

PAGS Fall 2009 Playing Rules

Section 2.02 Playing Rules

The playing rules of the game will be in accordance with FIFA, USSF, or Eastern Pennsylvania Youth Soccer Association (EPYSA), as applicable, except as modified in the By-laws and Constitution of this League, or the additional rules and regulations as determined by the Council. In the event that additional rules and regulations are not promulgated by the first league game of the season, all additional rules and regulations from the previous year will be in force until any new rules and regulations are published. Such rules and regulations **SHALL NOT** be modified by member teams or referees. Failure to abide by this provision will result in forfeiture of the game so affected. All Clubs, teams, and coaches are required to be familiar with the rules currently in force at any time. Posting to the PAGS web page shall be considered proper notice to all. The Council shall not be required to adopt any new rules and regulations in any year, and failure to do so at any time does not prohibit it from acting at any time in the future.

Section 2.03 Pre-Game Formalities:

1. The coach of each team submits the following items to the referee prior to the game: Coach's pass for the registered coach who is present at the field and who shall be responsible for the team in that game; and 3 copies of the line-up, signed by the coach, containing each player's name and jersey number.
2. Each coach may request to check the opposing team's roster against line-up form and the player pass of each player. This exchange may be waived by mutual consent of **both** coaches. Any irregularity in a player pass or line-up form must be reported to the Referee prior to the game so that it may be corrected prior to the game or included in the Referee's game report. If any ineligible player is identified, the Referee shall be asked to note the particulars in the Referee's game report, and, if that player participates, the game will then be played under protest. If the protest is later upheld the team with the ineligible player will forfeit the game. **Each coach shall have the official approved team roster form and player passes at the field.**
3. Any player who arrives as the game is in progress, and whose name appears on the line-up form, may substitute in the normal manner upon presenting a player pass to the Referee, subject to a later check by the opposing team.
4. The Referee will take the pass of any player or coach who is ejected from the game. Each such pass will be sent to the League Referee Coordinator along with the Referee's game report.

- Section 2.04 Field Preparation Responsibility: The home Club must provide adequate goals, nets, corner flags, and markings in accordance with FIFA Laws of the Game. For U-11 and older age groups, the field should be at least 100 yards long and at least 50 yards wide. However, a smaller field may be provided where larger dimensions are not practicable. Adequate protection must be provided to the visiting team and Referee.
- Section 2.05 Field Inadequacy: Any inadequacy in the condition of the field, goal post, cross bar, corner flag, or net must be reported to the Referee prior to the start of the game. If the Referee believes the inadequacy is sufficient to warrant correction the Referee may require the home Club to correct this inadequacy. If corrections are not satisfactory to the Referee, the game will not be played at that time. Any irregularity in field condition must be included in the Referee's game report.
- Section 2.06 Separation of Teams and Supporters: The home team selects one end of one sideline, along which all players and coaches must remain. All visiting team players and coaches must remain along the other half of the same sideline. Supporters of both teams must remain on the opposite side of the field. **Only carded players and coaches are permitted in the team areas.** The sideline positioning **may not** be changed by the teams. This will be reported as a League rule to the Referee's Association. The Referee may alter this positioning if, in his/her opinion, it is necessary to maintain order.
- Section 2.07 Control of Spectators, Players and Team Officials: Coaches of both teams must adequately control their players, coaches, and supporters and shall not allow anyone to enter the field while the game is being played.
- Section 2.08 Player's Equipment: Teams must wear regulation soccer uniforms. When the colors of uniforms of opposing teams are identical or so similar that it is difficult to distinguish between them, in the Referee's opinion, the home team is required to change into a contrasting jersey. All players, except goalkeepers, must wear numbers not less than six (6) inches high. Players must adhere to all current USSF and EPYSA rules regarding uniforms. The goalkeeper may wear sweat pants provided they have no buckles or other areas considered as potentially dangerous by the Referee. In cases of extreme cold, the Referee, in his/her sole discretion, being fair to both teams, may allow modifications of the dress regulations.
- Section 2.09 Referee Assistants: The League will endeavor to provide three-

referee crews for all games at U11 and older. If Referee Assistants are not at a game, each team is expected to provide one (1) Referee Assistant.

Section 2.10 Game Postponement and Rescheduling:

A. Rescheduling Not Related To Weather: There is a \$50 fee for all non-weather related game changes requested after the PAGS schedule is released to the Referee Assignor(s). This fee is payable by the team requesting the change. If a game must be rescheduled for other than weather related reasons, the **Delegate** of the Club requesting the change must notify the League Administrator by 5:00 pm on the Tuesday prior to the game. For any cancellation less than three (3) days prior to the originally scheduled date, the Referee(s) assigned to this game **MUST** be paid in full by the team canceling the game if the Referee(s) cannot be reassigned to another game.

B. Rescheduling Due To Inclement Weather:

a. Games should not be postponed for light rain or wet fields. Should postponement due to inclement weather be necessary, the home team must notify not the visiting team, but also the League Administrator and their Referee Assignor as early as possible. This notification to the League Administrator and Referee Assignor **MUST** be made no less than **TWO (2)** hours before the scheduled game time, if practicable, or the Club postponing the game will pay the entire Referee(s) fee for the game.

b. Postponed games must be rescheduled as soon as practicable, with mutual agreement between both coaches and the League Administrator. The League Administrator has the final authority to reschedule a game.

c. Games that are not made up by the end of the season will be declared void.

Section 2.11 Referee(s) Fees:

Referee fees are established for each season through mutual agreement between EPYSA and the Referee Association. The latest schedule of fees will be posted to the PAGS website prior to the start of the season.

A. Referee(s) who appear as scheduled will be paid the full fee, even when a game is terminated by a cause over which neither Club has control, such as darkness or the Referee declaring the field unplayable. The full fee must also be paid whenever a game is terminated because of actions or conditions over which either Club could have or should have had control, and whenever either team

forfeits a game. When a Referee who appears as scheduled declares a field unplayable, only the first game fee must be paid.

B. Referee(s) do not have to be paid whenever notice of a canceled game has been delivered in a manner and to a location mutually agreed upon for such notices by the League and the Referee Assignor(s), provided the notice is also delivered by the agreed-upon time.

Section 2.12

When Referee(s) Fail to Arrive For A Game: If a Referee has not arrived by the scheduled start time for a game, the coaches of both teams should mutually appoint one person to perform as a substitute Referee. If mutual agreement cannot be reached on a single person, the home team coach may nominate one individual to perform as a substitute Referee and the visiting team must do the same. Both nominated individuals should jointly officiate the game. Each substitute Referee must be given the same respect and will have the same authority and backing as any regular Referee, and shall be compensated the same.

If the coaches of the two teams cannot agree on the aforesaid procedure, it shall be the responsibility of both team officials to reschedule the game with the League Administrator.

Section 2.13

Forfeit:

A. Every team is required to appear at every game for which it is scheduled during the regular season competition. A team that decides to forfeit a game must notify the coach of the opposing team and the League Administrator in accordance with Section 2.10 (A). A team that is not prepared to play on the scheduled field fifteen minutes after the scheduled start time must forfeit the game to the opposing team, unless the delay has been mutually agreed upon by the coaches of both teams. Play may start with seven players (5 players for U9 and U10). When a game is forfeited under this condition, the forfeiting team must pay the entire Referee(s) fee. A team that abandons a game also forfeits that game. All forfeits are recorded as 3-0 scores unless the non-forfeiting team has scored more than 3 goals before the forfeit occurs. In that case, the non-forfeiting team will receive credit for all goals scored. The forfeiting team will, in all cases, be credited with 0 goals for.

B. Any forfeit in the final three weeks of the season which impacts on any team's playoff position may be reviewed by the Executive Committee without need for a formal appeal. The Executive Committee will determine whether there has been any breach of the letter or spirit of competition, and may take any action that it considers necessary to rectify an injustice. Any team forfeiting a game without good cause, as determined by the Executive Committee, shall not be permitted to participate in the playoffs for that season.

Section 2.14 PAGS Modified Playing Rules:

Each game will be played in accordance with FIFA Laws of the Game, with certain modifications prescribed by USYS, EPYSA, and PAGS. The following is a review of these modifications:

- A. Ball: The ball size is #4 for the U-9 thru U12 age groups, and #5 for all other age groups. The home team will supply game balls.
- B. Substitutions: Substitutions are unlimited in the following circumstances: on possession of a throw-in; by either team on a goal kick; by either team after a goal has been scored; and by either team at half time. If a team substitutes for an injured player, the opposing team may also substitute 1 for 1. A player receiving a yellow card may be substituted for prior to the restart of play, and the opposing team may also substitute 1 for 1.
- C. Duration of Game:

- U9 and U-10 - Two 25-minute halves
 - U-11 and U-12 - Two 30-minute halves
 - U-13 and U-14 - Two 35-minute halves
 - U-15 and U-16 - Two 40-minute halves
 - U17 to U-19 - Two 45-minute halves

- D. Start of Play: A game may begin when at least seven (7) players (five (5) players for U-9 and U-10) properly representing each team are present.
- E. U-9 and U-10 Modified Playing Rules:
 - 1. The field of play must be rectangular. The length of the touchline shall be greater than the length of the goal line. The field of play shall be a minimum of 45 yards and maximum of 55 yards wide and a minimum of 70 yards and maximum of 80 yards long.
 - 2. The field of play is divided into two halves by a halfway line. The center mark is indicated a midpoint of the halfway line. The center circle shall be an 8-yard radius.
 - 3. The goal is 6 feet high and 18 feet wide. Goals must be securely anchored to the ground.
 - 4. There shall be a penalty area at both ends of the field defined as follows: Two lines are drawn at right angles to the goal line, fourteen (14) yards from the inside of each goal post. These lines extend into the field of play for fourteen (14) yards and are joined by a line drawn parallel to the goal line. The area bounded by these lines and the goal line is the penalty area. Within each penalty area a penalty mark is made ten (10) yards from the midpoint between the goal posts. An arc of a circle with a

radius of 8 yards from each penalty mark is drawn outside the penalty area.

5. A goal area is defined at each end of the field as follows: Two lines are drawn at right angles to the goal line, six (6) yards from the inside of each goal post. These lines extend into the field of play six (6) yards and are joined by a line drawn parallel to the goal line. The area bounded by these lines and the goal line is the goal area.
6. Goal kicks for U9 are taken either on the line of the penalty area or anywhere within the penalty area. Goal kicks for U10 are taken either from the six-yard line or from anywhere within the goal area.
7. Corner kicks are taken from the corner of the field.
8. Penalty kicks are taken from the penalty spot.
9. Defenders must be at least 8 yards away on all free kicks.
10. Teams play 8 v 8 (7 field players and a goalkeeper).
11. Unlimited substitutions are allowed at any stoppage of play.

Section 2.15 Standings by Points: The standings of teams within each Age Group/Division is determined by points. Three points are awarded to the team that wins a game, one point is awarded to each team in a tie game, and no point is awarded to the team that loses a game.

Section 2.16 Post Season Playoffs and Championships: The playoff format and tentative schedule will be posted to the PAGS website before each season begins. The League Administrator selects fields for playoff games and makes any other required arrangements. A copy of the then current playoff rules will be posted to the PAGS website prior to the start of the playoffs. ***No modification of these rules is permitted.*** Any such modification may result in forfeiture of the game or a replay of the game being ordered by the Executive Committee.

Section 2.17 Tie Breakers for Divisional Standings and Playoffs:

1. Points - Win = 3 points; Tie = 1 point; loss = 0 points
2. Head to head competition. **In the event of 3 or more teams being tied this criteria will not be used.**
3. Goal differential (goals scored minus goals allowed in each game, with a maximum differential of 4 goals per game)
4. Fewest goals allowed
5. Goals scored (maximum of 4 per game)
6. Fewest yellow/red cards. (A red card is a deduction of 2 points, and a yellow card is a deduction of 1 point)

Coin toss to be performed by the League Administrator at a time and place of his/her choice. The teams involved will be given an opportunity to attend.

In the event of ties by three or more teams, the tie breaking procedure (excluding criteria #2) will be used only once until one team is left. The first team eliminated finishes in the lowest placement in question, and so on, until all placements are filled. If a coin toss involves more than two teams, the League Administrator may substitute a draw from a hat or lots system that is more equitable to the situation.

Section 2.18 Reporting of Game Score: The home team must report the score, in accordance with the then current reporting procedure, no later than 8:00 pm Monday after the game. A fine of \$5.00 per game will be assessed to those teams that fail to report the score.

Section 2.19 Referee Evaluations: Each coach must submit a referee evaluation, in accordance with the then current reporting procedure, within 3 days after each game (whether played or not). A fine of \$5.00 per game may be assessed to those teams that fail to report referee evaluations.