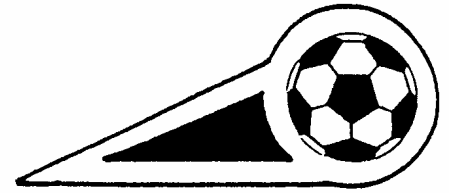


ANTHONY WAYNE YOUTH SOCCER LEAGUE



Just For The Fun of It!

RULES AND REGULATIONS

Adopted: January 8, 1980
Revised: May 25, 2010

ALL SOCCER GAMES WILL BE COVERED BY F.I.F.A. RULES WITH THE EXCEPTION OF THE FOLLOWING MODIFICATIONS AND/OR CHANGES:

1. SPORTSMANLIKE CONDUCT IS EXPECTED FROM EVERY PLAYER, COACH, AND PARENT OR SPECTATOR.
2. The Division Coordinators will draw teams. New teams will be assembled each year based on grade level. Geographic location and other considerations will not determine placement.
3. **Adding new players to a team must be processed through the Division Coordinator.** Coaches, assistant/co-coaches, or parents may not add players to teams. If a team is going to be short players for a specific game, the Division Coordinator for that team must be notified. The Division Coordinator may add additional players, if possible.
4. Any player not registered with AWYSL will not be allowed to participate in any game. Any player added to original roster must be registered with AWYSL and approved by the Division Coordinator.
5. If a player decides to discontinue participation on his/her assigned team, the respective Division Coordinator must be notified.
6. Players can be moved up to an older age group only with the permission of the Division Coordinator. Players can be moved down an age group only with the permission of the A.W.Y.S.L. Board and only for the benefit of the player.
7. An official A.W.Y.S.L. registration form including the waiver statement must be submitted, as well as fees paid, before a player can participate in practice sessions or play in games.

8. The number of players on the field for each division is as follows:
 - Division I (7 & under) - 4 per side
 - Division II (9 & under) - 6 per side
 - Division III (12 & under) - 8 per side
 - Division IV (17 & under) - 11 per side

9. The minimum number of players necessary for a game to proceed:
 - Division I - 3 players per team
 - Division II - 5 players per team
 - Division III - 6 players per team
 - Division IV - 9 players per team

10. In Division III and IV, a team will forfeit the game if it is more than 10 minutes late or if it cannot field a minimum number of players. The game can still be played in all Divisions by using players from the opposing team with the consent of both coaches, but all forfeits still stand.

11. Time schedules for games are as follows:
 - Division I - 10 minute quarters
 - Division II - 25 minute halves
 - Division III - 30 minute halves
 - Division IV - 40 minute halves

12. All games at the Blue Creek Conservation area fields must be scheduled through the respective Division Coordinator. He/she will contact the Referee Coordinator to schedule referees and the Field Coordinator to prepare the required field.

13. Teams are allowed on the Blue Creek fields only for their games. **NO PRACTICE SESSIONS WILL BE HELD ON THE BLUE CREEK CONSERVATION AREA FIELDS.** Scrimmages with teams outside the A.W.Y.S.L. only can be played on the Blue Creek fields, with the approval of the respective Division Coordinator and with referees present at the game.

14. While school is in session, no more than two (2) practice sessions per week shall be permitted.

15. For health and safety reasons, no pets are allowed at the soccer complex.

16. Because the A.W.Y.S.L. is an instructional and recreational league, **coaches must allow every player to play multiple positions and at least one half (1/2) of every game.** Exceptions to this rule will be permitted for disciplinary purposes only, i.e. swearing, fighting, and other inappropriate behavior.

17. Players must be in full uniform to play. Uniform consists of team shirt, royal blue socks without stripes or prints, royal blue gym shorts (no buttons, zippers, snaps), and appropriately fitting shin guards. This includes the goalkeeper. This rule will be enforced by the referee. Players may wear only molded rubber cleats or tennis shoes.
18. When the official temperature goes below 50 degrees, players will be allowed to wear knit hats and sweat pants over the shorts, no jeans or cut-offs. Sweatshirts, jackets or coats are to be worn under the team shirt. The goalkeeper is allowed to wear sweat pants and/or knit or approved hat at anytime. Gloves are permitted at any time for all players.
19. No jewelry or hard hair accessories may be worn during the game.
20. Substitution rules:
Players must line up at the mid-field sideline to be recognized by the referee. Substitutions may be made, with the consent of the referee at the following times:
 - prior to a throw-in, by either team
 - prior to a goal kick, by either team
 - after an injury when the referee stops play, in order to substitute injured player
 - after a yellow card, the carded player may be substituted
 - after a goal
21. Regulations for the goalkeeper steps are as follows:
 - Division I - there is no goalkeeper
 - goals made directly from a kick-off do not count
 - Division II - unlimited number of steps
 - Division III & IV- F.I.F.A. rules: unlimited steps with no more than a six (6) second possession by the goalkeeper.
22. If the one-referee system is used for a game, each team must assign a linesman to assist the referee.
23. In the event of adverse weather conditions after the game has begun, continuation of the game will be decided by the referee and/or Board member present. In the event of lightening, the referee and/or Board member present will call the game immediately and all players and spectators will be sent off the fields. If the referee, standing at the centerline, cannot see the goal posts because of weather conditions, he/she will call the game. If the second half has started when the game is called, the game is final. If the first half is still in progress or it is half time, the game may be delayed.
24. The coach, co/assistant coach, and players must remain on their half of the field during play. Spectators are to be on opposite sides of the field behind the orange line during the game.

25. Divisions I and II:
The intentional positioning of the offensive player/players within the goal box, regardless of the position of the second to last defender, or outside the goal box behind the second to last defender either by the coach or through the players initiative is an infraction called Cherry Picking. Play will be stopped for this infraction when the ball crosses the centerline traveling towards the defenders goal. An indirect kick is to be awarded to the defending team at the point of infraction. If the offensive player is inside the goal box or penalty box at the time of the infraction, the kick is to be taken at the top of the penalty box.
Division I only: when the ball is in one penalty area, no players are allowed in the opposite penalty area.
26. The League does not allow slide tackling. A direct tackle is an intentional foul and the referee will issue a yellow card. A red card will be issued if persistent slide tackling continues.
27. Any player sent off the field by a referee after receiving a red card, will not be allowed to play in the next game. Substitution may not be made for a player sent off the field. This player must remain on the sidelines with the team until the end of the game, unless accompanied off the premises by a parent or legal guardian.
28. Names of players receiving red cards shall be submitted to the respective Division Coordinators by the referee or Referee Coordinator.
29. A coach, co/assistant coach, parent, or spectator who creates a negative disturbance on the sidelines with his/her behavior, interrupting and/or distracting the players or referees, will be asked to cease the behavior or leave the field. If said person does not comply with either, the game will be terminated by an A.W.Y.S.L. Board member or members and/or the referee.
30. Any player, coach, or co/assistant coach who physically abuses anyone will be automatically suspended without appeal.
31. Coaches or co/assistant coaches who verbally abuse referees and/or players on any team will be suspended by the A.W.Y.S.L. Board.
32. If a player is injured during the game, the play will be stopped at the discretion of the referee. If the coach is called onto the field, the injured player must leave the playing field. Another player may be substituted in his/her place.
33. Casts must be covered with one half (1/2) inch thick padding and be approved by the referee and/or Board Representative on duty at the time of the game.
34. All rule changes must be made by a vote of the Anthony Wayne Youth Soccer League Board members present at a called meeting of the Board (majority rules).