



Southern Tier Travel Soccer League Playing Rules

1. Rules

The current edition of FIFA Laws of the Game is the rulebook of the Southern Tier District Travel Soccer League, except as modified herein.

2. Age divisions

- 1.1 Under 12, 14, & 17.
- 1.2 A players' age is determined as age of Aug. 1 (see matrix, click below)
http://www.usclubsoccer.org/main.aspx?sec_id=15&guid=9c52b4f1-1815-4e3e-9dde-2250664456a4

3. Field sizes (preferred)

- [3.1 U12 division 50' x 100' maximum (for 11 v 11) – old rule]
- 3.1 U12 division 50' x 90' (for 9 v 9)
- 3.2 U14 division 50' x 100' minimum
- 3.3 U17 division 60' x 110' minimum

4. Field Markings

- 4.1 Field markings for U14 & U17 divisions should conform to USSF standards.
- 4.2 Field markings for U12 division should conform to USSF standards, where possible.

5. Size of Goals

- 5.1 U12 division – smaller than 8' x 24' preferred
- 5.2 U14 & U17 divisions – 8' x 24' regulation goal
- 5.3 All goal posts should be securely anchored.

6. Size of Ball

- 6.1 U12 division – Size 4
U14 & U17 divisions – Size 5
- 6.2 Balls should be provided by the home team, unless none of the proposed balls is acceptable to the referee.

7. Length of game(s)

- 7.1 U12 division – two (2) 30-minute halves
U14 division – two (2) 35-minute halves
U17 division – two (2) 45 minute halves
- 7.2 There should be a 10-minute break between halves for all games.

- 7.3 Time may be added on by the referee in any period for all time lost through the transport from the field of injured players, or time-wasting, the amount of which shall be a matter of discretion of the referee.
- 7.4 If a game ends in a tie, there shall be no overtime.
- 7.5 If, at the scheduled start of a game, any team cannot field a minimum seven players and/or the team does not have a coach with a current risk management pass, a fifteen-minute grace period will be allowed to rectify the problem. If, after fifteen minutes the situation has not changed, a forfeit will be awarded to the opposing team.
- 7.6 This section may be modified for tournaments.

8. Number of players

- 8.1 U12 division 9 (with minimum 7 to start or continue game)
- U12 division 11 (with minimum 7 to start or continue game)
- U17 division 11 (with minimum 7 to start or continue game)
- 8.2 Teams may roster up to 26 players, but may dress only 18 on game day.

9. Spectators

- 9.1 Where site conditions permit, all team players, coaches and team officials shall be located on one sideline with all spectators located on the opposite sideline.
- 9.2 Teams may have no more than three coaches on the player sideline during game.
- 9.3 No spectators, players, team officials or coaches shall be located along either endline.
- 9.4 This section may be modified if site conditions make the above impractical.

10. Player registration

- 10.1 A player may be assigned to more than one team in the Southern Tier District Travel Soccer League, but a primary team must be designated. (Only one team per age group).

11. Referees & assistant referees

- 11.1 Referees will be assigned by Southern Tier District Referee Unit Assignor.
- 11.2 Referees will receive the amount agreed upon between the Referee Unit and the Southern Tier District Travel Soccer League Board of Directors.
- 11.3 Assistant referees will be assigned to each game by the referee assignor.
- 11.4 Number of referees per game – U12 division – 1; U14 & U17 division – 3
 A club linesman will be used for one side of a U14 game during the 2009 season

12. Timekeeping

- 12.1 The official game time is kept by the referee on the field.
- 12.2 The referee may designate a person on the sidelines to keep official time, if the referee so chooses.

13. Substitutions

- 13.1 During the course of a game, each team may substitute an unlimited number of times, under the following conditions:
1. when awarded the ball for a throw-in;
 2. after a goal is scored (either team);
 3. when a goal kick is awarded (either team);
 4. between halves (or quarters);
 5. when a player from either team receives a caution
 6. for a player found wearing illegal equipment
- 13.2 Either team may substitute, if the coach or assistant coach needs to enter the field to treat an injured player. The player being attended to must then leave the field of play, with the exception of the goalkeeper.
- 13.3 All substitutions must take place at the field center line and only after being directed on by the referee.

14. Weather conditions

- 14.1 Games shall be played regardless of weather, except during thunder or electrical storms or other unplayable conditions. (see Thunder / Lightning policy at end of Rules)
- 14.2 Games may be re-scheduled, upon agreement of both coaches, due to weather conditions.
- 14.3 Should any game have to be postponed due to weather conditions, prior to the arrival of the teams and/or referee at the field, the home team shall be responsible for contacting the visiting team/coach and referee assignor for notification.
- 14.4 If the first half of a game is completed and the second half cannot be played due to weather conditions, then the game shall be deemed complete at the half.
- 14.5 If the first half of a game cannot be played due to weather conditions, then the entire game shall be replayed.
- 14.6 If the second half of a game begins, but cannot be concluded at any point due to weather conditions, the game shall be called complete.

15. Uniforms

- 15.1 All field players on any team must wear the same color jersey.
- 15.2 All shirts shall be numbered, except the goalkeeper, with each player assigned a different number.
- 15.3 In case of color conflicts, the home team must change jerseys.
- 15.4 All players must wear SHINGUARDS COVERED BY SOCKS.

16. Direct free kick

- 16.1 A direct free kick is awarded to the opposing team if a player commits any of the following six offenses, in a manner considered by the referee to be careless, reckless or using excessive force:
1. kicks, or attempts to kick an opponent;
 2. trips, or attempts to trip an opponent;
 3. jumps at an opponent;
 4. charges an opponent;
 5. strikes, or attempts to strike an opponent;
 6. pushes an opponent.
- 16.2 A direct free kick is also awarded to the opposing team if a player commits any of the following four offenses:
1. tackles an opponent to gain possession of the ball, making contact with the opponent, before touching the ball;
 2. holds an opponent;
 3. spits at an opponent;
 4. deliberately handles the ball (except for the goalkeeper within his/her own penalty area).
- 16.3 A direct free kick is taken from the point where the offense occurred.
- 16.4 A penalty kick is awarded if any of the above ten offenses is committed by a player inside his/her own penalty area, irrespective of the position of the ball, provided the ball was in play at the time of the offense.

17. Indirect free kick

- 17.1 An indirect free kick is awarded to the opposing team if a goalkeeper, inside his/her own penalty area commits any of the following five offenses:
1. takes more than six seconds while controlling the ball to release it from his/her own possession;
 2. touches the ball again with his/her hands after it has been released from his/her possession and has not touched another player;
 3. touches the ball with his/her hands after it has been deliberately kicked to him by a teammate;
 4. touches the ball with his/her hands after it has been received directly from a throw-in taken by a teammate;
 5. deliberately wastes time.
- 17.2 An indirect free kick is also awarded to the opposing team if a player, in the opinion of the referee, commits any of the following four offenses:
1. plays in a dangerous manner;
 2. impedes the progress of an opponent;
 3. prevents the goalkeeper from releasing the ball from his/her possession;

4. commits any other offense, not mentioned otherwise in Section 16 or 17, for which play is stopped to caution or dismiss a player.
- 17.3 The indirect free kick shall be taken from the point where the offense occurred.

18. Cautionable offenses

- 18.1 A player is cautioned and shown the yellow card if he/she commits any of the following seven offenses:
1. is guilty of unsporting behavior;
 2. shows dissent by word or action;
 3. persistently infringes on the Laws of the Game;
 4. delays the restart of play;
 5. fails to respect the required distance when play is restarted with a corner kick or free kick;
 6. enters or re-enters the field of play without the referees permission;
 7. deliberately leaves the field of play without the referees permission.

19. Sending off offenses

- 19.1 A player is shown the red card and sent off if he/she commits any of the following seven offenses:
1. is guilty of serious foul play;
 2. is guilty of violent conduct;
 3. spits at an opponent or any other person;
 4. denies the opposing team a goal or an obvious goal-scoring opportunity by deliberately handling the ball (this does not apply to a goalkeeper within his/her own penalty area);
 5. denies an obvious goal-scoring opportunity by an opponent moving towards the players' goal by an offense punishable by a free kick or penalty kick;
 6. uses offensive or insulting or abusive language and/or gestures;
 7. receives a second caution in the same match.
- 19.2 A player sent off for violating Rule 19 is not allowed to compete in the next regularly scheduled league contest.

20. FIFA rule summary

- 20.1 Rules 16-19 are summaries of the FIFA Laws of the Game and are not intended to modify the laws or their application.

21. Coaches

- 21.1 Coaching from the sidelines shall be kept to a minimum.
- 21.2 If a coach, or assistant coach, is ejected for violating one or more Laws of the Game, then that coach shall leave the field of play immediately. There must be an adult with a USCS staff pass card present to continue the game for that club. Should such an ejection occur, the coach or assistant coach is suspended from his/her teams' next game.
- 21.3 There shall be no direct or indirect kick awarded to the opposing team upon ejection of a coach or assistant coach.
- 21.4 The referee shall notify the STTSL league president of an ejection as soon as possible following the game.

- 21.5 All coaches must abide by following league requirements on game day:
1. have current USCS staff card
 2. copy of current STTSL playing rules
 3. copy of USCS player roster
 4. all USCS player passes
 5. league game report

22. Game points

- 22.1 Game points will be awarded on the following schedule:
- | | |
|---------------------------------|----------|
| Win or win by forfeit | 4 points |
| Tie | 2 points |
| Loss without forfeit | 1 point |
| No game, forfeit or abandonment | 0 points |

23. Playoffs

- 23.1 Top 4 teams in each age group and sex will have playoff during last week of season. Winning player to receive trophies from STTSL.

THUNDER & LIGHTNING POLICY

(NYSPHAA policy adopted as STTSL policy prior to 2009 season)

1) Thunder and lightning necessitates that contests be suspended. The occurrence of thunder and/or lightning is not subject to interpretation or discussion - thunder is thunder, lightning is lightning.

a) With your site administrator, set up a plan for shelter prior to the start of any contest.

2) When thunder is heard and/or when lightning is seen, the following procedures should be adhered to:

a) Suspend play and direct participants to go to shelter, a building normally occupied by the public or if a building is unavailable, participants should go inside a vehicle with a solid metal top (e.g. bus, van, car).

b) Do not permit people to stand under or near a tree; and have all stay away from poles, antennas, towers and underground watering systems.

c) After thunder and/or lightning have left the area, wait approximately **30 minutes** after the last boom is heard or strike is seen before resuming play or competition.

< Discussions of Past Issues >

Example:

A club has 2 U17 girls teams. A player can not be assigned to both teams nor can that player substitute at any time to the 2nd team.

Example:

A “true” U14 player (according to age matrix) is registered to a U17 team. That player can not play as a substitute on one of the club's U14 teams.

If a U14 player is registered to a U14 team, he is allowed to “play up” on one U17 team as a substitute.

If both the U14 team and the U17 team have games on the same day, the player must play in the U14 game first.

Example:

Club Rep is to notify coaches if any team has a hardship. It is understood that both teams will field the same number of players.