



SPRING SOCCER





SPRING SOCCER **MANUAL**

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ADWYOUTH   

WWW.ADWYOUTH.ORG

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MISSION STATEMENT

Catholic Youth Organization (CYO) athletic programs seek to help young men and women, within The Roman Catholic Archdiocese of Washington (ADW), foster strong principles of teamwork and sportsmanship both on and off the field. The CYO further aims to help ADW youth develop their physical talent and learn to play fairly and enthusiastically, while appreciating Christ's presence in their opponents. Through their athletic programs and training linked to parish life CYO offers young people, coaches and their families another opportunity to work together in communion to show the world a new vision of "competition" in athletics.

IMPORTANT DATES

- Age Cut Off: March 31st
- Check website, <https://adwyouth.org/soccer>, for Registration/Roster deadlines.

ELIGIBILITY GUIDELINES

1. COACHES

- Must have, at minimum, 2 coaches per team at all times.
- In order to coach in CYO Athletic Programs, an individual must meet the following criteria:
 - Refer to the CYO Athletic Handbook for full coaching eligibility guidelines.
 - Head coaches must meet the age requirement of at least 21 years old and assistant coaches must be at least 18 years old.
 - All coaches and assistant coaches must meet the requirements of the ADW Child Protection policy, CYO and any additional requirements of their parish.

2. ATHLETES

- Each athlete in the CYO Athletic Programs must meet all eligibility guidelines outlined below:
 - Refer to the CYO Athletic Handbook for full athlete eligibility guidelines.
 - Athletes must meet all other CYO eligibility rules including age as of March 31st, gender as listed on birth certificate, and team affiliation.
 - Athletes who are rostered on High School teams are ineligible for participation in CYO for that same sport.
 - The level of the HS team (freshman, jv, varsity...) or the athlete's level of participation on their HS team does not change their eligibility status; if an athlete is on a HS roster, they are ineligible to play CYO for that same sport.

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THE CYO OFFICE MUST APPROVE ANY EXCEPTIONS TO THE ABOVE RULES.

TEAM REGISTRATIONS

1. AGE DIVISIONS

- Divisions are separated by age and gender (as listed on birth certificate). An athlete will play in the age group based on their age as of March 31st. The age groups will be:

CO-ED DIVISION	BOYS DIVISION	GIRLS DIVISION
<p>.....</p> <p>8 AND UNDER:</p> <ul style="list-style-type: none"> • CADET A OLDER • CADET B YOUNGER <p>.....</p>	<p>.....</p> <p>10 AND UNDER</p> <p>12 AND UNDER</p> <p>14 AND UNDER</p> <p>.....</p>	<p>.....</p> <p>10 AND UNDER</p> <p>12 AND UNDER</p> <p>14 AND UNDER</p> <p>.....</p>

DIVISION	ATHLETES ON FIELD	SEASON
8 AND UNDER	7 V 7 NO GOALIE	DUAL GOAL DEVELOPMENTAL GAME
10 AND UNDER	8 V 8	GAMES / NO PLAYOFFS
12 AND UNDER	8 V 8	GAMES / NO PLAYOFFS
14 AND UNDER	8 V 8	GAMES / NO PLAYOFFS

3. FLOATERS

- Teams must request approval for floaters/exemptions from the CYO Office.
- A floater is an athlete who plays on more than 1 team.
 - Floaters must be placed on both team's rosters. The athlete will be a permanent athlete on one roster and listed as a floater on the other roster.
- A floater may be used to address the needs of teams dealing with difficult athlete numbers. Teams often have too many athletes for one team and not enough athletes for another. By allowing an athlete to play on more than one team, it allows parishes' adequate numbers to field a second team.

- A floater shall be designated on the official CYO team roster before the start of the CYO season and shall be identified by that team's coach to the Referee and opposing team's coach prior to the start of each game.
- A floater should play a secondary role in the game, as a substitute or filling the role of missing athletes' position.
- LIMITATIONS
 - Floaters may float up a division level, but never down.
 - Example: A 12U athlete may float for a 14U team.
 - Example: "B" team athletes may float for "A" team rosters, but not vice versa.
 - Floaters may not play for 2 different parishes.
- 12U DIVISION
 - May designate up to 3 floaters, provided the roster has no more than 9 regularly rostered athletes.
- 14U DIVISION
 - May designate up to 4 floaters, provided the roster has no more than 12 regularly rostered athletes.

4. TEAM ROSTERS

- Team rosters must be submitted through SportsPilot by the deadline listed on the Soccer webpage.
- Rosters must include each athlete's:
 - Full Name
 - Address
 - Date of Birth
 - Gender (as listed on Birth Certificate)
 - Uniform Number
 - Parish Attending
 - School Attending
 - Parent/Guardians Name, Email and Phone #
- Athletes must upload a copy of their Birth Certificate to SportsPilot and fill out the Parent/Athlete Code of Conduct found on the website at <https://adwyouth.org/athlete-parent-code-of-conduct-form>.
- Official rosters must also include 1 head coach and at least 1 assistant coach with:
 - Full Name
 - Address
 - Email
 - Cell Phone #

- After registering your team, please make sure to double check the “Current Team Registrations” link on the Team Schedules Page to make sure your teams appear under the currently registered teams.
 - If you do not see your teams listed, please contact CYORequests@adw.org immediately as teams not listed will not be scheduled.
- The Pastor or the Pastor’s designee must sign off on rosters when required by the CYO Office.
- Players not listed on the roster may not participate in the game.
- The CYO Office may challenge and validate rosters at any time as the office sees fit.
- Failure to comply may result in the exclusion of the team and/or ineligible athletes from postseason play.

5. FIELDS AND GAME EQUIPMENT

- SUGGESTED FIELD SIZES
 - Field sizes may differ by location based on available space.
 - 8U DIVISIONS
 - 50 yards by 40 yards, 6ft Pugg goals - 4 per field.
 - 10U & 12U DIVISIONS
 - 75 yards by 50 yards, 6 x 18ft goals.
 - 14U DIVISIONS
 - 100 yards by 60 yards, 8 x 24ft goals.
- GAME BALLS
 - 8U DIVISIONS
 - The official ball will be a size 3 ball.
 - 10U & 12U DIVISIONS
 - The official ball will be a size 4 ball.
 - 14U DIVISIONS
 - The official ball will be a size 5 ball.

6. UNIFORMS (ALL DIVISIONS)

- UNIFORMS
 - Must be numbered.
 - Must not have duplicate numbers.
 - At the Officials discretion, teams may use tape or another type of marking to distinguish individual athletes.
 - A sponsor's name may appear on the uniform.
 - Contact the CYO Office for details on sponsors for Soccer.
 - All sponsors must be approved by the CYO Office.
 - Avoid, to the best of your ability, having opponents wearing the same color uniforms.

- In the event this is unavoidable, the home team, as designated by the CYO schedule, will be required to wear scrimmage vests of a contrasting color.
 - Both teams are required to bring at least 11 scrimmage vests to every game.
- Athletes may wear t-shirts and compression shorts, not boxer shorts, of any color under the game uniform.
- Uniforms must have the Parish or School name printed on them unless the CYO Office has received and approved a written explanation.
- If a team appears without visible numbers, without scrimmage vests when needed, or with duplicate numbers, the Officials may forfeit the game to the team wearing the proper uniforms.
- CLEATS:
 - Must be plastic molded bottoms or rubber, including “screw-in” cleats, to the sole of the shoe.
 - No metal, aluminum or metal-tipped cleats allowed.
 - No cleats designed for other sports allowed.
- MOUTH GUARDS / EYEWEAR / JEWELRY:
 - CYO will enforce the NFHS rules regarding mouth guards and eyewear.
 - Remove all jewelry, including but not limited to rings, necklaces, wristbands, earrings, etc.
 - Taping over earrings is not allowed.

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CYO SOCCER TEAMS WILL PARTICIPATE IN ACCORDANCE WITH THE CURRENT NFHS RULES, UNLESS OTHERWISE SPECIFIED IN THIS MANUAL OR AN UPDATE. **.....**

GAME PROCEDURES

1. WEATHER POLICY

- See CYO Athletic Handbook.

2. REFEREE AUTHORITY

- Referees will make the final decisions on all rule interpretations, field playability and equipment.
 - Authority starts from when the referee steps on the field until the referee leaves the facility.
- IMPORTANT NOTE TO COACHES REGARDING REFEREES:
 - Many Referees that officiate at CYO games will be more familiar with Federation Internationale de Football Association (FIFA) rules than National Federation of State High School Associations (NFHS) rules.

- The differences between these rules are not drastically different; however, and in many instances have been incorporated into the Catholic Youth Organization (CYO) Supplemental Rules.
- Before the game begins coaches should attempt to determine whether the Referee has officiated a CYO game during the current season and, if not, should review the following rules with the Referee:
 - CYO Supplemental Rules regarding the “Mercy Rule” (Gameplay Section Rule 5.b), substitutions (Game Play Section Rule 6.a), tie breaking procedures (Gameplay Section Rule 9.a & Miscellaneous 16.c.i & ii), and the addition of time in certain circumstances (Gameplay Section Rule 3).
 - For 10 U games, the CYO Supplemental Rule regarding special procedures applicable to such games (Game Play Section Rule 12).
- Coaches should be aware that their actions and attitude toward Referees, as well as the conduct of their athletes and the spectators supporting the team, has a direct impact upon the CYO’s ability to obtain officiating services.
 - Although Referee associations are constantly seeking more Referees, “unhealthy officiating environments”, in particular verbal abuse by coaches and other adults causes many new Referees to quit after a single season.
 - The CYO Office strongly suggests that, as part of their postgame procedure, in addition to congratulating the opposing team, coaches and athletes make the effort to thank the Referee for his/her services.
 - With this practice in mind coaches and athletes should not behave in any manner before, during, or after a game that would cause them to have any reluctance to thank and/or shake the hand of game Referees at the end of a match.

3. FIELD ACCESS

- The CYO Office requires that both teams will sit on one sideline and all spectators must sit on the other sideline per NFHS Rule 1 Section 5 Articles 1, 2, and 3.
 - The CYO Office will not allow the exception under Article 3.
- Spectators, coaches, and athletes are limited to the sidelines, and may not position themselves behind the end line.
 - Coaches and athletes need to position themselves between their respective mid-field line and the 18 yard box.
 - Spectators need to position themselves between the 18 yard boxes on the opposite sideline.
- Failure to abide by these restrictions will be punished as unsportsmanlike conduct and result in a yellow (caution) card.
- No spectators are allowed on the field at any time.

- Coaches are responsible for their spectators and at the Referee's discretion, may issue a yellow card to the coach for spectator behavior.

4. GAME TIME

- The game's start time will be the start time as listed on the schedule, regardless of when the game actually began.
- Teams are expected to be at the gymnasium 30 minutes before the scheduled game time, with 2 adults in charge.
- The Officials watch will be the official time.

5. FAILURE TO SHOW / FORFEITS

- If a team fails to show up, there will be a 10 minute grace period after the scheduled starting time before a forfeit is declared.
 - The grace period will only apply to the first game scheduled at a particular site; all subsequent games that day will not be allowed a grace period. The referee has the discretion to modify game playing time and or break time in order to manage overall permit time.
 - If the failure to arrive is due to a CYO scheduling error or an excused unforeseen circumstance by the CYO Office, scheduling a make-up game will be taken into consideration.
 - Misinterpretation of a schedule by a participant is not an excused circumstance.
- FORFEIT
 - A forfeit will be called, by the game site referees, when a parish fails:
 - To have a minimum of 2 CYO compliant coaches on the bench.
 - To field a team, by game time, with the number of athletes necessary to begin a game as specified by the NFHS or CYO rules governing soccer.
 - See Rules Chart at the end of this manual.
 - A team not maintaining an appropriate number of athletes on the field at all times during the game as specified by the NFHS or CYO rules governing soccer.
- REFEREE FAILURE TO SHOW
 - If the game referee(s) is not present after the 10 minute grace period has expired, volunteer referees may be used as long as both Coaches agree.
 - If a game begins with volunteer referees, the game becomes an official game and the results will count in the standings.
 - A game not played due to a missing referee, will be treated as a not played game and will not be rescheduled

6. POSTPONEMENTS

- Only the CYO Office or game referees can postpone games.
- Games will be changed for Sacramental parish events only.
- Games will not be postponed or moved during the regular season or playoffs for the following:
 - High School Open Houses
 - Field trips
 - Class parties
- Individual parishes or schools may not postpone games.
- If both teams fail to show up for a scheduled game, each team will take a loss and the game will not be rescheduled.

7. PLAYING TIME

- 8U DIVISIONS
 - 4 periods of 10 minutes.
- 10U DIVISIONS
 - 2 periods of 20 minutes.
- 12U DIVISIONS
 - 2 periods of 25 minutes.
- 14U DIVISIONS
 - 2 periods of 35 minutes.
- The referee may add time to a period to account for time taken assessing and removing injured athletes, wasting time, or for any other cause other than athlete substitution(s).
 - The allowance of time lost for any of these circumstances is at the discretion of the Referee.
- If a game is stopped by the Referee for any reason, it will be considered an official game as long as the following amount of time has been played:
 - 7U, 8U & 10U DIVISIONS
 - No minimum required.
 - 12U DIVISIONS
 - Minimum of 40 minutes.
 - 14U DIVISIONS
 - Minimum of 50 minutes.

8. PLAYING REQUIREMENTS

- ALL DIVISIONS
 - Each athlete who is dressed in uniform and on the team bench during the game must play a fair and reasonable amount of time during each game.
 - The only exception to this rule is an injury serious enough to preclude

9. TEAM SPORTSMANSHIP LIAISONS

- Each team must provide a volunteer to serve as a Team Sportsmanship Liaison (TSL).
- The TSL will:
 - Attend the pre-game conference with the coaches and Referee.
 - Ensure proper spectator behavior.
 - Verify both team rosters with the TSL from the opposing team.
- Any team not providing a TSL will forfeit the game.
- Coaches may not serve as a TSL.

10. ROSTER CHECKS AND INFRACTIONS

- ROSTER CHECKS:
 - Coaches are responsible for providing a CYO approved roster at every game that the TSL's will check.
 - Both TSL's must verify team rosters prior to the start of the game.
 - This should be done as quickly as possible so that it does not delay the start of the game.
 - Athletes NOT on the roster will be ineligible to participate in the game.
 - If a concern arises, the coaches, Referee & TSL's should try to resolve it as quickly as possible.
 - If a resolution cannot quickly be made:
 - All athletes will be allowed to play.
 - Coaches and the TSL from both teams must sign their rosters.
 - The issue must be sent to the CYO Office by that evening and the CYO Office will review the information and make a determination on the action needed.
- ROSTER INFRACTIONS
 - The head coach of teams not providing a CYO approved roster before the game will receive a Yellow Card and the team must play an athlete short to start the game.
 - Rosters not submitted to the CYO Office by the deadline will be subject to being disqualified from any postseason play.
 - Athletes not added to the official CYO roster by the deadline will be disqualified from participating with the team.

11. SUBSTITUTIONS

- Substitutions shall be unlimited.
- Substitutes may enter only with the consent of the referee, at the following times:
 - Prior to a throw in or corner kick the team in possession may substitute.
 - The other team may substitute if the team in possession chooses to substitute.

- Prior to a goal kick by either team.
- After an athlete receives a yellow (caution) card, the offending athlete must come out; both teams may substitute.
- After an athlete receives a red card, the offending athlete must come out; both teams may substitute.
- After a goal, both teams may substitute.
- When the referee stops play after an injury or removal of an athlete to correct an equipment deficiency, both teams may substitute.
- At the beginning of each half, both teams may substitute.
- The referee may deny a substitution at their discretion.

12. FOULS AND MISCONDUCT

- It is mandatory that a coach must substitute immediately for an athlete who has received a yellow (caution) card.
 - The referee may choose to enforce a 5 minute “cooling-off period” before the athlete may re-enter the game at the first official opportunity.
- Coaches are responsible to see that all athletes are properly equipped.
 - Failure to do is subject to appropriate penalties for misconduct.
- Any athlete who has received a red (disqualification) card during a game will be ineligible to play or be present in the team’s next official game.
- The CYO Office will take disciplinary action when repeated misconduct violations are discovered.

13. SLIDE TACKLING (ALL DIVISIONS)

- Slide tackling is not permitted in any CYO games.
- A slide tackle by an athlete is a dangerous play and the offending athlete will receive a yellow (caution) card, unless an immediate red (disqualification) card is warranted.
- Any athlete that commits a second slide tackle offense will automatically receive a red (disqualification) card and their coach will receive a yellow (caution) card.
- Goalies may legally slide in an attempt to gain possession of the ball.

14. HEADING

- 8U, 10U & 12U DIVISIONS
 - Heading the ball is not allowed in games or practices.
 - Intentionally heading the ball is a dangerous play and will be called and enforced.
 - A ball that unintentionally contacts an athlete’s head will not be called even if the result of the ball placement ends up in a favorable position.
 - The Referee makes the final ruling/judgment if the contact is intentional or unintentional.

- 14U DIVISIONS
 - Heading the ball is allowed.
 - Proper instruction and caution should be utilized.
 - Coaches should limit heading drills during practice.

15. MERCY RULE

- 10U DIVISION
 - When a team attains a lead of 6 goals, that team shall remove 1 athlete from the field.
 - If the score decreases to 5 goals or more, the team may put that athlete back in the game.
- 12U, 14U & 18U DIVISIONS
 - When a team attains a lead of 6 goals, that team shall remove one athlete from the field.
 - If the score decreases to 5 goals or more, the team may put that athlete back in the game.
 - When a game reaches the minimum number of required minutes played, if a team leads by 8 goals or more, the game is over.
 - This rule applies to all regular season and playoff/championship games.

16. SPECIAL GAME PLAY PROCEDURES

- 8U DIVISIONS
 - Modified rules compared to the traditional Soccer games.
 - Coaches must follow these specifically designed CYO Office rules to best develop the athletes at this age and competitive level.
 - OFFICIATING
 - Coaches will officiate the game.
 - Only 1 individual acting in an officiating capacity per team can be on the field.
 - Parents, spectators or non-officiating coaches are not allowed on the field, behind or near the goals.
 - GOALS
 - Goals are 6 feet wide; approximately 3 feet high pop up goals (PUGG brand).
 - There are 4 total goals on the field.
 - Position goals approximately 20-25 feet from the corners of the field.
 - This will vary depending on the total field size.
 - Imagine an 8 foot semicircle (crease) in front of the goal.
 - No athletes from either team should enter or position themselves in this crease unless the ball first enters this area.

- This is to help prevent a defender from positioning as a Goalkeeper.
- For perspective, an average sized standing adult would still need a yardstick to touch the goal.
- SCORING
 - Teams may score in either of the 2 goals on their offensive side of the field.
 - The double goal system helps prevent “pack ball” and “steel curtain defense”, two of the number one “bad habits” of youth Soccer.
 - Defense will quickly realize that if they over defend one goal, it will leave the other goal wide open and that trying to designate a single athlete at each goal will thin out their resources.
 - Offense will quickly see the advantages of making choices by selecting easier and less crowded pathways or passes.
 - No scores are kept or recorded.
 - No Mercy Rule.
 - Coaches should do their best to address and prevent lopsided scoring situations.
- ATHLETES
 - There will be 7 athletes per team on the field.
- POSITIONS
 - All athletes will be field athletes.
 - No goalies.
 - Coaches may designate and position athletes as offensive or defensive athletes and position.
 - Coaches should refrain from positioning athletes in a Goalkeeper position.
- GAME TIME
 - Games are played in 4 10-minute quarters.
 - The time will be a running clock.
 - Stoppages between the 1st & 2nd quarters and 3rd & 4th quarters should be just long enough to switch athletes.
 - Athletes should return to the field after a 3-minute halftime break.
- PLAYING TIME:
 - Athletes should play the entire quarter except when needed for injury, fatigue or to give athletes from larger teams more balanced playing time.
- CORNER KICKS
 - Will be ruled under official Soccer rules, but the placement of the kick will be made on the goal line between the two goals.
 - Kickers have the option to play the ball towards either goal.

- GOAL KICKS
 - Will be ruled under official Soccer rules, but the placement of the kick will be made on the goal mark between the two goals.
 - Goal mark should be approximately 25 feet onto the field from the goal line/corner kick mark.
- OFF SIDES
 - No off sides. Coaches are to refrain from “cherry-picking” or intentionally placing athletes in off sides positions for competitive advantages.
- PENALTY KICKS
 - No penalty kicks. Any penalties near the goal will result in the ball being placed approximately 15 feet away from the goal.
- THROW-INS
 - If the throw-in was decently attempted it should be considered “legal” and play continues as normal.
 - If the mechanics of the throw-in were egregiously not attempted (underhanded, one-handed slingshot style...) then the ball should be brought back and the athlete given another opportunity after having the proper mechanics explained.
 - Regardless of the throw for the second attempt, the ball and play would continue as normal.
- All customary fouls not otherwise addressed in these rules (handling of the ball, tripping, pushing...) would be in place and enforced as normal.
- Have fun, enjoy the game and make sure all athletes and spectators leave the field with a positive experience!
- 10U DIVISION
 - At the discretion of the Referee, the offside rule shall apply.
 - At the discretion of the referee, during the first half of the game, an athlete may be given 1 retake opportunity to perform a proper throw-in for a ball that goes out of play over the sidelines.
 - After a failed second attempt, the opposing team gets to do the throw-in.
 - Goalkeeper ball handling fouls will be called after an initial pre-game or during play warning is given to the goalkeeper.
 - Examples of ball handling fouls are:
 - Failure to release in six seconds.
 - Second touch after release.
 - Handling after deliberate kickback by teammate.
 - Handling from a teammates throw-in.

17. TIE BREAKING PROCEDURES

- REGULAR SEASON (ALL DIVISIONS):
 - Any game resulting in a tie and the end of regulation time during the regular season will remain as ties.
 - There will be no penalty kicks taken to break the ties.

18. LEAGUE STANDINGS

- 12U & 14U DIVISIONS
 - 3 points are awarded for each win.
 - 1 point is awarded for a tied game.
 - 0 points are awarded for each loss.
 - TIE BREAKING PROCEDURES FOR LEAGUE STANDINGS
 - Head to head competition.
 - All teams involved in the tie will compare their records against the other tied teams.
 - If a tie still exists, then a playoff system will be set up to break the tie.
 - Goal differentials do not factor in standings or tiebreakers.

19. REPORTING SCORES

- 8U & 10U DIVISIONS
 - Do not report scores.
- 12U & 14U DIVISIONS
 - The winning team or in the event of a tie, both teams, are responsible for submitting the score on the website at <https://adwyouth.org/soccer-score-report-form> or email the score to cyoscores@adw.org.
 - All scores should be reported within 24 - 48 hours.
 - If emailed be sure to list parish name, league, division, gender, location of the game and the score.
 - Failure to report scores in a timely manner may count as a loss for both teams.
 - It is the team's responsibility to contact the CYO Office to report any errors or missing results.
 - Once the final results of the season are posted, teams will have 24 hours to report any result corrections.
 - No changes will be made following 24 hours of the final posting.

20. PROTESTS

- The CYO Office does not accept official protests of games.
 - Teams wishing to file a complaint may do so through their Athletic Director only, but the filing will not be used to delay or change the result of the game in question.

21. EJECTIONS

- Suspension time is a minimum and may be increased depending on the circumstances. This includes a permanent suspension. All ejected individuals (except for athletes) must immediately leave the court to a minimum distance of at least the parking lot and have no further contact with the team(s) or referee(s).
- ATHLETE EJECTIONS
 - Disqualified from any further participation in the current game.
 - Athletes must stay on the team bench.
 - Mandatory minimum 1 game suspension; the next scheduled game for that team.
 - Athletes on multiple rosters are suspended from all CYO activity until they have served the 1 game suspension for the team the violation was received.
- HEAD COACH EJECTIONS
 - Must leave the field area immediately to a minimum distance of the parking lot.
 - Referees, at their discretion, may suspend the remainder of the game.
 - The CYO office will review the incident for grounds for forfeiture of the game.
 - Delaying departure or continued disruptions may be grounds for additional disciplinary actions.
 - Mandatory minimum 2 game suspension; next 2 scheduled games for that team.
 - Coaches on multiple rosters are suspended from all CYO activity, even as a spectator, until they have served the 2 game suspension for the team the violation was received.
 - Parish fined \$150.00; payment deposited in the Champions of Youth Fund.
 - Pastor must send a letter acknowledging the incident.
 - Payment of fine and Pastors letter must be received by the CYO Office before the Head Coach will be allowed to return to any games.
- ASSISTANT COACH EJECTIONS
 - Must leave the field area immediately to a minimum distance of the parking lot.
 - Delaying departure or continued disruption may be grounds for forfeiture of the game.
 - Mandatory minimum 2 game suspension; next 2 scheduled games for that team.
 - Assistant coaches on multiple rosters are suspended from all CYO activity, even as a spectator, until they have served the 2 game suspension for the team the violation was received.

- Parish fined \$150.00; payment deposited in the Champions of Youth Fund.
- Pastor must send a letter acknowledging the incident.
- Payment of fine and Pastors letter must be received by the CYO Office before offending Assistant Coach / Scorekeeper / Base Coach will be allowed to return to any games.
- SPECTATOR EJECTIONS
 - Must leave the field area immediately to a minimum distance of the parking lot.
 - Delaying departure or continued disruption may be grounds for forfeiture of the game.
 - Mandatory minimum 1 game suspension; next scheduled game.
 - Parish fined \$150.00; payment deposited in the Champions of Youth Fund.
 - Pastor must send a letter acknowledging the incident.
 - Payment of fine and Pastors letter must be received by the CYO Office before the offending spectator will be allowed to return to any games.
- UNIDENTIFIED SPECTATOR EJECTIONS
 - In the event that an ejected spectator is unable or unwillingly identified by the teams, the Head Coach will serve the suspension for that person under the rules of Spectator ejections.
- EJECTION VIOLATIONS:
 - Any individual, except an athlete, that has been ejected and does not leave the field area will cause the game to be forfeited.
 - Any individual, including an athlete, who does not honor the suspension, will cause the originating game and all proceeding games to be forfeited.

CODE OF CONDUCT

Everyone is expected to conduct themselves at all times as Catholic Christians and to encourage others to do the same. When the spirit of the rules is violated, the program is harmed. In order to protect the athletes, officials, coaches and spectators unacceptable conduct will result in ejections and fines, just as leagues punish athletes, coaches and spectators for violations of game rules and for misconduct.

No CYO athlete, coach or spectator is permitted to:

- Refuse to abide by an official's decisions.
- Display objectionable behavior by throwing equipment or any other forcible object
- Verbally abuse any athlete, coach, spectator or official.
- Lay hands upon, push, shove, strike/threaten to strike or physically attack an athlete, coach, spectator or official.

1. SPORTSMANSHIP

- Clapping and cheering on an athlete is acceptable. Trying to distract or pressure an athlete is not acceptable.

2. EVENT ACCESS

- All spectators, whether parents or not, are to stay off the court at all times. This privilege belongs to only athletes and the coaches.
- CYO officials will remove from the game any spectators, coaches, parents, or athletes who do not display Christian ideals (i.e.: use profane or abusive language, or harass officials, coaches, athletes, or other spectators).

3. ALCOHOL & DRUGS

- Beer, alcohol, as well as any form of illegal drugs, are forbidden at all CYO sporting events, regardless of individual facility rules. This rule extends to all parking lots and other church or public grounds.

4. SMOKING

- Smoking/vaping is not permitted near the gym entrances or inside the gyms at any time. If a coach or spectator needs to smoke, please instruct them to go to another area, regardless of the weather.

5. FOOD & BEVERAGE

- Food and beverages brought/consumed during CYO sporting events must be cleaned up and properly disposed of prior to leaving the event.

6. DAMAGE

- Teams damaging any property of facilities used by the CYO will be suspended from league play until such damage is compensated.

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THE CYO OFFICE MUST APPROVE ANY EXCEPTIONS TO THE ABOVE RULES.

SPRING SOCCER RULE CHART

RULE	8U	10U	12U	14U
ATHLETES FULL TIME/MINIMUM	7v7 / 5 No Goalie	8v8 / 7	8v8 / 7	8v8 / 7
BALL SIZE	3	4	4	5
GAME DURATION (PERIOD/MIN)	4/10	2/20	2/25	2/35
OFFICIAL GAME/ MERCY RULE	20 min./No	20min./Yes	40min./Yes	50min./Yes
TIE BREAKER	None	None	None. Each team 1 point.	None. Each team 1 point.
OFF SIDES (RESTART INDIRECT KICK)	No	Yes	Yes	Yes
THROW IN RETAKES	Unlimited	1 per throw - 1st half only.	No	No
PENALTY KICK	No	Yes	Yes	Yes
DELIBERATE HANDLING OF THE BALL (RESTART DIRECT KICK)	Yes	Yes	Yes	Yes
OTHER PENALTY FOULS* (RESTART DIRECT KICK)	Call if dangerous play.	Yes	Yes	Yes
SLIDE TACKLING	No	No	No	No
HEADING	No	No	No	Yes
DANGEROUS PLAY (RESTART INDIRECT KICK)	Yes	Yes	Yes	Yes
GOALIE BALL HANDLING FOULS (RESTART INDIRECT KICK)	No	Call after warning.	Yes	Yes
YELLOW/RED CARDS	No	Yes	Yes	Yes

* Pushing, Holding, Kicking, Tripping, Spitting, Jumping, Striking