

## ARTICLE 8: PLAYING RULES

### SECTION 8-1: FIFA LAWS OF THE GAME

The playing rules within these Bylaws are additions, modifications, or interpretations to the current FIFA "Laws Of the Game", which are followed in all competitions of the Delco Soccer League. The intent of these special playing rules is to increase the enjoyment of the game for youth soccer. Changes, additions and deletions from these special playing rules will be voted upon by the membership to take effect 30 to 60 days prior to the start of any competition expected to follow such changes.

### SECTION 8-2: FIELD PREPARATION RESPONSIBILITY

The home club must provide adequate goals, nets, corner flags, and markings in accordance with FIFA "Laws Of The Game". The field should be at least 100 yards long and at least 50 yards wide. However, a smaller field may be provided where longer dimensions are not practicable. Adequate protection must be provided to the visiting team and referee.

### SECTION 8-3: SEPARATION OF TEAMS AND SUPPORTERS TEAMS ON OPPOSITE SIDELINES

1. Official of home team selects one sideline, along which all players, coaches and supporters will remain.

2. All visiting team players, coaches and supporters must remain along the sideline on the opposite side of the field.

**NOTE: See amended 2008 Fall Season Rules**

3. Coaching from the sidelines may never be done from any point opposite the penalty area. Coaching may be restricted by the referee at that section of the sideline extending 10 yards on both sides of the center of the field. Coaching may be prohibited entirely whenever the referee considers it to be detrimental to the play of the game.

4. Teams not honoring section 8-3 of bylaws will be automatically fined \$75. If any incident occurs as a result of failure to comply with this bylaw an additional \$75 will be mandated.

### SECTION 8-4: CONTROL OF SPECTATORS, PLAYERS, and TEAM OFFICIALS

Officials of both teams must adequately control their players, coaches and supporters and not allow anyone to enter the field while the game is being played.

The coach of either team may report to the referee whenever a coach or supporter of the opposing team is on the wrong side of the field. Any such

individual must move to the appropriate location immediately upon request and with no interference or further delay to the game. Otherwise, the referee may eject the offending party.

#### SECTION 8-5: OFFICIAL BALL

The home team must supply a game ball in a condition acceptable to the referee. A linesman for use may hold a second ball whenever the ball in play is kicked too far from the field.

Under-9, Under-10, Under-11 and Under-12 teams use #4 balls. All older teams use #5 ball.

#### SECTION 8-6: PRE-GAME FORMALITIES

The following steps should begin approximately 10 minutes before the scheduled start time of the game.

2. Referee signs each line-up form, keeps one copy of each, and gives one copy of each to each coach. Referee keeps Coach's Pass until the end of the game.

3. Coach of each team has players line up near center of field with each player holding own Player Pass.

4. Coach collects Player Passes from opposing players, checks information against line-up form, checks photograph of player against the actual player, and then returns all accepted Player Passes to the opposing coach. A player is not allowed to play in a game unless the player's name is on the line-up form. Any irregularity is brought to the attention of the opposing coach. Any ineligible player should not be listed on the game line-up form. If any ineligible player is identified, the referee is asked to note the particulars in the referee's game report, and the game will then be played under protest. If the protest is later upheld, the team with the ineligible player will forfeit the game. Each coach should have the official Team Roster form at the field to minimize any confusion in case the opposing coach identifies an ineligible player. The official Team Roster is the yellow copy that has the League's stamp on it.

5. Referee calls for captains: allows home team to call heads or tails in toss of the coin; asks whether winner of toss wants to have the first kickoff OR wants to choose which end of field to defend in the first half. (In second half, teams swap ends and other team has kickoff).

6. Referee verifies that at least 7 players are on the field for each team. Any number less than 11 should be reported to the respective coach. A team may always play with 11 players even though the opposing team fields less than 11. A team with less than 7 players on the field must forfeit the game.

For small-sided games, where the standard number of players is less than the full 11, the league shall establish the minimum number of players prior to the beginning of competition.

7. If the home team is wearing a uniform of the same color as the visiting team, so as to be undistinguishable by the referee, the home team will change to a different colored jersey.

8. Referee verifies each goalkeeper is ready to play, and then referee whistles for the game to begin.

9. All player cards and coaches cards will be returned to the coaches at the end of the game. The referee and coach must submit an immediate incident report utilizing our online reporting system. Coaches are mandated to hold players out of next game and also remain out of the next league game until the Referee Liaison reaches a decision.

10. A player who arrives as the game is in progress and whose name appears on the line-up form, may substitute in the normal manner upon presenting a Player Pass to the referee, subject to a later check by the coach of the opposing team.

#### SECTION 8-7: REPORT OF IRREGULARITIES

Any irregularity in a Player Pass, line-up, or field condition must be questioned during the pre-game formalities so it may be corrected or included in the referee's game report.

Any irregularity unknown before the game must be reported to the referee as soon as it is known and to the Games Commissioner and/or league in the manner specified. Any delay in reporting an irregularity will cause its validity to be suspect.

#### SECTION 8-8: PLAYER'S EQUIPMENT

Teams must wear regulation soccer uniforms. When the colors of uniforms of opposing teams are identical or so similar that is difficult to distinguish between them, in the referee's opinion, the home club is required to change into a contrasting jersey.

Sweat pants may be worn while playing on the field in severely cold weather, at the discretion of the referee. They do not have to match the color of the uniform, and players on the same team may wear different colors, as long as it is not difficult for the referee to distinguish between teams. However, the sweat pants must have no metallic buckle, snaps, buttons or other item that the referee considers dangerous to any player.

Team captains may wear identifying armbands of a type approved by Delco Soccer League. Captains are to be identified on the game line-up.

All players, except goalkeepers, must wear numbers not less than eight inches high.

All players must wear shin guards during all games, tryouts, and practices. Shin guards must be of an approved type and worn under socks. Referees will enforce this requirement during pre-game equipment check. Players not in compliance are not allowed to participate until they are in compliance.

Players' uniforms must conform to FIFA rules.

#### SECTION 8-9: REFEREE EVALUATION REPORT

An official of each team must complete a referee evaluation report for each game to assist the referee association in evaluating referee performance. These reports must be sent to the Referee Liaison. Failure to submit a referee evaluation report, within 4 days of the game, will result in a fine of \$10 for each occurrence.

#### SECTION 8-10: LINESMEN

If linesmen do not appear for a game, then each team is expected to provide one linesman at each game.

#### SECTION 8-11: START OF PLAY

A game can be started on time when at least seven players, properly representing each team, are present. Avoidable delay exceeding 15 minutes is sufficient cause for protest.

The referee may shorten any game delayed for a period greater than 15 minutes at its start and followed by another scheduled game by the same period of time (the time in excess of the 15 Minutes) in order to avoid excessive delay of the following game. The coach of each team must be notified of this intention before it occurs.

#### SECTION 8-12: DURATION OF THE GAME

The length of each game depends on the age division.

U-9 and U-10 Divisions Two 25 minute halves

U-11 and U-12 Divisions Two 30 minute halves

U-13 and U-14 Divisions Two 35 minute halves

U-15 and U-16 Divisions Two 40 minute halves

U-17 and U-19 Divisions Two 45 minute halves

A game is considered complete at the end of the above-prescribed periods, unless special provisions have been established by the Executive Committee to handle playoff games, championship games, all-star games or tournament games.

A referee upon request of a team official may shorten a game, provided the other team agrees.

A game is official after 1 minute has been played in the second half.

#### SECTION 8-13: NEVER CHARGE GOAL KEEPER

No player can charge a goalkeeper in the penalty area while the goalkeeper has possession of the ball. This holds for all age divisions.

SECTION 8-14: UNDER 9 & 10 CORNER KICK FROM THE TOUCH LINE  
CORNER

For the Under 9 & 10 Age Division, each corner kick is taken from the touchline corner.

SECTION 8-15: UNDER 9 & 10 GOAL KICK AND FREE KICK FROM THE 12-YARD LINE

**NOTE: See amended 2008 Fall Season Rules**

For the Under 9 & 10 Age Division only, each goal kick, and each indirect kick or direct kick awarded to a team within its own penalty area, is moved forward and taken from the 12 yard line (front of the penalty area). Opposing players are required to stay out of the penalty area and at least 10 yards from the ball. The ball must move forward (away from the penalty area) a distance equal to the ball circumference before a second player can touch it. The ball must clear the “box” to be considered “in play”. The second player may choose to deliver the ball back to the goalkeeper, however the goalkeeper cannot use his hands or be considered “handling” the ball resulting in an indirect kick from the spot that the keeper touched the ball.

#### SECTION 8-16: SUBSTITUTIONS

During the following stoppages in play, any number of players may enter the game as substitutes for players on the field. A player who is replaced may later re-enter the game as a substitute.

- Prior to throw-in, the team with possession of ball may substitute.

**NOTE: See amended 2008 Fall Season Rules**

- Prior to goal kick, both teams may substitute.
- During an injury stoppage both teams may substitute. However, only one player may be substituted for the injured player, and the other team may only substitute for one player.

- After a goal is scored, both teams may substitute. At half time, both teams may substitute.

The consent of the referee is required before making any substitution prior to a throw-in, prior to a goal kick, or during an injury stoppage.

#### SECTION 8-17: SUBSTITUTION AT OFFICIAL CAUTION

When play is stopped while referee is issuing an official caution (yellow card), a team official may substitute for the player being cautioned to provide a "coolingoff" period and to improve game continuity and control. This action must be taken and completed without significantly delaying the game any further.