cautioned player only.

When a goalkeeper is to be substituted or replaced, the referee shall be informed of the substitution before it is made. In any case, a substitute may not enter the field of play until he has been given permission by the referee to do so.

ARTICLE VII - PLAYING TIME

Every player must play a minimum of one half of every game unless the player is being restricted for medical or disciplinary reasons. If a player is to be restricted, the following sequences must be followed:

- A. The coach must contact the appropriate Home League Director prior to the game for clearance to restrict the player.
- B. The coach must notify the player's parents before the game.
- C. The restriction must be noted on the game card prior to the start of the game.
- D. For a second restriction of the same player during a season, the coach shall submit a written report, via the appropriate Home League Director, to the Board of Directors within 72 hours of the game in question.

Failure to comply with the above procedures shall subject the coach to disciplinary action.

ARTICLE VII - UNIFORMS

All players should be in minimum uniform in order to play.

- A. The minimum uniform consists of a standard shirt, shorts, and shoes.
- B. The shoes should be any legal soft toe soccer or general-purpose type sport shoe. If a player does not have the above type of shoe, then he must play on some type of gym shoe. Hard sole street type shoes will not be allowed. All footwear will be checked by the referee prior to all games.
- C. The goalkeeper will wear a shirt that is clearly distinguishable from all other players on the field.
- D. No player shall be allowed to participate in any practice, practice game or League game unless they are wearing shin guards.

ARTICLE IX - COACHING FROM THE SIDELINES

Coaching from the sidelines – giving direction to one’s own team on points of strategy and position – is permitted provided:

- A. You are not coaching in the Under 8 and Under 6 age groups. (See the special rules for the developmental age groups.)

- B. No mechanical devices are used.
- C. The tone of voice is informative and not a harangue.
- D. NO coach, substitute or player, spectator or board member is to make derogatory remarks or gestures to the referees, other players, substitutes, or spectators or opposing coaches.
- E. No coach shall coach from the sidelines while wearing a referee's uniform.
- F. No coach, assistant coach, parent, or sideline participant shall enter the field at any time without permission of the referee.

The penalty for the above shall be ejection from the game and disciplinary action will be taken by the Board of Directors of the DYSL.

ARTICLE X - FORFEITED GAMES

Any team delaying the start of a scheduled game more than 15 minutes without the sanction of the proper authority shall forfeit the game by a score of 1-0. (Proper authority shall be the appropriate Home League Director or in his absence, the President).

ARTICLE XI - DELAYED GAME BY REFEREE

Referees responsible for a late start of a game may be disciplined by the Board of Directors. Referees may, at any time, be called upon, by the proper authority, to explain their reports.

ARTICLE XII - REFEREE JUDGEMENT

The referee's judgment with regard to the physical condition of the field and its acceptance for play, to the actual happenings and occurrences related to the conduct of the game and those prerogatives granted him/her, by the *Laws of the Game* as published by FIFA, shall not be challenged.

ARTICLE XII - REFEREE MATCH REPORT

The referee shall require both teams enter all appropriate information on the Match Report form prior to the start of the game.

- A. Prior to the start of the game, the referee shall ensure that the field of play and the field equipment is in proper order.
- B. Prior to the game, the referee shall make sure that each player's equipment is in proper order.
- C. Upon completion of the game, the referee shall check his/her card for accuracy before signing it. The referee shall render the game report to the proper authority (as designated by the Board of Directors) within 24 hours. In cases of ejection, she/he shall also submit a supplementary disciplinary report.

ARTICLE XIV - REFEREE CONFLICT

- A. A referee should not call a match in which his/her child or family member is participating unless agreed upon by both teams.

- B. No youth referee shall call a match as a Center Referee for an age group that has players in the same age group or older than (s)he competes/could compete.
- C. No first-year referee shall call a match for U-14 or older unless approved by Referee Coordinator.
- D. No first-year referee shall call a Competition match unless approved by Referee Coordinator.

ARTICLE XV - LEAGUE STANDINGS

Point system for scoring:

Accumulation of points is as follows:

- + 3 points for a win
- + 1 point for a tie
- 0 points for a loss
- 1 points for a forfeit *(added 12/14)*

In the case of ties in the League Standings, the following will be used in descending order (if the tie is not broken on the first step, then move to the next step, etc.):

- A. A. Least number of Forfeits (The team with the least number of forfeits wins the tie)
- B. Head-to-Head – (The winner during league play wins the tie).
- C. Most Wins – (The team with the most wins during league play wins the title)
- D. Least Losses – (The team with the least losses during league play wins the tie).
- E. Goals Against – (The team with the fewest number of goals scored against them during league play wins the tie).
- F. Shutouts – (The team with the greatest number of shutouts posted against opponents wins the tie)
- G. Coin Toss – (If at this point the tie has not been broken, a coin will be tossed to determine the winner. The Age Group Director will toss the coin in front of the coaches whose teams are tied. The coach with the higher team number will call the toss).

Tie breakers are to be used in divisional ties and non-divisional ties.