

2020 SOUTH COUNTY DISTRICT CYC SUPPLEMENTAL SOCCER RULES DOCUMENT

1ST GRADE – 4TH GRADE COMMON RULES: These rules will be used by all parishes in South County District moving forward to govern all 1st grade through 4th grade games. **These rules ARE NOT subject to change based on the wishes of the coaches, fields or officials.**

1st GRADE

- Ball Size: #3
- Playing Time: 4 – 12 Minute Quarters
- Number of Players on Field: 8 players, 1 player must be the goalkeeper (6 players must start and finish the game)
- Coach on Field: Yes
- Foul Throw In: 1 Retry
- Throw In DOES NOT come inbounds: 1 Retry
- If Goal Kick DOES NOT leave the box on 1st Attempt: Ball can be moved up 10' and retried by same player.

2nd GRADE

- Ball Size: #3
- Playing Time: 4 – 12 Minute Quarters
- Number of Players on Field: 8 players, 1 player must be the goalkeeper (6 players must start and finish the game)
- Coach on Field: Yes
- Foul Throw In: 1 Retry
- Throw In DOES NOT come inbounds: 1 Retry
- If Goal Kick DOES NOT leave the box on 1st Attempt: Ball can be moved up 10' and retried by same player.

3rd GRADE

- Ball Size: #4
- Playing Time: 2 – 25 Minute Quarters
- Number of Players on Field: 8 players, 1 player must be the goalkeeper (6 players must start and finish the game)
- Coach on Field: No
- Foul Throw In: Ball goes to other team
- Throw In DOES NOT come inbounds: Ball goes to other team
- If Goal Kick DOES NOT leave the box on 1st Attempt: 2nd Attempt shall be retried by same player.

4th GRADE

- Ball Size: #4
- Playing Time: 2 – 25 Minute Quarters

- Number of Players on Field: 8 players, 1 player must be the goalkeeper (6 players must start and finish the game)
- Coach on Field: No
- Foul Throw In: Ball goes to other team
- Throw In DOES NOT come inbounds: Ball goes to other team
- If Goal Kick DOES NOT leave the box on 1st Attempt: 2nd Attempt shall be retried by same player.

ADDITIONAL RULES AND CLARIFICATIONS:

- 1.) Teams will change direction at half-time only (this includes 1st and 2nd Grade).
- 2.) In the event of a hot days it is at the officials discretion on whether to have additional water breaks. I would strongly encourage the officials to get together to discuss with the coaches before the game to go over the ground rules for these water breaks. If it is desired to have water breaks a good base rule would be at every quarter of the entire game time, players on the field need to remain on the field, the timeout will only be for 1-2 mins, play should be stopped at a normal stoppage in play (such as a throw in or free kick) and no coaching is to occur during the water break. This is to keep the game moving, but give the players an opportunity to hydrate. Additional water breaks can be added if the officials deem them necessary.
- 3.) The first team named on the schedule will be the home team. If the officials feel that there is a conflict of jersey colors, the HOME TEAM should change their jersey color.
- 4.) At all games during the first three weeks of the season, team rosters and CYC ID's will be checked for all Divisions. All managers, players and coaches must be listed on an official CYC roster (including supplemental rosters) and also must have a valid official CYC ID card to be eligible to participate.
- 5.) Teams must have their official CYC Roster and CYC ID cards present at every game. If not, and the missing items are not produced prior to the end of the game, the game is subject to forfeit without the need of protest. Player(s) listed on the game card will be considered as having participated in the game.
- 6.) Prior to the start of each game, both Managers are required to surrender their ID card to the game Official along with a completed (front & back) game card. Failure to comply may result in a warning or ejection by the officials. The ID's will be returned after the game card has been signed.
- 7.) Any Manager or Coach that refuses to sign a game card upon completion of the game will serve an automatic and immediate one (1) game suspension.
- 8.) Any league game terminated due to weather or unplayable field conditions will be replayed if less than 75% of the game time has been played.
- 9.) The District Mercy Rule is that a game shall be ended if 75% or more of the game has been played and one team is ahead by 5 goals or reaches a 5 goal difference. This rule applies to all District league and playoff games for Midget (5th grade) and higher Divisions. Atom and Bantam Divisions (1st through 4th grade) are exempt from this rule.

- 10.) In the 1st and 2nd grade only, one (1) coach for each team will be allowed on the field during play. The field coach may not enter the penalty area (a red card offense) nor touch a player (a yellow card offense) while the ball is in play. If a coach on the field is ejected from the game, that coach may not be replaced, and all other coaches must remain in the sideline coach's box. There are no "goalie" coaches allowed at the goal, either on or off the field.
- 11.) The players, coaches and fans are the responsibility of the team manager. Discipline on the field can be leveled to the team manager for infractions by any of the previously mentioned groups. Discipline can include yellow card, red card and/or ejections and suspensions. If a fan, player or coach is ejected, it is the team manager's responsibility to ensure they leave the field. If a player is unable to leave the field, because no guardian is present, the team manager shall ensure the player is kept in control near the bench area. If the ejected player refuses to leave the field the officials will then go to a person responsible for the field have them contact law enforcement to have the person removed from the premises.
- 12.) If a player is given a red card for what is perceived to be an aggressive foul. They should not be allowed to take part in the end of game hand shake. This is not meant to punish the player further, but defuse any additional confrontations.
- 13.) It is the responsibility of the team manager, upon the ejection of any member of their team, to contact the sport lay-director of their parish with the name of the person(s) ejected. The lay-director must then notify the district of the ejection. Refer to the handout "Hearing Board Procedure" in your packet or on the web site.
- 14.) No Manager, Coach, Field Manager, Game Official or League Coordinator has the authority to declare a game forfeited. This authority rests with the District administration only.
- 15.) In case of stoppage of play due to an injury or any unusual situation, if one team is clearly in possession of the ball, the game shall be restarted by an indirect free kick by the team that had possession of the ball, at the spot where the ball was when play was stopped. Should there not be clear possession at the time the play was stopped, the restart will be a drop ball at the spot where the ball was when play was stopped.
- 16.) Lightning Policy - Referees will remove all participants from the field of play to a covered area immediately, on all fields at each site, at the first sign of a lightning flash. A waiting period of 20 minutes will take place after the first flash seen, and an additional 20 minutes from the last flash seen before play is resumed. **After a maximum of 30 minutes of wait time, the game will be postponed and reviewed by the district to determine if the game will be considered complete or is to be rescheduled. If the game is postponed the officials should write on the game card how much time was left was remaining in the game.** Games played earlier in the day/night will have no effect on the later games, unless there is still lightning in the area.
- 17.) Temperature Policy – TBD by CYC Central Office
- 18.) Minimum Fields by Grade
 - a. 12th & 11th Grade – 300ft (Length) x 200ft (Width)

- b. 10th & 9th Grade – 300ft (Length) x 200ft (Width)
- c. Parochial, 8th & 7th Grade – 270ft (Length) x 190ft (Width)
- d. 6th & 5th Grade – 225ft (Length) x 180ft (Width)
- e. 4th Grade - 225ft (Length) x 165ft (Width)
- f. 3rd, 2nd & 1st Grade – 210ft (Length) x 135ft (Width)