

CATHOLIC YOUTH ORGANIZATION

SOCCER RULES/REGULATIONS

I. PLAYING RULES:

- A. Official Rules: The rules for the CYO Soccer League are those of the National Federation of State High School Associations (NFHS) and Michigan High School Athletic Association (MHSAA). It is imperative that each coach has a working knowledge of the NFHS and MHSAA rules in addition to those rules governing CYO Athletics.
- B. Purpose of these Rules: CYO wishes to stress that scores are not to be run-up by winning teams, and also wishes to emphasize that coaches must make every effort to play as many team members as possible in a given game.
- C. Team Minimum:
1. 7/8th Grade: 11 v 11 – Each team shall not have more than eleven (11) properly uniformed players on the field at the start of a game, one of whom shall be the goalkeeper. A game shall not be started with fewer than seven (7) properly uniformed players on each team. After the game is started, it may not be continued with fewer than seven (7) players on either team. If a team has fewer than seven (7) eligible players, the game shall be terminated, and a forfeit shall be declared.
 2. 5/6th Grade: 9 v 9 – Each team shall not have more than nine (9) properly uniformed players on the field at the start of a game, one of whom shall be the goalkeeper. A game shall not be started with fewer than seven (7) properly uniformed players on each team. After the game is started, it may not be continued with fewer than seven (7) players on either team. If a team has fewer than seven (7) eligible players, the game shall be terminated, and a forfeit shall be declared.
- D. Team Rosters for Officials: Each team shall submit a team roster, containing the first and last names and numbers of all players, and substitutes, all bench personnel, and all coaches, to the official at least five (5) minutes prior to the start of the contest. The game shall not begin until this is complete. Players, substitutes, numbers, bench personnel and coaches may be added to the roster after the start of play. Goalkeepers may have two numbers listed on the roster, a goalkeeper's number and a field player's number.
- E. Game Time: Game time is forfeit time. If one team is not present and ready to play at the time that a game is scheduled to begin, their opponent may accept a forfeit victory for that contest. Game officials shall sign the score card to verify forfeit. No official is required to wait beyond the scheduled game time for a team.
- F. Game Length(s) Per Day:
1. **ONE GAME:** The game will be two (2) 30-minute halves with a 10-minute half-time period.
 2. **TWO GAMES:** The games will be two (2) 25-minute halves with a 10-minute half-time period per game.

- G. Overtime: No overtime periods for CYO regular season soccer games. Games that are tied at the end of regulation time shall remain a tie.

II. GAME RULES/REGULATIONS:

- A. Playing Field: Home team must provide a marked field with regulation goals at each endline.
1. Field size shall be approximately 100 yards long x 55 yards wide with a goal size of 8' x 24'. Field should be no more/less than 100 – 120 yards long and 55 – 80 yards wide.
 2. 5/6th grade ONLY may play on a field size of approximately 80 yards long x 55 yards wide or approximately 100 yards long x 45 yards wide with a goal size of 7'x 21'. This is not mandatory, and the field size noted in Rule II.A.1. is the default field size if a smaller field is not available and/or an option for host sites.
- B. Protective Equipment: Shin Guards are required; mouth protector/guard is recommended.
- C. Regulation Ball: Ball size for 7/8th grade boys and girls teams will be a #5 size ball, and 5/6th grade boys and girls teams will use a #4 size ball.
- D. Uniform Jerseys: The home team shall wear dark jerseys.
- E. Uniform Numbers: Jersey or shirt must have numbers, even if only taped.
- F. Roster Exchange: Preceding ALL CYO Soccer Non-League/Crossover and/or League Contests, each team is REQUIRED to exchange rosters with the opposing team ten (10) minutes prior to the start of the game. This list should be prepared in numerical sequence indicating jersey number and name of each player. Any team that does not provide a roster to exchange with the opposing team will receive a forfeit loss for that contest.

III. LEAGUE RULES/REGULATIONS:

- A. Officials: CYO will assign officials for all games. The home team is responsible for paying all officials prior to the start of the game. One (1) to two (2) officials will be assigned for all games. **NOTE:** Parishes/Schools wishing to obtain their own MHSAA/FIFA registered officials should notify the CYO Office when entering teams.
- B. Officials Not Present: In the event that the assigned officials are not present to officiate the game(s) the teams will have two (2) options:
1. Play the game with individuals they mutually agree to have officiate the game(s). If a mutual agreement is made to play, the contest(s) results will stand.
 2. Re-schedule the game(s) with the CYO office after mutually agreeing on date(s) and time(s).
- C. Suspended Games: In the event a game must be suspended because of conditions which make it impossible to continue play, the head referee shall declare it an official game if one (1) complete half or more of the game has been played. If less than one (1) half of the game has been played, the game shall begin from the point at which play was suspended.
- D. League Standings: The league standings will be computed on the basis of two (2) points for a win, one (1) point for a tie, and zero (0) points for a loss. Non-league games do not count in division standings.

- E. Game Timer: The game referee will keep the official time.
- F. Game Score Keepers: Each team is required to supply a scorer for the game. The scorer will keep score on the score cards provided by the CYO. The home team is the official scorer.
- G. Roster Limitations: There is no limit as to the number of players that a team may have. Additional players may be similarly registered (as per eligibility rules) at any time during the regular season.
- H. Insurance: Secondary medical insurance is provided for participants for all athletics through the Michigan Catholic Conference. This coverage has some limitations and is secondary to parent's medical coverage. This coverage is in effect if the student has no medical coverage. Information can be obtained through School Principals or Parish Pastors.
- I. Allowable Games Per Team:
 - 1. No team may play more than three (3) games per calendar week (Monday through Saturday).
 - 2. If two multi-team games are scheduled in one week, the limitation will be waived to four games of soccer in one week (Monday through Saturday).

IV. PLAY-OFFS:

- A. 5/6th Grade: There are no play-offs for 5/6th grade teams.
- B. 7/8th Grade: The CYO will sponsor a play-off at the conclusion of the season for the 7/8th grade teams that qualify. Teams qualifying for play-off may not enter into any other tournament(s).
- C. Division Tie Breaker for Play-off Seeding:
 - 1. Head-to-head games between tied teams.
 - 2. If still tied, point differential.
 - a. Soccer – point cap of 3 per game.
 - 3. If still tied, head-to-head by common opponent.
 - 4. If still tied, blind draw or flip of a coin.
- D. Play-Off Tie Breaker:
 - 1. There shall be two (2), full 10-minute overtime periods.
NOTE: Not sudden victory, sudden death, or golden goal.
 - a. A coin toss shall be held.
 - b. At the end of the first 10-minute overtime period, teams shall change ends.
 - c. There shall be a 2-minute interval between periods.
 - 2. If after the two (2) 10-minute overtime periods the score is still tied, there will be a shoot-out.

V. VIOLATIONS AND PENALTIES:

Violations of CYO rules and regulations shall subject a member Parish/School to any or all, but not limited to, the following: censure, probation with competition, probation without competition, forfeiture, suspension, and expulsion.