

Freestate AISL CYO League Rules – 2017/2018

(Updated – October 2017)

I. GENERAL

The Director reserves the exclusive right to accept or turn down any team or organization's registration form(s).

If a team decides to withdraw their team's registration they must notify the Director immediately. All registration fees are non-refundable. The Director may suspend the withdrawing team or organization from future participation in the league.

Coaches are responsible for the conduct of their players AND spectators. Ejections from the game or the building will result in a minimum one game suspension. Additional penalties may be applied based on review of the incident by the Director.

Every attempt will be made to provide advance notice for games canceled due to **INCLEMENT WEATHER**. Visit the freestatesports.com home page for updates.

PLAYOFF SCHEDULING : Playoffs are normally scheduled after the last regular season game due to seedings and/or the Facility Director's view of the strength of a team.

II. ROSTERS

- **No one is permitted to play for more than one team unless approved by the Facility Director. This includes other divisions and age groups.** Players must be removed immediately from one of the teams. If the ineligible player continues to play for another team, that player will be suspended indefinitely and the offending team will forfeit. Playing on two teams with the intent to forfeit games for one team is not an option. If a player is found to be on a roster of an older and younger age group, that player will be frozen in the older age group. The Director reserves the right to impose further penalties on the team and participating program, which may include being permanently banned from future
- Team rosters are due by the **first** game of the session.
- Any team that fails to turn in a roster will automatically lose

- The age cutoff date is July 31. Coaches should obtain a copy of the player's birth certificate as proof of age
- Players not listed on their team's roster or signed by a parent/guardian will be considered illegal players.
- Any team with an illegal player will forfeit all games that are determined to have been played with that player
- Each team may carry a roster of up to 14 players. Additional players can be added to the roster **only** with approval from the Facility Director, but only 14 players in the players box.
- Players cannot play for more than one team within the same league. Younger players are permitted to play UP an age group. No one is permitted to play DOWN an age group.
- Female players (within the age group restrictions) may play on a boy's team. Boys are not permitted to play on girl's teams at any age group except co-ed.
- High School league players must be U18 or younger.

PLAYER ELIGIBILITY PROTESTS - The Facility Director or a Freestate Manager will need to be made aware of the protest by the protesting team **during the game**. Upon securing a \$50 protest bond, a copy of the player's ID will be matched against the roster at the conclusion of the game. A game may be played under protest until a final decision is rendered by the Director of the league. If the player is found to be ineligible, the \$50 protest bond will be returned to the protesting coach. The decision of the League Director will be final.

III. UNIFORMS AND EQUIPMENT

- The ball is size 4 for U12 and below and size 5 for U13 (U14) and above. The home team supplies the game ball.
- Shin guards are required for all players and must be worn INSIDE the socks. Players not wearing shin guards will not be allowed to play.
- All players must wear the same jersey color(s). Goalkeepers must wear a different color jersey that distinguishes them from the players of both teams.
- No plastic or metal cleats are
- No jewelry, watches, rings, etc., will be allowed to be worn by any player.
- Any player wearing any type of cast, brace, or splint made of hard substance must be padded to the satisfaction of the referee.

IV. LEAGUE FORMAT

- The league will play up to an eight (8) game session unless otherwise noted. In most cases for U10, U12, U14 and High School leagues, the first six (6) weeks determine your position **should there be** play off rounds during weeks 7 & 8. This format may be adjusted depending on the number of teams in a division. The Facility Director reserves the right to modify the season's schedule to accommodate facility and team schedule.
- U8's and U10's will play on field 3 unless otherwise noted.
- Scores are not kept for the U8 division. The U8 division is a mixed division of boys and girls.
- When the score has an 8 goal differential, the referee will cease putting the score on the scoreboard. The actual score will be recorded on the score sheet.
- Forfeits will result in a 5-0 score.
- **Mercy Rule:** If a team is losing by 5 goals, that team may add an extra player to the field. If the lead becomes less than 5 goals, four goals or less, then the teams return to even strength. It is not mandatory for the team to add the extra player.

Overtime: There is no overtime for regular season games. Overtime **should there be play off games** will consist of:

1. One (1) five (5) minute "Golden Goal" period. A coin flip determines which team gets the ball. No time-outs.
2. If the game is tied after overtime, a shootout will determine the winner.

Standings will be determined by the following point system:

Win 3 points

Tie 1 point

Loss 0 points

Tiebreakers:

Head to Head competition

Goal Differential

Goals For

V. RULES OF PLAY

The league follows the United States Indoor Soccer Association rules with modifications for house rules. Rules are subject to change at any time by the league.

Referee Payment: Both teams are required to pay the referee prior to game time. Forfeit time is game time. A team that forfeits must pay referee fees for both teams. Forfeit fees not paid at the field must be dropped off in the office at Freestate within one week from the forfeited game's date. Failure to do so may result in suspension from future participation in the league.

Teams and Benches: Each team must have the minimum number of players to start and finish the game or will forfeit. U8's will be playing on field 3. They will play 6v6 and shall have no fewer than 4 or more than 6 players on the field. U10 and U12's shall have no fewer than 5 or more than 7 players on the field at a time. For U14 and High School, no fewer than 4 or more than 6 are allowed. U10 and U12 7v7, U14 and HS 6v6

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| U12 | 7v7 |
| U14 and HS | 6v6 |

No more than two (2) coaches are allowed in the player's box at one time during any game. Only players and coaches are permitted in the player's box. All others must remain in the spectator areas.

Substitutions: Controlled substitutions may be called on side outs, goal kicks, and ceiling violations. Substitutions "on the fly" can occur at any time as long as it does not result with too many players on the field at one time. **There is no guaranteed substitution in the final 2 minutes of the game. Violation of this rule will cause the clock to be stopped. Delay of game penalties apply. Teams may still substitute on the fly during the final 2 minutes of the game.**

Periods: Each game will consist of two (2) running time 24-minute halves.

Time-outs: Each team will be allowed 1 time-out **per game**. To request a time-out, the keeper must be in possession of the ball (keeper request), or your team must have ownership of the ball when there is a stoppage in play (coach request).

Restarts: Fields 1 & 2: All restarts (fouls, side out, ceiling violations, restarts from a goal) result in **DIRECT** kicks.

Field 3: All restarts will result in **INDIRECT** kicks.

Goalkeeper Distribution: The Goalkeeper has 5 seconds to distribute the ball. The ball may be bounced prior to distributing. Goalkeepers may not punt the ball in U14 and High School divisions.

Goalkeeper Pass Back: The Goalkeeper may not handle the ball, having been passed deliberately and directly to him by a teammate; except that he may handle a ball which a teammate passes to him by the head, chest, or knee and without "trickery" (the use of a wall or foot to flick the ball to a head, chest, or knee before making the pass).

Three-Line Violation: A Three-Line Violation occurs when the **Goalkeeper** propels the ball in the air across the three center lines without it first touching the perimeter wall or another player or Referee on the field of play (**Field 3 exception**).

Advantage Rule: The Referee allows play to continue, notwithstanding the commission of an offense, when the team against which it has been committed will benefit from an existing offensive advantage.

Time Penalties: Blue Card – 2 minute penalty (releasable if a goal is scored)

Red Card – 5 minute penalty plus ejection (not releasable if a goal is scored) – Min. 1 game suspension

Dissent Penalty: Dissent by a player or team personnel will result in a blue card and the team will play shorthanded.

Slide Tackling: No slide tackling is permitted. Field players may go to the ground to stop/intercept the ball if no opponent is in playing distance. Goalkeepers may slide tackle inside the penalty area.

Handling: For a handling foul to be called the ball must be played by a **deliberate** act with the hand or arm.