

CHAMPIONS LEAGUE

AT



RULES

Divisions—Boys and Girls

U8, U9, U10, U11, U12, U13, U14, U15, U16, U17, U18, U19

Age Group Determination

Age groups are based on the USSF calendar year mandate.

At registration, players must show proof of age:

- valid YSSL, IWSL, or NISL player pass, • government issued photo ID, or
- birth certificate.

Roster

It is the sole responsibility of each team's manager to ensure the team's players are individually registered and included on the roster. Only players on the roster can play for that particular team/games. Players caught playing for teams they are not rostered on or illegally, results in an automatic forfeit for that particular game.

Number of Players, Field Size

U8-10: 7 v 7, 55 yards x 31 yards

U11 – U14, High School Girls: 7 v 7, 62 yards x 36 yards

U15B – U19B: 9 v 9, 62 yards x 55 yards

Maximum roster

U08 – U10: 14 players

U11 – U12: 16 players

U13 – U18: 18 players

Minimum Team Size on Game Day

U08 – U14: 5 players

U15 – U18: 7 players

Game Duration/Running Clock

- 2 x 20 minutes; two minute half-time
- The clock is started with 20 minutes at the scheduled game time. If a team does not field the minimum number of players by minute 10, the opponent will be awarded a score of 5-0.

- The visiting team has possession in the first half. If a game has been played for at least one half it is considered a complete game if for any reason it is cancelled or postponed.

Substitutions

- Unlimited; on the fly
- Both players must be within the touchline and no more than a yard from their bench area when the substitution is made. When both players are on the field neither player may touch the ball.

Build Out Line

- U08 - U10: Midway between top of Penalty Area and Halfway Line

When the goalkeeper has the ball, either during play (from the opponent) or from a goal kick, the opposing team must move behind the build out line until the ball is put into play. Once the opposing team is behind the build out line, the goalkeeper can pass, throw or roll the ball into play. After the ball is put into play by the goalkeeper, the opposing team can cross the build out line.

Sidelines

- Up to two personnel are permitted.
- Chairs and benches are prohibited.
- Only water is permitted on the turf; other beverages are prohibited.
- Sideline personnel are subject to expulsion from the Facility for vulgar and/or abusive language including but not limited to racial, ethnic, or religious comments, gross violation of The Laws of the Game, the House Rules, and/or damage to Facility Property.
- Please exercise courtesy to the teams that are playing. Teams are requested not to cause any distraction and are not allowed on the field unless it's their game. Please have a sense of urgency to begin your game.
- Before the game and after the game you cannot be on the sidelines nor on or near the end zones.
- Pre-game meetings must be in the bench areas, not on the fields.
- Parents and spectators are not allowed on the side.
- Teams are to leave the field of play immediately following their games.

Off-side

An offside will be called only in half field 9v9 games behind the 18-yard line (goalie box) from the goal line. The top of the penalty box is 18 yards and the offside line will extend across the field from sideline to sideline.

Slide Tackles

There will be no slide tackles to an opponent when challenging for the ball. Field players may slide tackle when no opponents present, e.g., to save the ball. Goalkeepers are allowed a clean slide tackle to save a ball in the penalty box.

No Punting and No Drop Kicks

If the keeper punts or drop kicks the ball after receiving a warning, the opposing team will be awarded a free kick taken from the top of the Penalty Arc.

Ball Out of Play

A free kick is awarded against the team that hits a ball contacting the ceiling. This free kick takes place where the ball hit the ceiling. If the ball hits ceiling from defending team on top of penalty area will be awarded a direct free kick taken from the top of the Penalty Arc.

Fouls and Misconduct

- All free kicks are direct.
- On $\frac{1}{4}$ and $\frac{1}{3}$ field, opposing team must yield 5 yards; on $\frac{1}{2}$ field, opposing team must yield 10 yards.
- If a player denies an obvious goal scoring opportunity to an opponent moving towards the player's goal by an offense punishable by a free kick or a penalty kick, the player will be shown a "soft" Red Card and the player will be suspended from the match for 5 minutes. The player cannot be replaced unless the opponent scores a goal.
- When a player receives a soft Red Card and later in the game receives a Yellow Card, it will equate to a Red Card send-off.

Red Card send-off offenses

- Offenders are automatically suspended from all teams for a minimum of one week.
- Any player involved in fighting will be ejected immediately from the Facility. A report is filed with the League Coordinator after the game, and the League Coordinator has the right to implement further suspension time up to a lifetime ban.

Calls other than Fouls or Misconduct within the Penalty Area

When

- the ball contacts the ceiling, or any of the following are called
- a dangerous,
- a pass-back,
- a good slide tackle to the player,

Restart will be taken at the top of the Penalty Arc.

Headers

Headers will be eliminated from the game for players who are U11 years and younger. If a player deliberately heads the ball, the referee will award a direct free kick to the opposing team at the spot of offense. If a deliberate header occurs within the Goal Area, the direct free kick will be taken from the top of the Penalty Arc.

Concussion

If the referee see's any signs of concussion then the referee will stop the game immediately. The player has to leave the field and to be checked by the coach/trainer. If a coach decides to sub him/her in later in match, it then becomes the coaches and club's responsibility to ensure the safety of the player.

Guest Players

Players from the same club may play in a higher division, or at the same level with his/her club.

Uneven Score

If a team is behind by 5 goals or more, that team may add an additional player until the goal differential is less than 5.

Dispute or Problem Resolution

Only the coach may approach the referee after the game with questions relating to the interpretation of the rules which may arise during the game. Referee's decisions on points of fact connected with play shall be final. In the event a dispute or problem requires additional attention, the coach may approach the League Coordinator for final disposition.

Tie Breaker

1st Tie Breaker: Head to Head

2nd Tie Breaker: Goal Differential Head to Head

3rd Tie Breaker: Fewest Goals Against

Rescheduling of Games

Rescheduling games is difficult.

- Requests for schedule adjustments must be submitted in writing to the League Coordinator as early as possible and no later than three weeks prior to the start of the league. These requests will be carefully and thoroughly considered and may or may not be implemented depending on the complexity of the reschedule.
- Coaches are not permitted to reschedule games without first obtaining the approval from Champions League.

Spectators

- Not allowed on the field at any time
- Subject to expulsion from the Facility for vulgar and/or abusive language including but not limited to racial, ethnic, or religious comments, gross violation of the House Rules, and/or damage to Facility Property.

Rules subject to change without notice, 05/30/2018

Player verification must be protested before the start of the second half ONLY by the team MANAGER of current team playing against the team in question.

Duration of Game

Time shall be stopped for serious injury or as otherwise determined necessary by the Referees. Also in the opinion of referee the clock can be stopped if the referee thinks that losing team is trying to delay restart at the last 2 minutes of the game, only if the game is tie or one goal differential.

Out of Bounds Rule:

If in the opinion of referee, winning team is trying to delay restart, players have 5 seconds to restart play after the ball placed to kick/throw, referee will count 5 seconds. If the restart takes more than 5 seconds the ball will be given to the other team for delay of game.