

**Redding Youth Soccer League
In-House Playing League
Policies, Procedures & Rules**

1. MATCHES

1. Coaches

- a. It is understood that coaching our youth is an honor and a privilege. Coaches must have their teams ready to play at the scheduled time and place and present the required credentials to the referee.
- b. Knowledge of, and agreeing to abide by the RYSL rules and procedures is mandatory.
- c. It should be the objective of each team's coach(s) to give the players an equal share of the training and match participation. Minimum Playing Time of 50% for all players.
- d. The conduct of the coaches and of the players shall reflect the moral standards of the RYSL.
- e. Each team's coaches are responsible for the behavior of the coaching staff, players and spectators.
- f. Profanity, excessive absence, unsportsmanlike conduct, and tampering with or the abandonment of teams may be sufficient cause for expulsion from the RYSL and/or other disciplinary action by the RYSL.
- g. Each coach shall have at each regular team practice or match the signed medical release forms for each player on the team and official team roster. Failure to have the medical release forms present at a practice or match may result in up to a three-match suspension for the first offense.
- h. If a player is injured during practice or a match and requires emergency medical attention, the player shall have a written release from his/her doctor before returning to practice. It is the player's home leagues' responsibility to see that this is done. Any player with a head-injury or suspected head-injury must complete the US CLUB/NORCAL PREMIER concussion protocol before returning to the field.

2. Teams

- a. Formation and Eligibility
 - i. All teams entered must conform to the team formation requirements of US CLUB/NORCAL PREMIER.
 - ii. Older Players: No team may roster an older player in any age group. Exceptions can be made by the League Board.
 - iii. Number of teams: Leagues may enter more than one team per age group or division.
 - iv. The League may approve non-league teams of the same division for play. Non-league teams playing in the League shall abide by all the League Rules, Guidelines and Policies.
 - v. All players and coaches on each team must have appropriate passes.
 - vi. All coaches are to remain in the technical area during the match unless requested to enter the field by the Referee.
 - vii. Teams are restricted to no more than four (4) coaches passes per registered team except under special circumstances approved by the League President. Coach's passes are intended for head coach, assistant coaches and/or manager. They are specific to one (1) registered team and may not be co-designated to any other team.

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- viii. All head coaches shall be a minimum of 18 years or older; if not, then they must have an assistant coach or team manager of 18 years or older, who will be present at all practices, matches and team functions.
 - ix. In instances where the coach is also a player on that team he/she will be issued a single joint "Player/Coach" pass. Such passes will indicate that the player is also the coach. If a player/coach is 'sent-off' during a match and he/she is the sole coach, the match will be terminated. Discipline for the player/coach will be imposed at the level of a coach, regardless of the type of offense and location (sideline or on the pitch).
- b. Equipment and Appearance.
- i. All coaches should strongly enforce the dress code as defined by the League rules. The League allows any color undergarments (UnderArmor, thermals, sweats, leggings, turtleneck tops, etc) to be worn under player uniforms. Whenever possible the colors of these garments should match, but it is not required that these be consistent in color nor design across all of the players on the team. Items worn must be of solid colors with no printing on the legs or sleeves.
 - ii. Any legal soccer shoe provided for in the "Laws of the Game" shall be permissible in all age groups.
 - iii. Shin Guards shall be worn as designed, in the full upright position, at all times during match play and be fully covered by the player's socks.
 - iv. Knee length socks shall be worn which totally covers the shin guard.
 - v. All players shall be in full uniform in order to play. Minimum uniform is a standard shirt, with numerals, as worn by all other team members with the exception of the goalkeeper.
 - vi. There shall not be a duplication of jersey numbers.
 - vii. Each goalkeeper's jersey shall be clearly distinguishable from all other players and the referees upon the field.
 - viii. The shirts of all players, except the goalkeeper, must be tucked in during a match.

3. Referees

- a. The League will pay referees for all matches directly, or contract with an outside entity.
- b. Referees assigned to matches must be currently certified US Soccer referees and be approved by the League Referee Coordinator.
- c. All RYSL matches must be officiated by three (3) certified referees, with a minimum of one (1) certified referee and two club assistant referees being the minimum acceptable for full-sided play. Short-sided matches shall be officiated by a minimum of one (1) certified referee. Assistant referees are encouraged, but not required, for short-sided matches. Referee fees shall not be paid to any referee that is not currently certified.
- d. Referee payments shall be made by the League Treasurer or the contracted entity based on receipt of a report of payments to be made.
- e. Referee fees shall be determined by the League Board prior to the beginning of season play. Non-certified referees shall not be paid.
- f. Assigned referees shall be notified of canceled matches no later than 9:00pm, two nights prior to the match, i.e., Thursday night for a Saturday match. If they are not notified as specified, they shall be compensated as if the match had been played if

the center referee submits a blank match card listing the intended match information and noting when notice of cancellation of the match was received.

4. Forfeits, Cancellations, and Match Abandonment

- a. Scheduled matches must be canceled no later than 9:00pm, two nights prior to the match, i.e., Thursday night for a Saturday match. Home team coaches must call the opposing coach, their referee assignor and their age group coordinator to inform them of the cancellation.
- b. Matches that are properly canceled or not played for legitimate reasons (weather, natural disasters), may be rescheduled. When matches are canceled because of inclement weather, the home team will notify the coaches and referee coordinator of the cancellation. The coach, in turn, shall notify the opposing coach. The home team coach, with the concurrence of the visiting coach, will arrange for the match to be rescheduled. This should be done on the next available Saturday or Sunday after the postponement and handled through the home team and the age group coordinator. Notification should then be given to the Referee Assigner. If the coaches cannot agree on a time and date to reschedule a match, the age group coordinator will decide which team shall be awarded a forfeit win and which team shall be awarded a forfeit loss. The rescheduling of any match not done through the league may be considered a forfeit. A forfeit is considered a 4-0 win.
- c. The organization responsible for the scheduling and/or condition of the field will determine whether a field is usable and playable for a given day of play. Once the center referee has assumed control of the match, the center referee shall be the sole judge as to whether the play can continue with regards to field condition or weather.
- d. When a match is stopped or suspended by the referee before the match time has expired, the match must be replayed. The home coach will contact the visiting coach and offer a minimum of two dates, taking into consideration the other teams schedule and travel distances. The visiting team has the right to counter with one date. Failure of the home team to contact the visiting team shall count as a forfeit for the home team. Failure of the visiting team to respond to the dates or counter with a date at the site of the home team shall be a forfeit by the visitor. In the event both teams have made the appropriate contacts and a match is not played, it shall be considered a no-match and shall not count in the standings.
- e. Coaching in the League should be an honor and with it comes some responsibility. Coaches have the final responsibility for making sure that their teams are ready to compete on match day, both on and off the field. Coaches that arbitrarily forfeit matches (just don't want to travel, lack of player passes, etc.) may face the following penalties:
 - i. For a first offense, written notification of the forfeit will be sent to the league president and the coach.
 - ii. For a second offense, within the same seasonal year, the coach will be suspended for one match and written notification of the forfeit and the suspension will be sent to the league president and the coach.
 - iii. In the case of a third offense, within the same seasonal year, the coach will be suspended for one (1) calendar year and written notification of the forfeit and the suspension will be sent to the league president and the coach.

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- f. If the proper canceling procedures above are not followed, and a team does not show up at a scheduled match with at least seven (7) players for 11v11 play, six (6) for 9v9 play or five (5) for 7v7 play, with current player and coach passes within 15 minutes of match time, that team will forfeit the match.
- g. If a team chooses to forfeit the match after arriving at the field, for any reason before or during the match, that team will receive a forfeit.
- h. Teams that cancel after the deadlines outlined, will forfeit the match.

5. Rules of the Match

- a. No player may play without first presenting to the referees, a valid US CLUB/NORCAL PREMIER member pass.
- b. No person may coach without presenting to the referees a valid US CLUB/NORCAL PREMIER member pass.
- c. Each team must have at least one coach, with an approved pass for that team, on the sideline for all League matches. Coaches holding a US CLUB/NORCAL PREMIER Director of Coaching Pass may be present on the sideline of any team from their home league during League play.
- d. Matches are to be conducted under USSF Laws of the Match as modified by US CLUB/NORCAL PREMIER and RYSL for youth play.
- e. Prior to each match, both teams shall be jointly responsible for submitting to the referee, on the match card, one readable copy of their roster listing all of the players, their full name, jersey number, and the coach's signature. At the conclusion of each match, the referee shall be responsible for insuring completion and submittal of the match card to the home team's league representative within 48 hours.
- f. All matches shall be started on time. A 15-minute waiting period will be allowed after the scheduled match time for a delayed team. If a team cannot field the minimum number of players within that time, the match shall be forfeited.
 - i. Minimum number of players to play a match:
 - 1. 11v11 match: 7 players
 - 2. 9v9 match: 6 players
 - 3. 7v7 match: 5 players
- g. Once the center referee enters the field of play to begin preparation for the match and until they leave the field the center referee is in full charge of the match.

6. Standings and Awards

- a. Team standings will be used to determine the League Division Champions.
- b. The Head Referee shall report all scores to the League via the approved on-line procedure. Scores must be reported within 48 hours of the end of the match, or the referee crew may not be paid.
- c. Match points will be awarded on the 3-1-0 (win-tie-loss) point system.
- d. League standings will be determined via a winning percentage system. A teams winning percentage, for use in the rankings, will be determined with the following formula: Total points / Total possible points for matches played/forfeited.
- e. Where a tie exists in standings, it will be broken as follows:
 - i. Results of head-to-head competition between teams that are tied.
 - ii. Goal differential (goals scored minus goals allowed to a maximum differential of four (4) per game)
 - iii. Least goals allowed
 - iv. Most goals scored up to four (4) per game

- v. Kicks from the penalty spot per FIFA
- f. Should more than two teams be tied at the end of the preliminary round, the above list of tie-breakers will be used in sequential order until one team is determined to be the winner. The tie-breaking procedure does not revert back to previous tie breaking criteria after one team has been eliminated.
- g. For all League Divisions, no awards will be given.

2. PROTESTS, APPEALS, AND DISCIPLINE (PAD)

1. Authority

- a. The RYSL Protest, Appeals and Disciplinary Committee (PAD) shall act in all disciplinary matters and shall have discretionary powers in interpreting the degree of punishment applied to member teams, players and team personnel. The PAD Committee shall be duly appointed by the League PAD Chair, or designated representative.

2. Procedures

- a. The PAD Committee will use the US CLUB/NORCAL PREMIER Guidelines as their guideline in deciding disciplinary action. However, in extreme situations or in cases of repetition by the same individual, the PAD Committee may increase the penalties imposed.
- b. The PAD Committee's disciplinary action will be based solely on the information on the match card and the referee's send-off report. If this committee feels it necessary to clarify any report, it shall have the option of obtaining supporting statements from linesmen or other qualified witnesses or a verbal statement from the referee or any other factors which may be pertinent. In the event such testimony is taken, notice shall be given to the sent off player or coach, their league president, and the referee involved.
- c. In cases of send-offs for events without extenuating circumstances, the PAD Chair has the authority to impose minimum (as defined by US CLUB/NORCAL PREMIER) suspensions without the necessity of holding a hearing. If penalties above the minimum are to be imposed, then a hearing must be held.
- d. Any player receiving a send-off shall receive an automatic one match suspension - which is not appealable. Any coach or assistant coach sent off shall receive an automatic three (3) match suspension - which is not appealable. The automatic matches suspension will be served at the next US CLUB/NORCAL PREMIER sanctioned match, which may include tournaments or jamborees.
- e. All suspensions must be served with the team for which they were awarded.
- f. Should a substitute player, member of the coaching staff, or a spectator enter the playing field during play or during stoppage for an infraction on the field, the Head Coach may be held accountable. If said incident becomes a major sideline involvement or disruption resulting in match abandonment, the entire team or teams, including all registered players and all members of the coaching staffs may be subject to discipline by the RYSL PAD Committee. Discipline may include suspension of all registered players and all members of the coaching staff for the remainder of the RYSL season. A more severe penalty may be assessed against specific individuals if their actions warrant a more severe penalty.

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- g. A player sent off for fighting before, during, or after a match or any substitute player entering the field during a fight shall receive a double penalty for this infraction.
- h. The PAD Committee shall also have the authority to place any individual on probation in addition to the imposed suspension.
- i. The PAD Committee has the initial option of making its decisions via a telephonic hearing.
- j. The PAD Chairman will contact the committee members as described above to obtain their concurrence on the appropriate disciplinary action.
- k. At the discretion of the PAD Chair, a hearing may be conducted. These hearings will conform to the guidelines in the current US CLUB/NORCAL PREMIER Protests, Appeals, and Disciplinary Manual.
- l. When the decisions of the committee result in more than a one match suspension, the PAD Chairman will send the coach a SUSPENSION VERIFICATION REPORT ("Blue Card").

3. Request for Hearing

- a. Any party subject to a PAD Committee decision above the minimum suspension, that is made by telephone, may request a full PAD Committee hearing within two days of notice of the decision. The time lines for scheduling the meeting will be the same as for the initial PAD Committee decision that was reached by telephone.

4. Appeals

- a. Only suspensions above the minimum level may be appealed to the RYSL Board.
- b. A PAD decision that is appealed must follow these guidelines:
- c. Appeals must be filed within 48 hours of notification of the PAD Committee decision, otherwise they shall be considered a late protest and will be null and void.
- d. Any appeal shall be sent to the League PAD Chair .
- e. Any official appeal must be accompanied by a \$200 processing fee.
- f. Any appeal shall be processed according to policies established by the Redding Youth Soccer League.

5. How to file an appeal

- a. An appeal will be heard only on the decision of the PAD Committee. The referee's report will be of the utmost importance in considering an appeal. An appellant should state the reasons they feel that the disciplinary action in the decision was too severe or incorrect in accordance with US CLUB/NORCAL PREMIER guidelines. Cite the section and paragraph(s) that support your appeal.
- b. The automatic one match suspension or three match suspension (for coaches) for receiving a send off cannot be appealed.
- c. An appeal must be in writing and postmarked within 48 hours of the notification of the PAD Committee decision. The appeal is made to the League PAD Chair . Notify the League PAD Chair by phone or e-mail as soon as the packet is mailed.
- d. The appeal will be considered within 18 days upon receipt of the appeal and the fee. The League PAD Chair will attend the meeting. All parties to the appeal will be notified at least seven (7) days prior to the hearing. Appealing parties may attend or they may submit written input to the League PAD Chair prior to the hearing. You and your player will be notified of the appeal decision of the League PAD Chair within five (5) days of the hearing.

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- e. A suspension will continue in effect until fully served unless modified by the appeal process. The coach is responsible for enforcing this suspension.
- f. The appeal must be accompanied by the processing fee in the form in a check made out to:
"Redding Youth Soccer League"
P.O. Box 991523
Redding, California 96099
- g. Mail the check and protest to the League PAD Chair . The fee is refundable if the appeal is upheld.
- h. The decision of the League PAD Committee is Final.

6. How to file a match protest

- a. A protest will be heard by the PAD Committee only on the misapplication of:
 - i. The FIFA rules of the Match of Soccer as amended by US CLUB/NORCAL PREMIER
 - ii. The RYSL In-House Playing League Rules of Play
- b. Any protest must state the law or the rule believed to be violated, and the misapplication of that law or rule. Note, a judgment call of the referee may not be protested.
- c. A protest must be in writing and received within 72 hours of the completion of the match in question. A protest shall be mailed directly to the League if it is postmarked within three days following the match in dispute.
- d. The League PAD Chair will determine if the protest is valid and if so, will call a special meeting of the League PAD Committee to consider the appeal within seven days of receipt of the appeal, provided, the PAD Committee can act upon the protest by telephone vote if time is of the essence and the parties involved waive the open meeting requirement. The appellant will be notified of the PAD Committee decision by the League PAD Chair .
- e. The protest must be accompanied by a fifty-dollar (\$50.00) non-refundable processing fee in the form of a check made out to "Redding Youth Soccer League".
- f. Mail the check and protest to the League PAD Chair at:
"Redding Youth Soccer League"
P.O. Box 991523
Redding, California 96099

RYSL 6U Division Modified Laws of the Game

1. THE FIELD
 - a. 20 yard x 30 yard ... There will be a 3 yard radius center circle for the kick offs and 3x8 yard goal area for goal kicks. The goals are approximately 5'w by 4' high.
2. THE BALL
 - a. A size three(3) soccer ball will be provided by the home team.
3. NUMBER OF PLAYERS
 - a. The maximum number of players on the field will be 4. No goalkeepers will be used. All players should play an equal amount of time. With an player roster each player should play at least 16 minutes, i.e. two quarters baring injury etc..
 - b. Substitutions will be made during quarters, at halftime or at any time for injury or for a player that does not want to continue.
4. PLAYER'S EQUIPMENT
 - a. Jerseys, shorts, shin guards (worn under socks). socks, and soccer style cleats with no baseball type toe cleat. Players may not wear anything that is dangerous to others or him/herself such as a casts, heavy jewelry, leg braces etc...
5. REFEREES
 - a. One coach or assistant coach from each team will referee the games and keep time. Referees should briefly identify infractions addressing both teams such as, there is no slide tackling, "you cannot push or grab a player." "You cannot use your hands to control the ball." etc.. Quickly restart play. Stop game as little as possible.
6. LINESMAN
 - a. The referee will serve as linesman.
7. DURATION OF THE GAME
 - a. The game is divided into 4 - eight (8) minute quarters. Referees will stop the game at the end of a quarter to allow substitutions for 1 - 2 minutes and for 5 minutes at the half. In case of in climate weather that both coaches agree upon shorter game(s) time.
8. THE START OF THE GAME
 - a. The opponents must be 3 yards from the center mark when the opponents is kicking off. The ball cannot be touched by the kicker a second time until another player touches the ball. Goals can be scored direct from kickoffs.
9. BALL IN AND OUT OF PLAY
 - a. The ball is out of play when it has wholly crossed the sidelines or end line in the air or on the ground.
10. METHOD OF SCORING
 - a. A goal is scored when the ball wholly crosses the end line into the goal in the air or on the ground. A goal is awarded to the attacking team if a defender, standing in his goal area, intentionally handles a shot taken by the opponent at the goal.
11. OFFSIDE
 - a. Offsides will not be called.
12. FOULS AND MISCONDUCT
 - a. A foul is any use of the feet, hands or body by a player that could result in an injury to others or an unfair advantage to the offending player. All fouls called will result in an indirect free kick given to the opponent at the point of the foul. an

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indirect kick crossing the end line into the goal is not counted as a goal unless a second player, from either team, touches the ball before it enters the goal. If the ball has not been touched twice a goal kick is awarded to the defending team.

13. FREE KICK

- a. All free kicks will be indirect with opponent(s) at least 3 yards away unless the kick is less than 3 yards from the opponents goal in which case defenders may stand on the end line in the goal. Common fouls that will result in the awarding of an indirect free kick:
- b. Slide tackling to the ball from an opponent.
- c. Pushing, holding, or hitting an opponent. Obstructing an opponent from the ball if it is not within playing distance of the obstructing player.
- d. Intentionally handling of the ball to gain an advantage when outside the goal area. (See method of scoring for intentional handling inside the goal area.)

14. PENALTY KICK

- a. There will be no penalty kicks.

15. THROWN INS

- a. One re-throw will be permitted if a player makes an incorrect throw-in. The referee will briefly model the correct way to throw. If the player makes an error a second time the referee will allow play to continue uninterrupted.

16. GOAL KICKS

- a. Goal kicks can be taken from any point inside the 3x8 yard goal area. Opponents must be 3 yards away.

17. CORNER KICKS

- a. The ball can be placed anywhere within 1 yard of the corner and opponents must be 3 yards away.

18. FOR THE GOOD OF THE GAME

- a. Teach your team to win with dignity and lose with grace.
- b. COACHES are responsible for the behavior of their team and their team supporters. All members of a team including supporters are expected to exhibit good SPORTSMANSHIP and self control with respect to the team, the opponent and the referees (coaches). With respect to the referees (coaches) the league has a zero tolerance for sarcasm, openly critical remarks and other forms of verbal abuse directed toward referees (coaches), at any time! Failure to adhere to this rule may result the referee (coaches) or a board member asking a person(s) to leave the field or abandoning the match, i.e. for fit of the game and / or other sanctions at the discretion of the board of directors.
- c. All other coaches that are not on the field should be on the side line with the other players to help or be ready to help with sub ins.
- d. Running up the score does not benefit the winner or the loser. When 3 goals up change the lineup, when 5 goals up play keep away.
- e. Offer to lend a player to an opponent that is short or play with an equal number. We are in cooperation with each other to create a competitive playing environment for all. All players should play an equal amount of time. If it appears that a coach is not playing your child in accordance with this league rule talk to the coach first to express your concerns. If this does not help contact the coaching coordinator for your age group coordinator.

RYSL 8U Division Modified Laws of the Game

1. The Field:
 - a. 20 yard x 30 yard There will be a 5 yard from the center mark for kick offs and 3x8 yard goal area for goal kicks. The goals are approximately 5'w by 4'high.
2. The Ball:
 - a. A size three (3) soccer ball will be provided by the home team.
3. Number of players:
 - a. The Maximum number of players on the field will be 4. NO GOALKEEPERS will be used. All players should play an equal amount of time of 50% per game.
4. Player's Equipment:
 - a. Jersey, shorts, shin guards (worn under the socks), and soccer style cleats. No baseball type cleats with a toe cleat up front. Players may not wear anything that is dangerous to others or him/herself such as a casts, jewelry, leg braces etc
5. Referees:
 - a. One coach or assistant coach from each team will referee the games and keep time. Referees should briefly identify infractions addressing both teams such as, there is no slide tackling, "you cannot push or grab a player." You cannot use your hands to control the ball. Quickly restart play. Stop game as little as possible.
6. Linesmen:
 - a. The referee (coach) will serve as the linesman.
7. Duration of the game:
 - a. The game is divided into two (2) 22 minute half's with a 5 minute half time break.
 - b. In case of in climate weather that both coaches agree upon shorter game(s) time.
8. The Start of the game:
 - a. The opponents must be 5 yards from the center mark when the opponents is kicking off. The ball cannot be touched by the kicker a second time until another player touches the ball. Goals can be scored direct from kickoffs.
9. Ball in and Out of Play:
 - a. The ball is out of play when it has fully crossed the sidelines or end line in the air or on the ground.
10. Method of Scoring:
 - a. A goal is scored when the ball fully crosses the end line into the goal in the air or on the ground. A goal is awarded to the attacking team if a defender, standing in his goal area, intentionally handles a shot taken by the opponent at the goal.
11. Offsides:
 - a. There is NO offsides.
12. Fouls and Misconduct:
 - a. A foul is any use of the feet, hands or body by a player that could result in an injury to others or an unfair advantage to the offending player. All fouls called will result in an indirect free kick given to opponent at the point of the foul. An indirect kick crossing the end line into the goal is not counted as goal unless a second player, either team, touches the ball before it enters the goal. If the ball has not been touched twice a goal kick is awarded tot he defending team.
13. Slid Tackling/Head Balls:
 - a. There is NO slid tackling or heading balls. If this happens it will be a indirect kick.
14. Free Kick:

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- a. All free kicks will be indirect with opponents at least 5 yards away unless the kick is less than 5 yards from the opponents goal in which case defenders may stand on the end line in the goal. Common fouls that will result in the awarding of an indirect free kick.
- b. Slide tackling to the ball from an opponent.
- c. Pushing, holding, head balls, hitting an opponent, obstructing an opponent from the ball if it is not within playing distance of the obstructing player.
- d. Intentionally handling of the ball to gain an advantage when outside the goal area.

15. Penalty Kick:

- a. There will be no penalty kicks.

16. Throw Ins:

- a. One re-throw will be permitted if a player makes an incorrect throw-in. The referee (coach) will briefly model the correct way to throw the ball in. If the player makes an error a second time the referee (coach) will allow play to continue uninterrupted.

17. Goal Kicks:

- a. Goal kicks can be taken from any point inside the 3x8 yard goal area. Opponents must be 5 yards away.

18. FOR THE GOOD OF THE GAME:

- a. Teach your team to win with dignity and lose with grace.
- b. COACHES are responsible for the behavior of their team and their team supporters. All members of a team including supporters are expected to exhibit good SPORTSMANSHIP and self control with respect to the team, the opponent and the referees (coaches). With respect to the referees (coaches) RYSL has a zero tolerance for sarcasm, openly critical remarks and other forms of verbal abuse directed toward the referees (coaches), at any time! Failure to adhere to this rule may result the referee (coaches) or a board member asking a person(s) to leave the field or abandoning the match, i.e. for fit of the game and/ or other sanctions at the discretion of the board of directors.
- c. All other coaches that are not on the field should be on the side line with other players to help or be ready to help with sub ins.
- d. RUNNING UP THE SCORE does not benefit the winner or the loser. When 5 goals up change the line up, when you are 7 goals up work on a passing game of keep away.
- e. OFFER TO LEND A PLAYER to an opponent that is short or play with equal number. We are cooperation with other to create a competitive playing environment for all. All players should play an equal amount of time. If it appears that a coach is not playing your child in accordance with this league rule talk to the coach first to express your concerns.
- f. If this does not help contact the coaching coordinator for your age group coordinator.

RYSL 10U Division Modified Laws of the Game

1. Field of Play & Goals
 - a. The field of play will be rectangular in shape with the length of the field exceeding the width. The field will be no more than 47 yards in length. The field will be no more than 30 yards in width.
 - b. The center circle will be marked with a 6 yard radius
 - c. The goal area is defined at each end of the field as the area within 2 lines drawn at right angles to the goal line 3 yards from the inside of each goalpost and extending into the field of play for a distance of 3 yards and joined by a line drawn parallel with the goal line.
 - d. The penalty area is defined at each end of the field as the area within 2 lines drawn at right angles to the goal line 7 yards from the inside of each goalpost and extending into the field of play for a distance of 10 yards and joined by a line drawn parallel with the goal line.
 - e. Within each penalty area the penalty mark will be 7 yards from the midpoint between the goalposts and equidistant to them.
 - f. Refer to the US CLUB/NORCAL PREMIER Modified Laws of the Game US CLUB/NORCAL PREMIER Team Manual and website to view a diagram of Under 9/10 small sided field dimensions & markings.
 - g. Per USSoccer the goals are recommended to be 6.5 feet x 18.5 feet. Goals must be the same size on either end of the field.
 - h. The "Build-Out Line" shall be drawn across the width of the field 14 yards from the end line and be in a different color from the other markings on the field.
2. Ball
 - a. The ball will be a size 4 ball
3. Number of Players
 - a. Teams will play a maximum of 7 players per team on the field (one of whom is a goal keeper).
 - b. Teams will play a minimum of 5 players per team on the field.
4. Duration of Game
 - a. Regulation length game halves will be two 25-minute halves with a 10 minute half time.
5. Credentials
 - a. Properly approved team, player, and registered team official credentials, that meet US CLUB/NORCAL PREMIER requirements, will be required at each and every game in order to participate in RYSL Competition. In other words: "No Pass, No Play".
 - b. Any improper player's or registered team official's member pass shall be retained by the referee which will result in the individual being ineligible to participate until proper credentials are cleared with either RYSL League President or the Registrar.
6. Competition
 - a. Governing laws
 - i. All games will be governed by the FIFA Laws of the Game and those rules included in the US Youth Soccer Rules and US CLUB/NORCAL PREMIER

RYSL IN-HOUSE PLAYING LEAGUE POLICIES, PROCEDURES, AND RULES

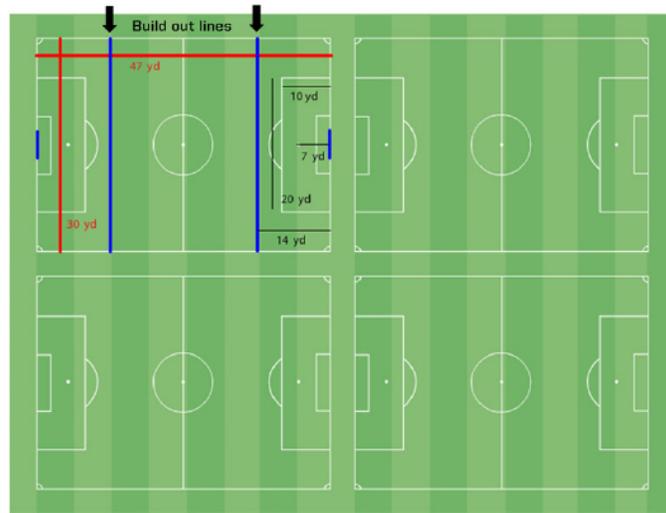
Constitution, Bylaws, General Procedures, Specific Rules and PIMs unless the rules of this competition specify otherwise.

- b. Substitutions
 - i. Unlimited substitutions shall be allowed.
 - ii. Players may be substituted at the following times:
 - 1. Prior to a throw-in, in your favor or by either team if the team in possession of the ball substitutes.
 - 2. Prior to a goal kick, by either team.
 - 3. After a goal, by either team.
 - 4. After an injury, when the referee stops play, by either team.
 - 5. At half time.
 - 6. When the referee stops play to caution a player, only the cautioned player may be substituted, prior to the restart of the game.
 - 7. A substitute shall not enter the field of play until he/she has been given a signal to do so by the referee.
- c. Team Bench and Spectator Areas
 - i. Both teams' bench areas will be on the same side of the field, and coaching from the sideline will not be permitted except as in accordance with FIFA directives.
 - ii. The coaching box (or technical area) shall be established as being 1 yard from the mid-field stripe and extending toward the goal on each side for a distance of 10 yards. Coaches are required to remain in this area throughout the match unless called out of it by the referee.
 - iii. No individual is allowed on the team side of the field in these games unless they are credentialed members of one of the teams participating in the game.
 - iv. Coaches must remain in their Bench Area (Coach's box) at all times during the match unless called out by the Referee.
 - v. Spectator areas will be established on the opposite side of the field.
 - vi. Coaching from the Spectator area shall NOT be allowed.
- d. Rules of Play
 - i. U9-10 games will be ruled by the same rules used in the U13-19 games in regards to fouls on the field.
 - ii. Slide tackling is allowed as long as it is not from behind.
 - iii. Players/teams improperly throwing the ball into play will lose possession. No retaking of throws is permitted.
 - iv. Goal kicks may be taken anywhere within the goals box (not the penalty box). Once the ball is set, it cannot be moved again. Opponents must be outside the penalty box.
 - v. Off-side infractions WILL be called during the match per FIFA laws and directives.
 - vi. No deliberate heading is allowed in this age group.
- e. Fouls and Misconduct
 - i. Both direct (goal can be scored directly) and indirect (goal may only be scored after touching a second player – from either team) kick restarts will be allowed. This includes the awarding of a Penalty Kick in the appropriate circumstances.
 - ii. Fouls resulting in a direct free kick:

RYSL IN-HOUSE PLAYING LEAGUE POLICIES, PROCEDURES, AND RULES

1. Fouls by the hand: Handling the ball, holding, pushing, striking the opponent intentionally.
2. Fouls by the feet: Tripping, kicking and jumping at the opponent intentionally.
3. Fouls by the body: Charging from behind, violent charging.
- iii. Fouls resulting in an indirect free kick:
 1. All fouls not covered above.
- f. Build Out Line
 - i. To promote playing the ball out of the back. When the goalkeeper has the ball (either during play or from a goal kick) the opposing team will need to drop behind the build out line. Once the opposing team is behind the build out line the goalkeeper can pass, throw or roll the ball to a teammate. The goalkeeper may opt for a quick restart if he/she so chooses. After the ball is put into play by the goalkeeper the opposing team can cross the build out line and play resumes as normal.
 - ii. The goalkeeper may not punt the ball to put the ball back into play. A punt is considered dropping the ball and striking it while in the air in a manner to gain maximum height and distance. This includes the traditional punt and the “drop-kick” where the ball bounces before being struck.
 - iii. The Build Out Line shall be used to determine Offsides.
- g. Restart of Game
 - i. Opponents must be at least 6 yards from the ball when the game is restarted by a kick.
 - ii. Opponents must be at least 6 yards from the corner arc on a corner kick.
- h. Playing Time
 - i. Teams must adhere to the District 9 minimum playing time policy and allow players to participate in an equal number of minutes of each match (full policy can be found on the District website: <http://district9-cysa.org>)

Development Field - 7v7 - U9 and U10



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RYSL 12U Division Modified Laws of the Game

1. Field of Play & Goals
 - a. The field of play will be rectangular in shape with the length of the field exceeding the width. The field will be no more than 75 yards in length. The field will be no more than 47 yards in width.
 - b. The center circle will be marked with a 7 yard radius
 - c. The goal area is defined at each end of the field as the area within 2 lines drawn at right angles to the goal line 4 yards from the inside of each goalpost and extending into the field of play for a distance of 4 yards and joined by a line drawn parallel with the goal line.
 - d. The penalty area is defined at each end of the field as the area within 2 lines drawn at right angles to the goal line 8 yards from the inside of each goalpost and extending into the field of play for a distance of 12 yards and joined by a line drawn parallel with the goal line.
 - e. Within each penalty area the penalty mark will be 8 yards from the midpoint between the goalposts and equidistant to them.
 - f. An arc 7 yards from the penalty mark will be drawn outside the penalty box at the intersection of the arc with the line of the penalty box.
 - g. Refer to the US CLUB/NORCAL PREMIER Modified Laws of the Game US CLUB/NORCAL PREMIER Team Manual and website to view a diagram of Under-11/12 small sided field dimensions & markings.
 - h. Per USSoccer the goals are recommended to be 6.5 feet x 18.5 feet. Goals must be the same size on either end of the field.
2. Ball
 - a. The ball will be a size 4 ball
3. Number of Players
 - a. Teams will play a maximum of 9 players per team on the field (one of whom is a goal keeper).
 - b. Teams will play a minimum of 6 players per team on the field.
4. Duration of Game
 - a. Regulation length game halves will be two 30-minute halves with a 10-minute half time.
5. Credentials
 - a. Properly approved team, player, and registered team official credentials, that meet US CLUB/NORCAL PREMIER requirements, will be required at each and every game in order to participate in RYSL Competition. In other words: "No Pass, No Play".
 - b. Any improper player's or registered team official's member pass shall be retained by the referee which will result in the individual being ineligible to participate until proper credentials are cleared with either the League President or the Registrar.
6. Competition
 - a. Governing laws
 - i. All games will be governed by the FIFA Laws of the Game and those rules included in the US Youth Soccer Rules and US CLUB/NORCAL PREMIER

RYSL IN-HOUSE PLAYING LEAGUE POLICIES, PROCEDURES, AND RULES

Constitution, Bylaws, General Procedures, Specific Rules and PIMs unless the rules of this competition specify otherwise.

- b. Substitutions
 - i. Unlimited substitutions shall be allowed.
 - ii. Players may be substituted at the following times:
 - 1. Prior to a throw-in, in your favor or by either team if the team in possession of the ball substitutes.
 - 2. Prior to a goal kick, by either team.
 - 3. After a goal, by either team.
 - 4. After an injury, when the referee stops play, by either team.
 - 5. At half time.
 - 6. When the referee stops play to caution a player, only the cautioned player may be substituted, prior to the restart of the game.
 - 7. A substitute shall not enter the field of play until he/she has been given a signal to do so by the referee.
- c. Team Bench and Spectator Areas
 - i. Both teams' bench areas will be on the same side of the field, and coaching from the sideline will not be permitted except as in accordance with FIFA directives.
 - ii. The coaching box (or technical area) shall be established as being 1 yard from the mid-field stripe and extending toward the goal on each side for a distance of 10 yards. Coaches are required to remain in this area throughout the match unless called out of it by the referee.
 - iii. No individual is allowed on the team side of the field in these games unless they are credentialed members of one of the teams participating in the game.
 - iv. Coaches must remain in their Bench Area (Coach's box) at all times during the match unless called out by the Referee.
 - v. Spectator areas will be established on the opposite side of the field.
 - vi. Coaching from the Spectator area shall NOT be allowed.
- d. Rules of Play
 - i. U11/12 games will be ruled by the same rules used in the U13-19 games in regards to fouls on the field.
 - ii. Slide tackling is allowed as long as it is not from behind.
 - iii. Players/teams improperly throwing the ball into play will lose possession. No retaking of throws is permitted.
 - iv. Goal kicks may be taken anywhere within the goals box (not the penalty box). Once the ball is set, it cannot be moved again. Opponents must be outside the penalty box.
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- e. Fouls and Misconduct
 - i. Both direct (goal can be scored directly) and indirect (goal may only be scored after touching a second player – from either team) kick restarts will be allowed. This includes the awarding of a Penalty Kick in the appropriate circumstances.
 - ii. Fouls resulting in a direct free kick:

