

SOCCER REGULATIONS

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PLAYER/TEAM ELIGIBILITY

1. Age - Any student, who reaches his/her fifteenth birthday before September 1, will not be eligible for the eighth grade or below. Any student who reaches his/her fourteenth birthday before Sept. 1 will not be eligible for seventh grade or below. Any student who reaches his/her thirteenth birthday before September 1 will not be eligible for sixth grade or below. If a fifth grader that has been petitioned to play, reaches his/her twelfth birthday before September 1, will not be eligible to play.
2. Each school may enter more than one multi-age team to play, including sixth, seventh, and eighth grade. Fifth grade students shall be allowed to play; however, a petition must be submitted for them to be on the team.
3. If more than one team within a school is necessary, it is expected that the teams be **BALANCED** according to DMSAA Rules Governing Athletics (Rule VI A Duties and Responsibilities: Schools and Coaches). If a school has more than one team, the teams should be balanced by skill and age.
4. Teams may be formed by combining schools when individual schools have an inadequate number of eligible players; however, such combined teams will not be allowed to recruit other than school members. Refer to procedures for this migration under **RULE V; MIGRATION AND STUDENT ROSTERS** in the Rule Governing Athletics.

~~5. Team entries and rosters should be mailed or faxed to the registrar listed below~~

TBD

6. Players cannot be members of other teams within the league.

PLAY RULES

1. Each player must have a number on the back of the uniform shirt.
2. Lineups are due ten (10) minutes prior to the match to the center official.
3. Warm-up will begin five (5) minutes prior to the game or as time allows.
4. All league matches will begin with an opening prayer of choice by the "Home" team.
5. Federation of High School Rules of Play and Conduct shall be in effect.
6. Coaches should ensure that each athlete plays in every contest if the athlete attends practice sessions as required, demonstrates cooperation with the coach and program, and demonstrates conduct and character that is in good standing with the school they are attending. **All eligible players shall play a minimum of ten (10) minutes per game.** If this playing requirement is violated, the game is forfeited and the coach suspended for one (1) game.
7. Any team that forfeits a game by not showing up at the scheduled time will be fined \$50 in addition to the \$70 officials fee. This does not apply to a team who comes to play, but does not have a legal line-up.
8. The game shall consist of two thirty (30) minute halves. Half-time shall last five minutes.

9. The home team shall wear dark jerseys while the away team shall wear white, if possible.
10. The game shall begin with a coin flip to determine who kicks off.
11. There should be **No Games** on Holy Days of Obligation.
12. Teams are allowed eleven (11) total matches OR 8 games and 1 tournament.
13. If a match is tied at the end of regulation time, the game will end in a tie.
14. Game winner earns 2 points, tie game results in 1 point, and a loss results in 0 points towards standings.
15. Yellow card, red card, and player ejection rules are listed below. The league will follow all OSSAA player/coach/fan conduct rules as listed in the handbook in Soccer Sec. X (10) A - G
16. In accordance with NFHS rules, any time after completion of one half, if the score differential reaches ten, the game shall be ended.

COACHING CONDUCT/DUTIES

1. One coach must have a current CPR certification. All coaches must also have completed a Concussion course and Sudden Cardiac Arrest course. All coaches must have current Virtus certification.
2. The coach must always demonstrate and apply leadership, integrity, responsibility, self-control, as well as the knowledge of the rules and regulations of the game. All too often, sportsmanship has been relegated to a secondary role and it is necessary and important that the coach act in a responsible and professional manner at all times because he or she represents the school, community, profession, the faculty, and of course, influences the student body's behavior.
3. The winning coach must report the result of the game within forty-eight (48) hours to the google form in their inbox.

Yellow Cards, Red Cards, and Player Ejection Rules

- Yellow card – by National Federation Rule: A cautioned player shall leave the field and may be replaced. Should the team with the cautioned player elect to play shorthanded, the cautioned player may not re-enter nor be replaced until the next legal substitution opportunity. **Any player receiving 3 yellow cards in a season must sit the next regularly scheduled contest on the same level of competition and any other contest in between. Two additional cautions after a sit out will result in an additional one game suspension, one additional caution after a sit out due to yellow cards will result in another one game suspension, etc. Yellow cards will reset to zero at the conclusion of the regular season unless a player receives a 3rd yellow card, 5th yellow card, or 6th yellow card in the last regular season match. A player receiving their 3rd yellow card, 5th yellow card or 6th yellow card in the last regular season match, must sit out the first play-off match.**
- Any player ejected must sit the next regularly scheduled contest on the same level of competition and any other contest in between. This will include all red card situations with no exceptions. This rule applies to scrimmages, regular season and play-off matches.

- Any player disqualified (red card) during the course of the game, for whatever reason, cannot be replaced.