

## PLAYING RULES of the TRI-STATE CLUB SOCCER LEAGUE

### A. Ages & Divisions

1. U8-U10 Competition
  - a. The format of U8-U10 shall be 6v6, which includes five field players and one goalkeeper.
  - b. Festival or Competitive Division Play will apply for In-Season Matches
  - c. Tournament or Double-Elimination Play will apply for the Intra-League Tournament
2. U11-U19 Competition (not presently supported)
  - a. The format of U11-U12 shall be 8v8, which includes seven field players and one goalkeeper
  - b. The format of U13-U19 shall be 11v11, which includes ten field players and one goalkeeper
  - c. Competitive Division Play will apply for In-Season Matches
  - d. Tournament or Double-Elimination Play will apply for the Intra-League Tournament

### B. The Field of Play

1. 6v6 Playing Fields
  - a. The standard dimensions shall be between 40-45 yards wide and 60-65 yards in length (40x60 standard dimensions)
  - b. The goals shall be between 6'H x 12'W and 6'H x 18'W, and properly secured and netted
  - c. The field shall have a half line marked with a center circle with a radius of 6 yards
  - d. The goal box shall be 18 yards wide and 6 yards deep
  - e. The penalty box shall be 32 yards wide and 12 yards deep, with a penalty spot at 10 yards and a 6-yard arc extending beyond the top of the box from the spot
  - f. Corners arcs should be 1 yard in radius
2. 8v8 Playing Fields
  - a. The standard dimensions shall be between 45-50 yards wide and 75-80 yards in length (50x80 standard dimensions)
  - b. The goals shall be between 7'H x 21'W and 8'H x 24'W, and properly secured and netted
  - c. The field shall have a half line marked with a center circle with a radius of 8 yards
  - d. The goal box shall be 20 yards wide and 6 yards deep
  - e. The penalty box shall be 36 yards wide and 14 yards deep, with a penalty spot at 10 yards and an 8-yard arc extending beyond the top of the box from the spot
  - f. Corners arcs should be 1 yard in radius
3. 11v11 Playing Fields
  - a. The standard dimensions shall be between 55-70 yards wide and 100-120 yards in length (typically determined by scheduled ages, gender, and space available)
  - b. The goals shall be 8'H x 24'W, and properly secured and netted
  - c. The field shall have a half line marked with a center circle with a radius of 10 yards
  - d. The goal box shall be 20 yards wide and 6 yards deep
  - e. The penalty box shall be 44 yards wide and 18 yards deep, with a penalty spot at 12 yards and an 10-yard arc extending beyond the top of the box from the spot
  - f. Corners arcs should be 1 yard in radius

### C. Player Eligibility

1. All players must present a valid US Club Soccer pass to the Referee prior to the start of the match
2. Players may only participate in TSCSL festivals, matches, or events on teams of the club with whom they are registered
3. Players must be age-eligible for the team or playing group with whom they will participate
4. Players may not participate in more than two playing events per day
5. Players may participate in festivals, matches, or events for different age groups within the same day, so long as they do not exceed two playing events per day

### D. Game/Match Rules

1. 6v6 Game Rules
  - a. The game shall consist of two 25 minute halves with a five minute intermission between halves
  - b. A one-man Referee system shall be used, with each team paying one-half of the Referee's fees
  - c. Off-sides will not be enforced in the 6v6 games unless the referee determines the offside position is directed, intentional, and/or persistent in an effort to gain an unfair advantage (Law 11). Defending teams will be awarded an indirect free kick from the offside players' position.
  - d. Goalkeeper punts or dropkicks that land in the opposing teams' penalty area are not allowed, and will result in the defending team being awarded an indirect free kick from anywhere on the half-

- line of the field. The punt/kick must land in, or enter, the penalty area without bouncing in another area of the field of play
- e. Substitutions may be made on your possession, on the opponents possession when they are substituting, on any goal kick, on any other stoppage with the approval of the center Referee, and are not allowed on corner kicks
  - f. First possession shall be determined by coin toss supervised by the Referee
2. 8v8 Game Rules
    - a. The game shall consist of two 30 minute halves with a five minute intermission between halves
    - b. A three-man Referee system shall be used, with each team paying one-half of the Referee/AR's fees. Club linesmen must be assigned in the absence of any official.
    - c. Off-sides will be enforced in the 8v8 games consistent with Law 11 as determined by the officiating team. Defending teams will be awarded an indirect free kick from the offside player position.
    - d. Substitutions may be made on your possession, on the opponent's possession when they are substituting, on any goal kick, on any other stoppage with the approval of the center Referee, and are not allowed on corner kicks.
    - e. First possession shall be determined by coin toss supervised by the Referee
  3. 11v11 Game Rules
    - a. The game shall consist of the following lengths for competing teams:
      1. U13-U14: two 35 minute halves with a five minute intermission
      2. U15-U16: two 40 minute halves with a five minute intermission
      3. U17-U19: two 45 minute halves with a five minute intermission
    - b. A three-man Referee system shall be used, with each team paying one-half of the Referee/AR's fees. Club linesmen must be assigned in the absence of any official.
    - c. Off-sides will be enforced in the 11v11 games consistent with Law 11 as determined by the officiating team. Defending teams will be awarded an indirect free kick from the offside player position.
    - d. Substitutions may be made on your possession, on the opponents' possession when they are substituting, on any goal kick, on any other stoppage with the approval of the center Referee, and are not allowed on corner kicks.
    - e. First possession shall be determined by coin toss supervised by the Referee
  4. General Game Rules
    - a. Each club's home team is responsible for notifying their opponents as soon as possible if their fields are closed due to inclement weather, preferably two hours prior to the scheduled start of a match
    - b. Games may be suspended or cancelled by the officiating team for when inclement weather forces repeated suspensions or the fields become unplayable. For lightning, or lightning sirens indicating the presence of lightning in the area, the Referee is required to wait at least 20 minutes from the last visible lightning or audible thunder before re-starting play. The Referee may cancel the game at his discretion for continue/repeated delays
    - c. A game shall be considered official after one full half of play (the second half does not have to start). If less than one-half is completed and the game is terminated for reasons related to inclement weather and/or playing conditions, the entire game must be replayed.
    - d. Games suspended as a result of the issuance of red cards, player, coach or spectator dissent, misconduct or control shall be considered complete with the score recorded at the time of the suspension. The League Committee will review the game report and determine if additional penalties shall apply.
    - e. When there is a conflict in uniform color, the home team must change to alternate attire
    - f. The winning coach shall record game scores and ties will be recorded by the home team
    - g. USSF AND TSCSL require all players to have proper uniforms and appearance during a match, and each player must have their jersey tucked in and socks pulled up over their shin guards. Shin guards are required to participate.
    - h. Late Arrivals/Starts: Teams and Referees will wait 15 minutes for an opponent to arrive and take the field before canceling a match. Teams who fail to appear for a match will be issued a forfeit loss and must pay a forfeit fee. Team forfeit fees are as follows:
      1. 1<sup>st</sup> forfeited game: \$50.00
      2. 2<sup>nd</sup> forfeited game: 100.00
      3. 3<sup>rd</sup> and subsequent games: \$150.00

4. Clubs will be charged for their teams' forfeit fees and must pay any outstanding forfeit fees before being scheduled the following season. Teams forfeiting more than twice in a season will also be required to post a surety bond of \$500.00 for the following season.
- i. Ejections:
  1. Any player or coach ejected from a game will receive at least a one game suspension
  2. Any player or coach guilty of violent conduct or fighting with another player or coach on or off the field will be given at least a two game suspension
  3. Any player, coach, participant, or spectator guilty of striking a referee will be subject to a 12 month suspension, and any additional penalties imposed by US Club Soccer, the USSF, and the local jurisdiction where the incident occurred
  4. The penalty for abusive language toward a referee by a player, coach, or other participant or spectator will be an automatic one game suspension
  5. The referee shall retain the card of any ejected player or coach and forward the card with an explanation to the League Referee Coordinator within 48 hours of the end of the game. The League Referee Coordinator shall inform the League Director of all red cards
  6. The League Referee Coordinator shall review all ejections of players, coaches, or other participants or spectators. If it is believed that a more severe penalty is warranted, the League Referee Coordinator shall refer the matter to a hearing by the League Conduct Committee, whose decision will be final

## E. Brackets & Scheduling

1. Festival Play Format Bracketing & Scheduling
  - a. Age groups participating in Festival Play will be assigned to playing groups by their Commissioner based on location, club/team structure, past performance, and availability
  - b. Common sites will be assigned by the Commissioners with the approval of the hosting club who will be responsible for the scheduling of referees
  - c. Teams will be scheduled for two matches at each host site for 3-4 play dates resulting in 6-8 matches during the season.
  - d. Festival Play groups will be scheduled for an Intra-League Double-Elimination Tournament at the end of the season to determine age/division champions resulting in at least two additional matches per team
  - e. Weekly scores, standings, and results will not be posted for Festival participants, until the Intra-League events at the conclusion of the season
2. Competitive Division Play:
  - a. Divisions shall be assigned to teams based on documented performance in events/games where the results represent the performance of the majority of a roster submitted.
  - b. Competitive divisions of TSCSL will be referred to as follows: Premier being the highest division; 1<sup>st</sup> Division being the next highest division; 2<sup>nd</sup> Division; etc...
  - c. Competitive Division Play teams must submit a team roster at the beginning of the season, and may utilize other players in matches from their club who meet the age eligibility requirements
  - d. Divisions shall be composed of 5 to 9 teams, according to competitive balance as determined by previous performance, bracket appeals, and subject to League Committee approval, resulting in an 8-game schedule
  - e. Division winners each season shall be automatically advanced to the next highest bracket within their age group, or move up an age group if appropriate
  - f. The last place team and ties each season will be automatically moved to the next lower division within their age group, but may never be bracketed for play at an age younger than represented by the oldest player on their roster (teams can not play down in age)
  - g. Clubs/teams may appeal their bracket position at a League Meeting prior to the development and distribution of schedules
  - h. Results of games will be reported by coaches and maintained by the league using the following format:
    1. Three (3) points awarded for each win
    2. One (1) point awarded for each tie
    3. No points awarded for a loss
    4. Tie-Breaker System
      - a. First place - A play-off game will be scheduled by the Commissioner, as is appropriate, to be played following the conclusion of the league season, utilizing neutral referees. TSCSL will pay the referee fees. If the play-off game ends in a

tie, two overtime periods will be played as outlined in the USSF rules. If the overtime ends in a tie, penalty kicks will determine the winner as outlined in USSF rules. If three or more teams tie for first place, opponents for the first matches played shall be determined by drawing lots

- b. Other- When awards/rankings other than first place need to be determined, the following tie-breaker system applies. If more than two teams tie, this process shall be used to eliminate one team. The remaining teams, then, start over to eliminate the next team, and continues in this manner until a winner is determined:
    - i. Results of game(s) played between the two tied teams. (If more than 2 teams are tied proceed to paragraph ii below.)
    - ii. Team with most wins
    - iii. Highest total aggregate net score, calculated by adding the net difference from each game; e.g. GF minus GA = Net Score. A maximum of four (4) plus or minus goals will be counted for any one game
    - iv. Least number of goals allowed
    - v. Coin flip
3. Tournament Bracket Play:
- a. Tournament Bracket Play may be used to compliment Competitive Division Play in an Intra-League event
  - b. Teams will be required to submit a roster prior to these events that is frozen for the duration of the event
  - c. Standings from Competitive Divisions will be used to balance the Tournament Brackets into two or more groups of 3-5 teams by the Commissioner
  - d. Teams will play in their assigned groups to determine winner(s) that advance through the event
  - e. Results of games will be maintained by the league using the following format:
    1. Three (3) points awarded for each win
    2. One (1) point awarded for each tie
    3. No points awarded for a loss
    4. Tie-Breaker System
      - a. Results of game(s) played between the two tied teams. (If more than 2 teams are tied proceed to paragraph ii below.)
      - b. Team with most wins
      - c. Highest total aggregate net score, calculated by adding the net difference from each game; e.g. GF minus GA = Net Score. A maximum of four (4) plus or minus goals will be counted for any one game
      - d. Least number of goals allowed
      - e. FIFA Penalty Kicks
4. Double-Elimination Play:
- a. Double-Elimination Play shall be used to conduct the Intra-League Tournament for all teams participating in Festival Play during the season.
  - b. A blind draw will be used to place teams in the double-elimination brackets
  - c. Teams may not compete in more than two competitions per day in this format
  - d. Teams will be required to submit a roster prior to these events that is frozen for the duration of the event
  - e. Teams will continue to advance through competition until the team has lost twice, at which time they will cease to compete in the event
  - f. The winner shall be the team who has lost less than twice during the event

#### F. Ethics & Conduct

1. Soccer belongs to the players. Coaches need to understand this and put the welfare of the game and of the players ahead of their personal ambition and egos.
2. All persons associated with a club or one of its teams will abide by the rules of TSCSL, and in the spirit thereof. No person will act in a manner that would be considered unreasonable or improper conduct, in the circumstances.
3. Coaches, parents and supporters must never place the value of winning above the safety and welfare of the players. Winning should be the result of thorough preparation and discipline.
4. The Laws of Soccer are written to insure a continuous flow of action, while protecting the safety of the players, though injuries may occur. Coaches must be thoroughly knowledgeable of the Laws and rules of

play, and must educate their players so they, too, know and understand the Laws and rules of play, and adhere to both their letter and spirit.

5. Advantage shall never be sought by deliberately violating the laws or by engaging in unsportsmanlike behavior. Coaches shall not tolerate unsportsmanlike behavior by members of their team toward opponents, officials or spectators, regardless of the situation.
6. Neither a coach, his/her players nor spectators will direct abusive or intimidating language or behavior toward the players and coaches of the opposing team and its supporters, or the officials. Personal remarks and improper language will not be tolerated.
7. Coaches and parents have an obligation to teach good sportsmanship by both word and example. Players must learn to win without boasting and lose without bitterness. A coach must work to instill in his/her player's proper respect for opponents and officials. Each coach should set the example by such things as exchanging a friendly greeting with the opposing coach before the game. The losing team should congratulate the winning team.
8. Each coach is responsible for the behavior of his/her team and its supporters at the field.
9. A coach should be as inconspicuous as possible during the game. Game decisions by officials should not be questioned. Criticism of officials by coaches, players or spectators is not permitted.
10. Each coach shall maintain a controlled, undemonstrative attitude toward the officials. An official may be requested to give an interpretation of a rule applied -- provided the coach (or designated assistant coach) makes the request in a polite and dignified manner at halftime or at the end of the game. If criticism of an official is believed to be warranted, it shall be put in writing and directed to the assigning club and the TSCSL Referee Coordinator.
11. Unsportsmanlike conduct by players, coaches or spectators shall cause a warning (yellow card) to be issued. Repetition or a more serious offense will cause ejection (red card, see FIFA Law XII). In the event a coach or spectator is ejected, the game shall not resume until they have left the area of competition.
12. Breaches of ethics or conduct may be reported to the TSCSL League Conduct Committee in writing within 24 hours of their occurrence. Complaints may be initiated by officials, coaches, or players, and should be mailed to the President or League Director. The League Conduct Committee shall review the complaint, and make recommendations to the TSCSL Executive Committee.