

Article 6. GENERAL RULES OF PLAY**6.1 FIELD OF PLAY**

- (a) Field sizes will be determined by the Board of Directors in accordance with STYSA regulations.

6.2 BALL

- (a) The ball size used per division will be determined by STYSA regulations.
(b) Ball shall not be changed during the game unless authorized by the referee.
(c) If the ball bursts or becomes deflated during the course of a game, the game shall be stopped and restarted by dropping the new ball at the spot where the first ball became defective. If this should occur during a stoppage of a game (place kick, goal kick, corner kick, penalty kick or throw-in), the game shall be restarted accordingly.
(d) Home team must provide a ball which is approved by the referee and referee shall confirm that a reserve ball is available.

6.3 PLAYER'S EQUIPMENT: VYSO shall follow STYSA equipment regulations in addition to the following.

- (a) Uniform: The standard uniform of a player shall be the jersey, shorts and socks issued by the organization. In cold weather, players may wear long sleeve shirts and sweat pants or other long-legged pants under their uniforms.
(b) Shin Guards: Players must wear shin guards which are commercially produced and specifically designed to provide protection to the shins at all practices and games. Players must wear socks pulled up over the shin guards during all games.
(c) Cleats or Sneakers: Players must wear sneakers or non-metallic cleats for all practices and games.
(d) A player will not be allowed to wear anything which could be dangerous to himself or others; such as sunglasses, sunshades, jewelry, hard casts or braces that contain exposed metal or hard plastics.
(e) When, in the sole opinion of the referee, the colors of both teams are so similar as to be confusing, the home team must change colors.
(f) The goal keeper shall wear a shirt of a different color to distinguish him from the other players and referees. Upon legal substitution for the goal keeper, shirts may be exchanged to conform to this new law.
(g) Goal keepers may wear head wear, gloves, padded pants and padded shirts.
(h) For an infringement of this law, the player at fault shall be sent off the field to adjust his equipment, and he shall not return without reporting to the referee when the ball is out of play. If requested or when in doubt, the referee should examine all players' equipment before the game or during half-time.

6.4 SUBSTITUTIONS AND PLAYING TIME:

- (a) Substitutions: The prior permission of the referee is required in order to make any substitution at any time, except at the resumption of play after the half time break.
- (1) On a throw-in (by the team in possession)
 - (2) On a goal kick (by either team)
 - (3) After any goal (by either team)
 - (4) After stoppage of play for an injury (by either team)
 - (5) After a caution (the player receiving the caution)
 - (6) An injured player may be substituted with the referee's consent.
 - (7) A goalie may be substituted as any other player after notifying the referee of the intent to do so and receiving consent.
 - (8) A player ordered off the field by the referee may not be replaced.
 - (9) A player being replaced must leave the field of play on his team's side of the field as directly as possible. A player substituting for another player must enter the field of play from the touch line at mid-field after the departing player leaves the field of play.
 - (10) For any infringement of this law, the player or coach involved shall be cautioned. If the game is stopped by the referee to administer the caution it shall be restarted with an indirect free kick to be taken by a player of the opposing team from the spot where the ball was located when play was stopped.
- (b) Playing Time: For all games except Division I, the coach must make every effort to play each registered player that is present at least one-half of the game unless unable to do so due to player's illness or injury or for disciplinary reasons. In the event that a player is present but will not be playing, the coach must inform the referee and the opposing coach as to the reason that player will not participate.

6.5 COACHES AND SPECTATORS

- (a) All coaches, assistant coaches and players shall remain on the side of the field assigned to them. All fans and spectators shall remain on the opposite side of the field and must stay behind the restraining line. It will be the head coach's responsibility to control the behavior of his assistant coaches and his team's fans in this and all other aspects. The referee has the power to halt play if the coach does not comply.

- (b) The referee will indicate the home side of the field.
- (c) Comments from the sideline shall remain positive and encouraging to players.
- (d) A maximum of two (2) rostered team officials may be on the player's side of the field at any given time.

6.6 REFEREE

- (a) The referee's authority commences as soon as he enters the field of play and is in effect throughout the game.
- (b) The referee shall enforce the laws of the game. His decision on all points of play shall be final.
- (c) The referee is the official score and timekeeper (including lost time to be added due to injuries or other causes). The referee has the power to suspend or terminate the game due to bad weather, interference by fans or other causes. He does not have the power to declare a winner in the event of suspension or termination.
- (d) The referee shall allow no one on the field of play except players and linesmen, except during a player injury in which the referee may allow the coach, parent or medical personal to enter the field.
- (e) The referee may suspend from the game any coach or assistant coach for unsportsmanlike conduct.
- (f) The referee shall not penalize when a penalty would result in an advantage to the offending team. The "advantage rule" does not stop the referee from punishing the offending player.
- (g) The referee shall caution any player guilty of misconduct or unsportsmanlike conduct and if the player persists shall send him off the field. The referee shall also send off any player guilty of violent conduct, serious foul play or use of foul language. If a player is red carded, his name will be annotated on the score sheet, he will not be allowed to play during the rest of that game and the following scheduled game. A team playing an illegal player will forfeit the games of the infractions.
- (h) The referee shall signal for the start of the game after any stoppages. The laws are intended to cause as little interference with the game as possible; only deliberate breaches of the law shall be penalized. If a player commits two infringements at the same time only the more serious offense shall be called.
- (i) If the official referee does not appear within fifteen (15) minutes after the scheduled start time, it shall be reported to the Referee Administrator for a substitute or other modification. The referee will not be paid unless he or she turns in the completed game card.
- (j) The center referee should not have a player of interest on either side of the game of which he or she is referee.

6.7 ASSISTANT REFEREE AND USE OF CLUB LINESMEN: VYSO shall utilize USSF, USYS, and STYSA recommendations when determining what games shall be required to have a certified assistant referee and what games a club linesmen can be assigned to.

- (a) One Linesman shall be on each touch line.
- (b) Linesmen should indicate ball out of play and side entitled to throw-in.
- (c) Linesmen should assist the referee in controlling the game.

6.8 DURATION OF GAMES

- (a) The duration of games shall be determined by STYSA regulations.
- (b) Half-time intervals shall not exceed five minutes unless approved by the referee.
- (c) Allowance shall be made in either half for all time lost due to injury or other cause at the discretion of the referee.
- (d) Time shall be extended to permit a penalty kick to be taken at or after expiration of normal time in either half.

6.9 START OF PLAY

- (a) Any team which fails to field the required number of players within fifteen (15) minutes after the scheduled start time will forfeit the game. Should neither team have the required number of players, a double forfeit will be declared.
- (b) Choice of ends of the field and the kick-off shall be determined by the toss of a coin. The winning team shall determine which goal it wishes to attack.
- (c) Players must be in their team's half of the field.
- (d) Opponents must be ten (10) yards from the ball with the ball stationary in the center of the field.
- (e) Upon the referee's signal to begin, players shall kick the ball in the opponent's half. The ball must move forward before being touched by another player. A goal may not be scored directly from a kickoff.
- (f) The kicker may not play the ball again until it has been touched by another player. The penalty is an indirect free kick for the other team.
- (g) After a goal has been scored, the game shall be restarted in a like manner by a player of team losing the goal.
- (h) After half-time, ends shall be changed and the kickoff shall be taken by a player of the team opposite to that which started the game.
- (i) After temporary suspension, the game shall be started by the referee by dropping the ball at the spot where it was when play was stopped. The ball is in play when it touches the ground. If the ball rolls out of play before being touched, it shall be dropped again in the same manner.
- (j) INFRINGEMENTS

- (1) Kick too short or incorrect: PENALTY=Re-kick
- (2) Kicked twice by player taking kick-off before ball is touched by another player: PENALTY=Indirect Free Kick
- (3) Drop ball played before touching the ground: PENALTY=Drop ball again

6.10 CHARGING OF THE GOAL KEEPER: There will be no direct charging of the goal keeper allowed. A goal keeper may be blocked by a stationary opponent but not touched when he has the ball. This rule applies anywhere within the penalty area. The penalty for violation of this rule is an indirect free kick.

6.11 BALANCE OF RULES

- (a) The balance of play shall be conducted in accordance with FIFA and STYSA rules as may be modified and amended.

Article 7. ADDITIONAL STANDING RULES

- 7.1 All make-up games will be played as scheduled or they will be a forfeit.
- 7.2 Protest in writing based only on a rules interpretation may be filed with the president of the Organization and the referee commissioner within forty-eight (48) hours of completion of the game being protested. All protests must be accompanied by a fee of fifty dollars (\$50) which is refundable if the protest is upheld. All protests will be considered by the Disciplinary and Protest Committee as described in the Organization bylaws.
- (a) NOTE: The referee and opposing coach must be informed that the game is being protested and the basis of the protest. The referee will note the protest and the time of the protest on the score card. Any protest filed by a team of the Organization in Inter-league or Inter-organization contests shall be filed only after approval by the Organization Disciplinary and Protest Committee.
- 7.3 No recreational team shall meet more than three (3) times per week between the time the first regular season game is played and the time the last regular season is played. These three (3) team meetings shall include all practices, scrimmages or games. Team social events or soccer clinics shall be exempt from this provision.
- 7.4 A maximum of three (3) people may be rostered to a recreational team as team officials. This includes coaches, assistant coaches, team parents and assistants.
- 7.5 All Organization standings will be determined by the three (3) point system:
- (a) Win=3 points, Tie=1 point, Loss=0 points
- 7.6 A win by forfeit results in 3 points for the winning team with the game scored at 3-0. If the rankings are tied at the end of season play, the following hierarchy will be used to determine final league standings:
- (a) Winner in head to head competition
 - (b) Highest goal difference (goals for minus goals against) and a maximum of three (3) goals per games. (A score of 7-3 would be scored as three points for the winning team and zero points for the losing team.)
 - (c) Total goals allowed (team with fewest goals allowed shall advance).
 - (d) The team with the least penalty points advances
- 7.7 In an effort to discourage violent play and misconduct, this organization has adopted the Progressive Discipline System as outlined in STYSA Rules.
- 7.8 In order to participate in state play-off events, a player or team may not exceed the penalty points allowed as outlined in the Progressive Discipline System.
- 7.9 There is no ball contact allowed within the goal box for U08 4v4 games. All players may pass through the goal box as long as they do not touch the ball while in the box. If the ball comes to a rest on the goal box, a goal kick is awarded regardless of who touched the ball last. Any part of the ball or player's body on the line or inside the plane of the box is considered in the goal box and an extension of such. If a defensive player touches the ball after it has entered the plane, a penalty kick will be taken from the center of the midfield line. The ball cannot be touched a second time by any player. If a goal is scored the game will continue with a kickoff. If a goal is not scored the restart will be with a goal kick by the defending team. If an offensive player touches the ball after it has entered the plane, a goal kick will be awarded to the defensive team. The plane of the goal box extends upward.
- 7.10 If a coach wants to reschedule a game within 5 days of that game the coach will be responsible for paying the equivalent of the referee fees.