

COMMUNITY YOUTH RECREATIONAL LEAGUE (CYRL) SOCCER RULES & REGULATIONS

1 – PRACTICE

FALL SEASON: Communities will begin their soccer practices approximately the 3rd week of August. There is a maximum of 6 practices before the first game. After the season starts, teams are allowed 1 practice per week. Coaches are allowed to have 1 additional OPTIONAL practice per week. Games will start approximately the 3rd week of September. Season length depends on how many teams each community fields but the end of October is usually a safe bet

2 – AWARDS

Awards will be given out after the spring soccer season ONLY.

3 – SPORTSMANSHIP

In the spirit of good sportsmanship, coaches and parents are reminded that the CYRL Soccer Program is a recreational – level activity. Coaches are expected to be good role models by not allowing their team to pile it on when their team is far ahead; by accepting a loss gracefully and not looking for someone to blame, be it the game officials or the players; by playing fair and using only eligible players; and by controlling the conduct of their players and parents before, during and after each game.

*** Let's strive to keep the "Fun" in the game!**

4 – PLAYER REGISTRATION/ELIGIBILITY

- A. Players must register with the local community in which they are playing for and their name is to be submitted on the team roster on file with each community director.
- B. Divisions – By school grade:
 - a. Boys & Girls 3rd & 4th Grade
 - b. Boys & Girls 5th & 6th Grade
 - c. Boys & Girls 7th, 8th & 9th Grade
- C. A player may only play on one team in the (CYRL) soccer program during one season.
- D. High School players on any level are ineligible to play concurrently with a CYRL team and their high school team.
- E. Number of players per team
 - a. 3rd & 4th Grade: 6 vs 6 – Number of players on a roster should not exceed 12 except where there are not enough players to form another team at this level. Maximum number of players on a field at one time is 5 players plus a goalie.
 - b. 5th- 6th Grade: 6 vs 6 – Number of players on a roster should not exceed 12 except where there are not enough players to form another team at this level. Maximum number of players on a field at one time is 5 players plus a goalie.
 - c. 7th - 9th Grade: 6 vs 6 – Number of players on a roster should not exceed 12 except where there are not enough players to form another team at this level. Maximum number of players on a field at one time is 5 players plus a goalie.
 - d. Each player regardless of skill level will play a minimum of 50% of total game time. The League strongly encourages equal playing time for all individuals.
 - e. Goalkeepers cannot play the keeper position for more than 50% of the total game time.

5 – COACHES

- A. A coach on record in the CYRL Soccer Program must be 18 years of age or older.
- B. At the start of the game, the head coach shall identify him/herself to the game officials.

- C. If teams share the same sidelines, their team box area extends from midfield to the front line of the penalty area and in front of the player/spectator restriction line.
- D. Coaches must cooperate in ensuring that spectators do not interfere with the progress of the game and that they remain behind the player/spectator restriction line.
- E. An adult supervisor/coach must be present with each team throughout the entire game. Failure to be present and remain throughout the game is cause for forfeiture.
- F. In the interest of better soccer, coaches will assist in controlling fans. No spectator, coach, or player may place himself or herself behind the goal. ONLY 2 coaches and non-participating players are to remain in the coaching area, which extends penalty box to penalty box on both sides of the field. They must also remain 5 feet from the touchline.
- G. Coaches looking to reschedule a game must first get approval from their community director. If approved, they will work with their community director and coach of other team to reschedule the game. Every effort should be made to play the game as scheduled!
- H. Coaches with officiating concerns should contact their community director to express and discuss concerns. NOT take it up with the Official!
- I. Spectators need to remain five feet off of the touch lines.

6 – OFFICIALS

- A. All officials are required to purchase and wear an official referee shirt of any color that is not the same as the uniforms of the teams playing the game. If duplication occurs, the default color is a black shirt.
- B. All officials will receive compensation for working a league game. Unregistered officials should include their mailing address on game report.
- C. Grade Guidelines for Officials: Minimum grade for referees
 - a. 1st & 2nd Grade Level – 7th Grade and above
 - b. 3rd & 4th Grade/5th & 6th Grade Level– 8th Grade and above
 - c. 7th, 8th & 9th Grade Level– 9th Grade and above
- D. The game officials will secure the game ball, check player's footwear, check for shin guards, and remind them no jewelry is allowed.
- E. All levels will use 2 officials
 - a. It is recommended that officials do not officiate games where an immediate relative on either of the teams is involved.
- F. All referees must be registered with the CYRL.
- G. All rule infractions must be explained to the offending player.

7– GAME PROCEDURES

- A. Games will be played under the National High School Federation (NFHS) Rules except for those variations so stated in these CYRL Rules and Regulations.
- B. (See Attachment for Program Overview)
- C. Games will be played with a continuous clock including during out-of bounds situations. If the referee feels this is an intentional act, clock stops and team warnings will be given. Clock will stop during injury time-outs.
- D. A win will count for two points, a tie for one-point, and a loss for zero points in the league standings.
- E. The home team will be listed first on the schedule.
- F. The home team will provide a game ball that is in acceptable condition.
- G. A coin toss by the referee shall take place at least five minutes before game time. The visiting team captain shall call the coin while it's in the air. The winner of the toss shall choose a goal to defend or kick off first. The loser of the toss will be given the remaining choice.

- H. In the case that the two teams are from the same area or have similar color jerseys the home team will wear a different color shirt or wear pineys.
- I. Pre game equipment inspection must take place.
- J. Teams must have the required number of players as stated in these rules to start the game. For example: teams must have 6 players to start the game. If a team does not have the required number of players it will be a forfeit. The teams should then borrow players and play a fun game. There is no grace period. Teams need to have the required number of players at the scheduled game time or it will be a forfeit!
- K. Coaches shall shake hands and introduce themselves to the Officials.
- L. Score will be kept at all the levels.

8 – COMMUNITY REP/FIELD SUPERVISOR & POSTPONEMENTS & RESCHEDULING

- A. All communities shall provide a community representative who is required to ensure that field supervision is provided while games are in progress on their home field.
- B. All teams are expected to report to the playing site on days when there is questionable weather unless they receive a call from host community informing them that their game has been cancelled.
- C. League games will only be protested in advance by mutual agreement of the two community representatives involved. Teams deciding to forfeit or cancel games in advance should notify their respective community representative so that officials can be called.
- D. Games in progress, which are called off because of weather conditions, will be considered an official game if they have reached the halfway point or more. The score at the point of cancellation will be the final score.
- E. Games cancelled prior to the halfway point will be replayed in their entirety.

9 – EQUIPMENT AND FIELD MEASUREMENTS

- A. A team must be dressed with similar colored numbered jerseys. All levels require tennis shoes or soft-cleated soccer shoes; shin-guards are mandatory. Socks must cover the shin guards. Goalie must wear a shirt or piney to distinguish them from the other players’ Team Jersey with team colors. Absolutely no jewelry is allowed; if the jewelry cannot be removed it must be taped. Eyeglasses are acceptable. In the case of medical bracelets the bracelet must be taped as not to cause injury. Hearing aids are acceptable.
- B. Field must have four flexible corner flags (at least 5’ high).
- C. CYRL Soccer Guidelines
 - a. Field size and markings are appropriate to age levels (see CYRL Soccer Guidelines)
 - b. Balls size age appropriate (see CYRL Soccer Guidelines)
 - c. Length of game age appropriate (see CYRL Soccer Guidelines). Games that are a tie at the end of regulation will be just that, a tie. There is a 2-minute break between periods and a 5-minute half time break.
- D. Colors have been assigned to communities:
 - a. Town of Mukwonago Navy & Gold
 - b. Vernon Gold & Black
 - c. Eagle Purple & White
 - d. North Prairie Red & Black

10 – RULES

- A. Rule 1: Ball out of play conform to NFHS Rules
 - a. The ball is considered out of play when the ball completely crosses over the boundary lines.

- B. Rule 2: Offside
 - a. OFFSIDES will NOT be enforced at ALL levels
- C. Rule 3: Slide Tackling
 - a. There will be no slide tackling at the 3rd – 4th Grade level.
 - b. 3rd – 4th Grade - If there is a slide tackle committed inside the penalty area it will result in a penalty kick. If it is outside the penalty area it will result in an indirect free kick.
 - c. At 5th & 6th & 7th – 9th Grade levels slide tackling is allowed. It is defined as a maneuver in which one or both feet slide on the ground in an attempt to tackle the ball which is in possession of an opponent
- D. Rule 4: Safe Play and Conduct
 - a. No teams will engage in dangerous play such as slide tackling, throwing of elbows, tripping, fighting, or foul language. The referee retains the right to stop play of any game and discard from the facility any player, coach, or fan the referee deems to be unethical.
- E. Rule 6: Direct Kick
 - a. EVERYTHING WILL BE PLAYED AS A DIRECT KICK! There is NO Indirect kicks.
- F. Rule 7: Throw Ins Conform to NFHS Rules
 - a. All other levels will follow NFHS guidelines.
- G. Rule 8: Goal Kicks
 - a. A goal kick will be awarded to the defensive team if the offensive team plays the ball beyond the end line. NFHS rules apply.
- H. Rule 9: Corner Kicks
 - a. Corner kicks are awarded when the defending team knocks the ball out of bounds beyond the goal line at the defending goal.
 - b. The opponent must be 5 yards away during a corner kick.
- I. Rule 10: The Goal Keeper
 - a. The goalkeepers handling of the ball will follow NFHS guidelines.
 - b. At all grade levels, goal keepers must use a throw when putting the ball in play. They are not allowed to kick or punt the ball after handling. (NOTE: THEY ARE NOT ALLOWED TO ROLL OUT AND KICK)
- J. Rule 11: Substitutions
 - a. Substitutions will take place at the end of a period, after a goal, in the case of an injury, or when a team regains possession and has a throw in, goal kick, or corner kick. Team may substitute on it's possession of a goal kick, corner kick, or throw in. Team not in possession of above may ONLY substitute if team in possession substitutes.
- K. Rule 12: Clock
 - a. The clock will be a continuous running clock except in the case where the referee deems a team is in delay of the game. At which time the clock is stopped and a warning is issued to the coach. which a goal may be scored against the offending team or "indirect" from which a goal may not be scored unless the ball is touched or played by another player of either team.
 - b. All free kicks, with the exception of kickoffs and penalty kicks, may be taken in any direction. Free kicks are taken from the spot of the foul except certain temporary suspensions of play, e.g., fouls for misconduct committed by bench personnel during a live ball and fouls committed in the goal area by either team.
 - c. Any free kick awarded to the defending team within its own goal area may be taken from any point within the goal area.
 - d. Any indirect free kick awarded to the attacking team within its opponent's goal area shall be taken from the part of the goal-area line which runs parallel to the goal line at the point nearest to where the offense was committed.
 - e. Any player of the offended team may take a free kick

- L. Rule 13: Penalty Kick
- a. A penalty kick shall be awarded when a foul, occurs within the offending team's penalty area.
 - b. A PENALTY KICK will be taken from the top of the penalty box. All players besides the goalie must be behind the individual taking the kick until ball is kicked.
 - c. The opposing goalkeeper shall stand on the goal line, between the goal posts, until the ball is kicked. Lateral movement is allowed, but the goalkeeper is not permitted to come off the line by stepping or lunging forward until the ball is in play. (PENALTY: Encroachment by the defending team is not penalized if the goal is scored. If a goal is not scored on the penalty kick, it is retaken. If there is an infringement by the attacking team and the ball enters the goal, the goal does not count and the kick shall be retaken. If there is an infringement by the attacking team and the ball does not go into the goal, there is no re-kick. If the ball rebounds into play, the game shall be stopped and restarted with an indirect free kick for the defending team at the spot of the foul. If the ball is saved and held by the goalkeeper, play shall continue. In cases where players from both teams are guilty of infringements, the kick shall be retaken regardless of the outcome of the kick.)
 - d. The ball shall be kicked while it is stationary on the ground from the spot or any place on the penalty mark. To be in play, the ball shall be moved forward. Once the kicker starts his/her approach toward the ball, he/she may not interrupt his/her movement. Failure to kick the ball as specified shall result in a re-kick.
 - e. After the penalty kick is properly taken, the ball may be played by any player except the one who executed the penalty kick. The kicker may not play the ball until it has been touched or played by another player on either team. (PENALTY: Indirect free kick awarded to the opponents from the spot of the foul.)
 - f. If the ball touches the goalkeeper before passing between the goal posts, when a penalty kick is taken at or after the expiration of time, it does not nullify any goal. If necessary, play may be extended so that the penalty kick may be taken. If a penalty kick is taken after expiration of time, only the kicker may play the ball (once) with the goalkeeper in place.

11 – CONDUCT AND DISCIPLINARY ACTION

- A. Participation in this league is a privilege that may be denied or suspended for just cause. By the act of participating, all sponsors, teams, players, and coaches acknowledge that they are acquainted with and will abide by League Rules as a condition of this privilege.
- B. Coaches and players are responsible for their conduct before, during and after league games.
- C. An adult must remain with the team during all practice sessions and league games.
- D. A yellow card given to a player, coach, or spectator will be considered a team warning. A player receiving a yellow card must leave the game until the next dead-ball period and cannot be substituted for. A second yellow card by the same player will be treated as a red card and will result in the automatic ejection of that player and that players' team playing one player short for the remainder of the game.
- E. Any player or coach who receives a red card will automatically be ejected from that game and is not allowed to be present in any capacity at the next league game. If a spectator is red-carded, it will be the coach's responsibility to remove that person from the immediate area or forfeit the game.
- F. A coach who violates rule regarding minimum playing time, will be suspended for one game. A second offense could result in a longer suspension (to be determined by CYRL Commission).
- G. Any coach who knowingly plays ineligible players (unregistered, over-age, etc.) will be permanently suspended from future participation in the CYRL Soccer Program and all games said player participated in will be forfeited.
- H. Refer to Rule 12 of the National Federation High School Rule Book for specific misconduct and team caution examples.

12 – PROTESTS

- A. Protests on an officials call, judgement, or rule interpretation will NOT be accepted.
- B. Protests on player eligibility must be filed within two working days of the game and must include a statement in writing. Protests on player eligibility will require that individual's parents work with their community representative to verify individuals current school grade.
- C. Protests/reports on a coach, player, or parent's violation of a league rule or unsportsmanlike conduct must be presented within two working days of the game and must include a statement in writing. The CYRL Soccer Commission will hear all protests on violation of rules and/or unsportsmanlike conduct.

Community Youth Recreational League (CYRL) Soccer Guidelines

<u>GRADE LEVEL</u>	<u>FIELD SIZE (In Yards)</u>	<u>PLAYERS</u>	<u>BALL SIZE</u>	<u>GOAL SIZE</u>	<u>GAME LENGTH</u>
3rd & 4 th Grade	30 X 50	6 vs 6	4	6' X 12'	4 - 13 minute Quarters
5th & 6 th Grade	40 X 66	6 vs 6	4	8' X 24'	4 - 13 minute Quarters
7 th 8 th & 9 th Grade	40 X 66	6 vs 6	5	8' X 24'	4 - 13 minute Quarters