

SOCCER

MANUAL

***Coaching Our Kids to Do Their Best,
Improve Their Skills And Display
Moral Values***



Washington, D.C.



SOCCER MANUAL

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IMPORTANT DEADLINES:

- **Age Cut Off:** August 31st
- **Rosters Due:** August 24th
- **Rosters Freeze:** September 22nd
- **Registration Deadline:** July 20th

★ *Any team added or dropped after this date is subject to additional fees.*

MISSION STATEMENT:

Catholic Youth Organization (CYO) athletic programs seek to help young men and women, within the 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.

ELIGIBILITY GUIDELINES:

1. COACHES

- I. In order to coach in the CYO Soccer Program, 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 twenty-one (21) years old and assistant coaches must be at least eighteen (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

- I. Each athlete in the CYO Soccer Program 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 August 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.
 - i. The level of the HS team (freshman, junior varsity, 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.

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

TEAM REGISTRATION:

1. AGE / GENDER DIVISIONS

- I. 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 August 31st.

CO-ED DIVISION	GIRLS DIVISION	BOYS DIVISION
7 and Under	10 and Under	10 and Under
8 and Under	12 and Under	12 and Under
	14 and Under	14 and Under

DIVISION	ATHLETES ON FIELD	SEASON
7 and Under	7 v 7 No Goalie	Dual-Goal, Developmental Games Sept. 14 th – Oct. 26 th
8 and Under	7 v 7 No Goalie	Dual-Goal, Developmental Games Sept. 14 th – Oct. 26 th
10 and Under	8 v 8	Games/ No Playoffs Sept. 6 th – Oct. 26 th
12 and Under	8 v 8	Games / Play-Offs Sept. 6 th – Nov. 4 th
14 and Under	11 v 11	Games / Play-Offs Sept. 6 th – Nov. 4 th

2. FLOATERS

- I. All floaters require an approval letter from the CYO Office.
- II. A floater is an athlete who plays on more than one (1) team. An athlete who plays on two (2) teams would be considered a floater on both teams.
 - Floaters must be placed on both team's rosters and identified as a floater for both teams.
- III. 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.

- IV. 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.
- V. A floater should play a secondary role in the game, as a substitute or filling the role of missing athletes’ position.
- VI. LIMITATIONS:
 - Floaters can only play up a competition level, never down.
 - i. “B” team athletes may become designated floaters for “A” team rosters, but not vice versa.
 - ii. 12U athletes may become designated floaters for 14 U team rosters, but not vice versa.
 - 12U DIVISIONS:
 - i. May designate up to three (3) floaters, provided the roster has no more than nine (9) regularly rostered athletes.
 - 14U DIVISIONS:
 - i. May designate up to four (4) floaters, provided the roster has no more than twelve (12) regularly rostered athletes.

3. TEAM ROSTERS AND REGISTRATION

- I. Team rosters must be submitted through SportsPilot by September 22nd.
- II. ROSTERS MUST INCLUDE EACH ATHLETE’S:
 - Full Name
 - Address
 - Date of Birth
 - Gender (as listed on Birth Certificate)
 - Uniform Number
 - Parish Attending
 - School Attending
 - Parents Name, Email and Phone #
- III. Athletes must upload a copy of their Birth Certificate and a signed CYO Code of Conduct (annual) to SportsPilot.
- IV. Official rosters must also include one (1) head coach and at least one (1) assistant coach with:
 - Full Name
 - Address
 - Email
 - Cell Phone #
- V. After registering your team, please make sure to double check the “20XX 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 Lisa O’Meara (omearal@adw.org) immediately as teams not listed will not be scheduled.

4. FIELDS AND GAME EQUIPMENT

- I. SUGGESTED FIELD SIZES:
 - Field Sizes may differ by location based on available space.

DIVISION	FIELD SIZE	GOAL SIZE
7 and Under	50 yards by 40 yards	6ft Pugg goals, 4 per field
8 and Under	50 yards by 40 yards	6ft Pugg goals, 4 per field
10 and Under	75 yards by 50 yards	6 x 18ft goals
12 and Under	75 yards by 50 yards	6 x 18ft goals
14 and Under	100 yards by 60 yards	8 x 24ft goals

II. SOCCER BALLS:

DIVISION	BALL SIZE
7 and Under	Size three (3) ball
8 and Under	Size three (3) ball
10 and Under	Size four (4) ball
12 and Under	Size four (4) ball
14 and Under	Size five (5) ball

5. UNIFORMS (ALL DIVISIONS)

I. UNIFORMS:

- Must be numbered.
- Must not have duplicate numbers.
- A sponsor's name may appear on the uniform.
 - i. Contact the OYM/CYO Office for details on sponsors for Soccer.
 - ii. All sponsors must be approved by the CYO Office or CYO SCC
- Avoid, to the best of your ability, having opponents wearing the same color uniforms.
 - i. 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.
 - ii. The home team is required to bring at least eleven (11) scrimmage vests to every game.
 - Failure to comply may result in a forfeit.

II. CLEATS:

- Must be plastic molded bottoms or rubber, including “screw-in” cleats, to the sole of the shoe.
 - i. No metal, aluminum or metal-tipped cleats allowed.
 - ii. No cleats designed for other sports allowed.

III. 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.
 - i. Taping over earrings is not allowed.

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

CYO GAME PROCEDURES:

1. WEATHER POLICY

- I. See CYO Athletic Handbook.

2. REFEREE AUTHORITY

- I. 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.

- II. **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.
 - i. 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:
 - i. 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).
 - ii. 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.
 - i. 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.

- ii. 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.
 - o 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

- I. 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.
- II. 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 eighteen (18) yard box.
 - Spectators need to position themselves between the eighteen (18) yard boxes on the opposite sideline.
- III. Failure to abide by these restrictions will be punished as unsportsmanlike conduct and result in a yellow (caution) card.
- IV. No spectators are allowed on the field at any time.
- V. 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

- I. The game's start time will be the start time as listed on the schedule, regardless of when the game actually began.
- II. Teams are expected to be at the game site 30 minutes before the scheduled game time, with two (2) child protection compliant adults in charge.
- III. The Referees watch will be the official time.

5. FAILURE TO SHOW / FORFEITS

- I. If a team fails to show up, there will be a ten (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 show 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.
 - i. Misinterpretation of a schedule by a participant is not an excused circumstance.

- II. FORFEIT:
 - A forfeit will be called, by the game site Referees, when a parish fails:
 - i. 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.
 - ii. 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.
 - Teams forfeiting two games will not be eligible for the playoffs.
- III. REFEREE FAILURE TO SHOW:
 - If the game Referees are not present after the ten (10) minute grace period has expired, volunteer Referees must be used or the game will not be played.
 - i. If a game begins with volunteer Referees, the game becomes an official game and the results will count in the standings.
 - ii. The game will not be rescheduled due to a game Referee not showing.

6. POSTPONEMENTS

- I. Only the CYO Office or game Referees can postpone games.
- II. Games will be considered for rescheduling due to Sacramental parish events only.
- III. Games will not be postponed or moved during the regular season or playoffs for the following:
 - High School Open Houses
 - Field trips
 - Class parties
 - Cotillion
 - Other non-CYO events
- IV. Individual parishes or schools may not postpone games.
- V. 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

- I. Playing time for each division are as follows:
 - 7U & 8U DIVISIONS: Four (4) periods of ten (10) minutes.
 - 10U DIVISION: Two (2) periods of twenty (20) minutes.
 - 12U DIVISION: Two (2) periods of twenty-five (25) minutes.
 - 14U DIVISION: Two (2) periods of thirty-five (35) minutes.
- II. 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.
- III. 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 DIVISION: No minimum required.
 - 12U DIVISION: Minimum of forty (40) minutes.

- 14U DIVISION: Minimum of fifty (50) minutes.

8. PLAYING REQUIREMENTS

- I. 8U DIVISION:
 - All athletes must play one (1) FULL quarter of the game.
 - i. The athlete must start, play continuously (without substitution), and finish the same quarter.
 - All athletes must sit out one (1) FULL quarter of the game.
 - i. The athlete must NOT play at all, in that quarter.
- II. 10U, 12U "B" & 14U "B" DIVISIONS:
 - By the end of the season, all athletes should average playing for half of each game.
 - The CYO Office expects participation for every child in every sport or activity.
- III. 12U "A" & 14U "A" DIVISIONS:
 - All athletes must play a portion of each game.
 - The CYO Office expects participation for every child in every sport or activity.
- IV. Violation of these rules is a serious issue and will be dealt with by the CYO Office.
 - The only exception to these rules is an injury serious enough to keep the athlete from further participation in the game.
- V. If a coach or parent is questioning the compliance with the participation, the CYO Office and/or the CYO Soccer Competition Committee will review the matter.
- VI. Failure to comply may result in the exclusion of the team and/or coach from postseason play or coach from future participation in CYO.

9. TEAM SPORTSMANSHIP LIAISONS

- I. Each team must provide a volunteer to serve as a Team Sportsmanship Liaison (TSL).
- II. 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.
- III. Any team not providing a TSL will forfeit the game.
- IV. Coaches may not serve as a TSL.

10. ROSTER CHECKS & INFRACTIONS

- I. ROSTER CHECKS:
 - Coaches are responsible for providing a CYO approved roster at every game that the TSL's will check.
 - i. Both TSL's must verify team rosters prior to the start of the game.
 - ii. 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:
 - i. All athletes will be allowed to play.
 - ii. Coaches and the TSL from both teams must sign their rosters.

- iii. 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.
- II. **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 August 24th will be subject to being disqualified from any postseason play.
 - Athletes not added to the official CYO roster by September 22nd will be disqualified from participating with the team.

11. SUBSTITUTIONS

- I. Substitutions shall be unlimited.
- II. 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.
 - i. 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.
- III. The Referee may deny a substitution at their discretion.

12. FOULS AND MISCONDUCT

- I. 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 five (5) minute “cooling-off period” before the athlete may re-enter the game at the first official opportunity.
- II. Coaches are responsible to see that all athletes are properly equipped.
 - Failure to do is subject to appropriate penalties for misconduct.
- III. 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.
- IV. The CYO Office will take disciplinary action when repeated misconduct violations are discovered.

13. SLIDE TACKLING (ALL DIVISIONS)

- I. Slide tackling is not permitted in any CYO games.
- II. 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.
- III. 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.

- IV. Goalies may legally slide in an attempt to gain possession of the ball.

14. HEADING

- I. 7U, 8U, 10U & 12U DIVISIONS:
- Heading the ball is not allowed in games or practices.
 - i. 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.
- II. 14U DIVISION:
- Heading the ball is allowed.
 - Proper instruction and caution should be utilized.
 - Coaches should limit heading drills during practice.

15. MERCY RULE

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

16. SPECIAL GAME PLAY PROCEDURES

- I. 7U & 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:
 - i. Coaches will officiate the game.
 - ii. Only one (1) individual acting in an officiating capacity per team can be on the field.
 - iii. Parents, spectators or non-officiating coaches are not allowed on the field, behind or near the goals.
 - GOALS:
 - i. Goals are six (6) feet wide; approximately three (3) feet high pop up goals (PUGG brand).

- ii. There are four (4) total goals on the field.
- iii. Position goals approximately twenty to twenty-five (20-25) feet from the corners of the field.
 - This will vary depending on the total field size.
- iv. Imagine an eight (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:**
 - i. Teams may score in either of the two 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.
 - ii. No scores are kept or recorded.
 - iii. No Mercy Rule.
 - Coaches should do their best to address and prevent lopsided scoring situations.
- **ATHLETES:**
 - i. There will be seven (7) athletes per team on the field.
 - ii. **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.
 - iii. **GAME TIME:**
 - Games are played in four (4) ten (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.
 - iv. **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.
 - i. 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,
 - i. Goal mark should be approximately twenty-five (25) feet onto the field from the goal line/corner kick mark.
- No Off Sides.
 - i. Coaches are to refrain from “cherry-picking” or intentionally placing athletes in off sides positions for competitive advantages.
- No Penalty Kicks.
 - i. Any penalties near the goal will result in the ball being placed approximately fifteen (15) feet away from the goal.
- THROW-INS:
 - i. If the throw-in was decently attempted it should be considered “legal” and play continues as normal.
 - ii. 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.
 - iii. 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!

II. 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 one (1) retake opportunity to perform a proper throw-in for a ball that goes out of play over the sidelines.
 - i. 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.
 - i. 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

I. 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.
- II. NON-CITY TITLE PLAYOFF GAMES:
- Only athletes on the field when the games ends are eligible to participate in the tiebreaker.
 - Tie games will go into penalty kicks.
 - i. Coach will select five (5) athletes from their teams to take five (5) penalty kicks for each team, in an alternating manner.
 - ii. If the tie remains after each team has had five (5) penalty kicks, each coach will select five (5) more athletes, different from the original five (5) athletes, to take penalty kicks in a sudden victory situation.
 - First goal wins.
 - If a tie still exists after ten (10) penalty kicks by each team, the sudden victory penalty kicks continue.
 - Coach may select any five (5) athletes to take the next set of alternating penalty kicks.
- III. CITY TITLE PLAYOFF GAMES:
- Only athletes on the field when the games ends are eligible to participate in the tiebreaker.
 - Ties will go into a ten (10) minute sudden death overtime period.
 - i. First goal wins.
 - If a tie still exists at the end of sudden death, the game will go into penalty kicks.
 - i. Coach will select five (5) athletes from their teams to take five (5) penalty kicks for each team, in an alternating manner.
 - ii. If the tie remains after each team has had five (5) penalty kicks, each coach will select five (5) more athletes, different from the original five (5) athletes, to take penalty kicks in a sudden victory situation.
 - First goal wins.
 - If a tie still exists after ten (10) penalty kicks by each team, the sudden victory penalty kicks continue.
 - i. Coach may select any five (5) athletes to take the next set of alternating penalty kicks.

18. LEAGUE STANDINGS (12U & 14U DIVISIONS ONLY)

- I. Three (3) points are awarded for each win.
- II. One (1) point is awarded for a tied game.
- III. Zero (0) points are awarded for each loss.
- IV. Teams accumulating the most points in this manner during the regular season will advance to the play-offs.
- V. After consideration by CYO Office and/or the CYO Soccer Competition Committee, teams with an uneven amount of games played due to weather issues or numerical scheduling opportunities, may possibly advance to the play-offs.
- VI. TIE BREAKING PROCEDURES FOR LEAGUE STANDINGS:
 - Head to head competition.
 - i. All teams involved in the tie will compare their records against the other tied teams.

- ii. If a tie still exists, then a playoff system will be set up to break the tie.
- If all the teams involved in the tie have already qualified for the playoffs, a blind draw will determine seeding positions.
- Goal differentials do not factor in standings or tiebreakers.

19. REPORTING THE SCORE

- I. 7U, 8U & 10U DIVISIONS: Do not report scores.
- II. 12U & 14U DIVISIONS: The winning team or both teams in a tie are responsible for emailing the score to: CYOSCORES@ADW.ORG.
 - All scores should be reported within 24 - 48 hours.
 - List Parish Name, League, Division, Gender, location of game and the score.
 - Failure to report scores in a timely manner may count as a loss for both teams.

20. PROTESTS

- I. Refer to CYO Athletic Handbook for full details.
- II. 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 meet in question.

21. EJECTIONS

- I. 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 field to a minimum distance of at least the parking lot and have no further contact with the team(s) or Referees.
- II. ATHLETE EJECTIONS:
 - Disqualified from any further participation in the current game.
 - Athletes must stay on the team bench.
 - Mandatory minimum **ONE (1)** game suspension; the next scheduled game.
- III. HEAD COACH EJECTIONS:
 - Referees will suspend the remainder of the game.
 - The CYO office will review the incident for grounds for forfeiture of the game.
 - Teams must leave the field area immediately to a minimum distance of the parking lot.
 - Delaying departure or continued disruptions may be grounds for additional disciplinary actions.
 - Mandatory minimum **TWO (2)** game suspension; next two (2) scheduled games.
 - 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.
- IV. 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 **TWO (2)** 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 offending Assistant Coach / Scorekeeper / Base Coach will be allowed to return to any games.

V. 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 **ONE (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 offending spectators will be allowed to return to any games.

VI. 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.

VIII. EJECTION VIOLATIONS:

- Any individual, except an athlete, that has been ejected and does not leave the field 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:

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

1. SPORTSMANSHIP

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

2. EVENT ACCESS

- I. All spectators, whether parents or not, are to stay off the field at all times. This privilege belongs to only athletes and the coaches.

- II. CYO Referees 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 Referees, coaches, athletes, or other spectators).

3. ALCOHOL & DRUGS

- I. 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

- I. Smoking/vaping is not permitted near the field 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

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

6. DAMAGE

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

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

CYO SOCCER REGULAR SEASON RULES CHART:

RULE	7U	8U	10U	12U	14U
ATHLETES FULL TIME/MINIMUM	7 v 7 / 3 No Goalie	7 v 7 / 5 No Goalie	8 v 8 / 7	8 v 8 / 7	11 v 11 / 7
BALL SIZE	3	3	4	4	5
GAME DURATION REGULAR SEASON (PER/MIN)	4/10	4/10	2/20	2/25	2/35
OFFICIAL GAME/ MERCY RULE	20 min. / No	20 min. / No	20 min. / Yes	40 min. / Yes	50 min. / Yes
TIE BREAKER REGULAR SEASON	None	None	None	None Each team 1 point	None Each team 1 point
OFF-SIDES (RESTART INDIRECT KICK)	No	No	Yes	Yes	Yes
THROW-IN RETAKES	Unlimited	Unlimited	1 per throw- 1st half only	No	No
PENALTY KICKS	No	No	Yes	Yes	Yes
DELIBERATELY HANDLING OF THE BALL (RESTART DIRECT KICK)	Only if ball is caught or picked up	Yes	Yes	Yes	Yes
OTHER PENAL FOULS * (RESTART DIRECT KICK)	Call if dangerous play	Call if dangerous play	Yes	Yes	Yes
SLIDE TACKLING PERMITTED	No	No	No	No	No
HEADING	No	No	No	No	Yes
DANGEROUS PLAY	Yes/ Indirect Kick	Yes/ Indirect Kick	Yes/ Indirect Kick	Yes/ Indirect Kick	Yes/ Indirect Kick
GOALIE BALL HANDLING FOULS (RESTART INDIRECT KICK)	No	No	Call after warning	Yes	Yes
YELLOW/ RED CARDS	No	No	Yes	Yes	Yes

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