

# RULES OF PLAY

Except as otherwise noted in these rules, STYSA competition rules of play and FIFA Laws will govern the rules of play for any PDN league play event.

PDN reserves the right to adjust, modify, or amend rules of play as needed or as it determines appropriate for the sake of player safety or purposes that may be presented through the natural course of play.

Age Groups: Age groups are determined by the birthdate of the oldest player rostered on a team's official state roster.

The age groups are as follows:

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19 years of age and younger	11 years of age and younger
18 years of age and younger	10 years of age and younger
17 years of age and younger	9 years of age and younger
16 years of age and younger	8 years of age and younger
15 years of age and younger	7 years of age and younger
14 years of age and younger	6 years of age and younger
13 years of age and younger	5 years of age and younger
12 years of age and younger	4 years of age and younger

Age groups can be combined at the discretion of PDN as needed or include brackets to combine age groups.

Brackets will be developed to ensure that teams are evenly paired based on the strength of the teams registered, their tenure with PDN, and their resume in GotSport. PDN will utilize a relegation and promotion system between seasons to determine bracketing and levels of play.

Gold Divisions – these brackets will be considered the most competitive when multiple brackets exist within an age group. Gold Division teams will be provided a more extensive playoff structure and will be structured to accommodate the highest level of league play.

\*\*\* when an age group only has enough players for a single division, it will be referred to as the Gold Division and may be a mixed level bracket

Silver Divisions – These brackets are less competitive than Gold and serve developmental purposes. Silver Division teams are for those teams of some tenure that are growing toward competitive levels of play who are no longer or do not want to be considered recreational teams.

Bronze Divisions – these brackets are purely recreational and designed for new teams and those with a demonstrated record that warrants participating in lower divisions. PDN reserves the right to place teams out of Bronze Divisions based on previous seasonal performance, tenured rosters, or initial success against teams within the division.

PDN will consult with coaches as needed to ensure appropriate placement, but PDN reserves the right to seed teams as it deems appropriate.

### Seasonal Play:

PDN will strive to ensure that every team is given a minimum of eight (8) league games throughout the season. Teams who register or are accepted late may not be given the same consideration and cannot be guaranteed an eight (8) game season. These eight games may also include friendlies or other inner-league opportunities.

Ideally, PDN will work to ensure the following:

5 Team Bracket – Double round robin format

6 Team Bracket – Round Robin, plus three matches randomly generated via scheduling software.

7 Team Bracket – Round Robin, plus two matches randomly generated via scheduling software.

8 Team Bracket – Round Robin, plus one match randomly generated via scheduling software.

9 Team Bracket – Round Robin

When possible PDN will work to avoid brackets larger than 9 teams.

In situations where larger brackets exist, specifically in silver or bronze divisions, PDN reserves the right to allow for a round robin or ten (10) game format, and by-pass playoffs and determine champions and runners up by standings.

### Playoffs:

All players 11U and above will receive a token of appreciation (t-shirt, scarf, bag tag, etc.) from the league to thank them for their participation.

All Players 10U and below will receive participation medals at the conclusion of the season.

5U-8U teams will not be eligible for team trophies.

9U-19U teams placing first (1<sup>st</sup>) or second (2<sup>nd</sup>) in their divisions are eligible to receive team trophies. Teams winning divisions may be eligible to receive champion designated medals or recognition pieces. Trophies will be determined by league officials based on the final playoff structure and design.

Gold Divisions – All Gold Divisions will have a playoff series. PDN will cap playoff participation to the six (6) highest finishing teams. In larger divisions, PDN reserves the right to expand playoffs in Gold Divisions if the level of competition warrants such an expansion.

Silver Divisions – Silver Divisions are subject to smaller playoff structures. These structures may include a straight to semi-finals playoff or only a championship match based on the level of play throughout the season. The Silver Division playoffs will not exceed six (6) teams.

Bronze Divisions – Bronze Divisions are recreational and will not be subject to playoffs. The league will schedule a championship match between the top two (2) finishing teams in all Bronze Divisions. The league reserves the right to forego playoffs in the Bronze Division or expand to a

semi-final playoff structure if league play warrants such an expansion and field availability exists. Bronze Division playoffs will not exceed four (4) teams.

The league will post the tentative playoff schedule by week two of the regular season. No schedule requests or changes will be accommodated. If a team is unavailable to participate in the league playoffs, they will be replaced with the next best finishing team.

No revisions will be made to the playoff schedule to accommodate participation in other leagues, tournaments, or other travel schedules.

PDN reserves the right to change its' playoff calendar based on inclement weather or other emergency circumstances that warrant such a change.

Club Pass:

Teams may designate ## players from a primary roster to a secondary roster and count these players as Club Pass.

Players must be within the same team structure to be classified and eligible for Club Pass

Players may not play for two different teams on the same day under the club pass designation.

\*\*\*\* Jimmy and Crystal fill in the other rules

Players may play with their Club Pass teams during playoffs.

Number of Players:

AGE	Maximum Roster Size	Maximum # of Players on the Field	Minimum # of Players on the Field
16U-19U	22	11	7
13U-15U		11	7
11U-12U	16	9	6
9U-10U	12	7	5
8U 7V7	12	7	5
5U-8U	10	4	3

Teams who present with the minimum number of players at the scheduled match time are expected to begin playing with the minimum number of players. Teams who do not follow this rule will receive a forfeit for refusal to play.

Teams who present without the minimum number of players at the scheduled match time will be given a fifteen-minute grace period to start the match, once the minimum number of players is met, the match will start, and the full time will be given for the contest. The referees may not reduce match play time.

Game Times:

AGE	TIME
5U-6U	Four eight (8) minute quarters, 1 minute between quarters, 5-minute half time
7U-8U	Four ten (10) minute quarters, 1 minute between quarters, 5-minute half time
8U 7v7	Two twenty-five (25) minute halves, 10-minute half time
9U-10U	Two twenty-five (25) minute halves, 10-minute half time
11U-12U	Two thirty-minute (30) minute halves, 10-minute half time
13U-14U	Two thirty-five (35) minute halves, 10-minute half time
15U-16U	Two forty (40) minute halves, 10-minute half time
17U-18U	Two forty-five (45) minute halves, 15-minute half time
19U	Two forty-five (45) minute halves, 15-minute half time

In combined age brackets, games will be played to the oldest team level in the bracket.

Operational Protocols:

Home teams are listed first on the schedule, (Team A vs Team B, Team A is the home team)

Players may not have their names on their jerseys, and teams are not allowed to wear uniforms with labels, logos, or insignia that promote or market alcoholic beverages.

Every player must be in a similarly colored jersey with a unique number visible and affixed to the uniform.

In the event of a uniform color conflict, the home team must change jerseys at the request of the referee.

Teams and spectators must sit on opposing sidelines of each other.

Home Teams will sit on the North and West sides of fields and visiting teams will sit on South and East sides of fields. In the event of a conflict in determining which directional side of the field is appropriate, the home team will select which side of the field to sit on.

Games may not begin until both teams and their spectators are sitting opposite each other.

### Suspensions and Sanctions:

Players in 7V7, 9v9, and 13U Divisions and above will be eligible to receive yellow and red cards throughout the season.

Yellow Card accumulation carries and will be enforced.

Players receiving two yellow cards in one match will receive a red card and must exit the remainder of the match. These players will also be required to sit out the next match their team is scheduled to play, this may include playoffs.

Players receiving a direct red card must exit the match immediately and will sit out the next match their team is scheduled to play, this may include playoffs.

\\If a player is a club pass designee they may not play in any league games until they have served the red card suspension with the team where they received the red card

Players receiving a red card for violent conduct must exit the match immediately and will sit out the next two matches their team is scheduled to play, this may include playoffs and other STYSA sanctioned events or tournaments.

\\If a player is a club pass designee they may not play in any league games until they have served the red card suspension with the team where they received the red card

Any player?coach?manager?trainer?or.spectator.ejected.for.violent.conduct?verbal.abuse.of.a.game.or.league.official?racial.slurs?profanity?entering.the.field.of.play.without.permission?or.fighting.will.be.subject.to.a.Discipline.and.Punishment.(D™ P).hearing.and.will.be.expelled.based.on.the.STYSA.assigned.penalty.protocols;In.cases.of.severe.consequence?PDN.reserves.the.right.to.escalate.or.accelerate.the.punishment.process;Rostered.coaches.of.record.are.responsible.for.the.conduct.and.behavior.of.their.players?parents?spectators?and.coaching.staffs;Coaches.will.be.held.accountable.for.the.behavior.of.all.associated.with.their.team.during.league.play.and.playoffs;

Any spectator, parent, or coach who enters the field of play without prior approval from the referee is subject to a two-week expulsion from scheduled league games and PDN sanctioned activities.

If parents and spectators habitually abuse, threaten, or attempt to intimidate game officials those parents and spectators will face a minimum suspension of two-weeks; no one besides rostered players and coaches will be permitted within the field boundaries.

PDN will honor and enforce a zero-tolerance approach to any type of abuse, discrimination, bullying, harassment, or intimidation of any individual based on their race, culture, sexual identity, gender, ethnicity, or color.

#### 4U-6U

Ball Size	3
Number of Players	4
Offsides	No offsides will be called in 4v4 matches
Restarts	Throw ins, corner kicks, goal kicks, direct kicks, and drop balls are used to restart play
Goal Keepers	No Goalkeepers or defensive players positioned as a goalkeeper
Throw Ins	If an infraction of the FIFA law regarding throw ins occurs, players will be given an opportunity to correct the throw in
Heading	Heading is not allowed in 4V4 matches. If a player deliberately plays the ball with their head, the opposing team should be given an indirect free kick from the spot of the infraction.
On Field Coaching	Coaches and parents are not allowed on the field of play during matches. Parents and coaches must be set on the sideline on opposing ends of the field, no coaches or spectators may be positioned behind the goals

#### 7U-8U

Ball Size	3
Number of Players	4
Offsides	No offsides will be called in 4v4 matches
Restarts	Throw ins, corner kicks, goal kicks, direct kicks, and drop balls are used to restart play

Goal Keepers	No Goalkeepers or defensive players positioned as a goalkeeper
Throw Ins	If an infraction of the FIFA law regarding throw ins occurs, players will be given an opportunity to correct the throw in
Heading	Heading is not allowed in 4V4 matches. If a player deliberately plays the ball with their head, the opposing team should be given an indirect free kick from the spot of the infraction.
On Field Coaching	Coaches and parents are not allowed on the field of play during matches. Parents and coaches must be set on the sideline on opposing ends of the field, no coaches or spectators may be positioned behind the goals

#### 9U-10U (8U playing 7V7)

Ball Size	4
Number of Players	7
Build Out Lines	Build out lines should be equidistant between the penalty area and mid-field line
Restarts	<p>Restarts with Build Out Line:</p> <p>When the goalkeeper has the ball in his/her hands during play or a goal kick is being taken, then:</p> <ol style="list-style-type: none"> <li>1. before the ball is passed, thrown, or rolled into play by the goalkeeper or a goal kick is being taken, players on the team in possession may stand anywhere on the field, including inside the penalty area.</li> <li>2. players on the defending team must move beyond the Build Out Line and may</li> </ol>

	<p>not cross the Build Out Line until the ball is in play.</p> <p>3. the ball is in play as soon as the goalkeeper passes, throws or rolls the ball or any player takes a goal kick; and</p> <p>4. As soon as the ball is in play, other members of the team in possession may play it, even if it is inside the penalty area, and players on the defending team may then cross the Build Out Line.</p> <p>If the goalkeeper punts or drop kicks the ball an indirect free kick should be awarded to the opposing team from the spot of the offense; If the punt or kick occurs within the goal area the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred;</p> <p>Ideally the goalkeeper will wait to put the ball into play once all opponents are past the Build Out Line;.....</p> <p>However the goalkeeper can put the ball into play sooner but he/she does so accepting the positioning of the opponents and the consequences</p>
Offside	<p>THE FIFA OFFSIDE RULE SHALL APPLY</p> <p>The build out line will also be used to denote where offside offenses can be called.</p> <p>Players cannot be penalized for an offside offense between the halfway line and the build out line. Players can be penalized for an offside offense between the build out line and the goal line.</p>
Heading	Heading is not allowed in 7v7 games.



	<p>If a player deliberately heads the ball in a game, an indirect free kick should be awarded to the opposing team from the spot of the offense.</p> <p>If a deliberate header occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred.</p>
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### 11U-12U

Ball Size	4
Number of Players	9v9 (8 field players and 1 goalkeeper) Game may not start or continue if there are less than 6 players on a team
Restarts	Conform to FIFA with the exception of the opponents of the team taking the kick-off are at least eight (8) yards from the ball until it is in play.
Substitutions	Substitutions are unlimited and can occur at any stoppage at the referee's discretion
Heading	<p>In.PDN.sanctioned.League.Play?. Deliberate.heading.is.not.allowed.in.77U_78U.games;</p> <p>If a player deliberately heads the ball in a game, an indirect free kick should be awarded to the opposing team from the spot of the offense.</p> <p>If a deliberate header occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred.</p>

### 13U-19U

Ball Size	5
Number of Players	11 players (10 field players and 1 goalkeeper) Game may not start or continue if there are less than 7 players on the field for a team
Heading	Permitted
Offside	The FIFA Offside Rule shall apply
Times	See Game Times Table

**Credentiaing:**

PDN assumes responsibility for registering, verifying, credentialing and rostering all players who enroll and pay registration fees. Should PDN identify or recognize an administrative error when rostering or credentialing a player, PDN reserves the right to make specific and circumstantial exceptions to permitting a player who is not properly rostered or credentialed. ONLY.the.PDN.Registrar.may.authorize.such.an.exemption.and.will.do.so.only.on.a.case\_by\_case.basisj.

All players must be registered through the PDN Gotsport registration portal.

The PDN Registrar will determine when the registration window opens for each season. The PDN registrar will post the registration period. The Registrar will also determine when the registration window closes.

Because PDN focuses on player participation and wants as many kids as possible to play soccer, the PDN Board of Directors, reserves the right to extend registration windows, add teams and players after deadlines in the name of providing opportunities that allow more kids to play soccer or in response to unforeseen circumstances.

Players must be on the roster of the team they are attempting to check in for. If a player does not appear on the roster, they are not an eligible participant.

Every player must have a valid PDN credential issued by the registrar with the appropriate signature and seasonal sticker designation. Players without appropriate credentials are not eligible participants.

Club Pass players must present their ID card from their primary roster with the appropriate sticker for the season and club pass designation.

Prior to each match, coaches from both teams are responsible for checking the credentials of the opposing team. Coaches must match the names of the players listed on the official match card with the credential (ID Card) presented.

If a coach refuses to participate in the credential check, and the referee notes the refusal on the match card, that team will receive a forfeit for the match played regardless of the outcome of the match.

**IF BOTH COACHES REFUSE TO CHECK CREDENTIALS, AND THE REFEREE NOTES THE REFUSAL ON THE MATCH CARD, BOTH TEAMS WILL RECEIVE A FORFEIT FOR THE MATCH.**

If a player does not have a credential (ID Card) at the start of the match, but is on the match card, that player may enter the match, but must present a proper credential by the conclusion of half-time. If the player does not enter the match before half-time, they may enter at any time during the match when the appropriate credential can be provided.

If a player enters a match and is not on the match card or does not have the proper credential, they are considered ineligible for play. **ANY TEAM THAT PLAYS AN INELIGIBLE PLAYER WILL BE SUBJECT TO REVIEW BY THE LEAGUE'S DISCIPLINE & PUNISHMENT (D&P) REVIEW COMMITTEE AND WILL BE SUBJECT TO APPROPRIATE SANCTIONS.**

Any coach that suspends play, refuses to play, or refuses to continue a match because they believe an ineligible player has entered the match, their team will receive a forfeit for that match. That coach will be subject to a D&P Hearing and may face additional sanctions.

Coaches and Referees do not have the authority to determine or decipher a forfeit from the field. Matches may not be stopped by coaches from the sideline. If a coach believes that an opponent is fielding an ineligible player, they may not stop or suspend the match. The match should continue and be played to completion. The coach who believes an ineligible player has entered the match must notify the center official that the match is being played under protest. The center referee should notify the opposing coach of the protest. At the completion of the match, the coach protesting the match must notify the referee of the exact reason to protest the match. The referee will note on the official match card what the reason for protest is. The coach who is protesting the match must notify the Vice President of the protest and submit an official protest in writing. The Vice President will review the match card and game report and will conduct an initial review of the situation to determine if a protest is warranted and what the appropriate response should be. Coaches submitting the protest should be prepared to provide documentation and support for their protest.

If a coach does not participate in the pre-game credential check in, and later determines or suspects that the opposing team fielded an ineligible player, the D&P Review Committee will seek to validate the claim. If it is determined that a team did field an ineligible player, the match will be scored a double forfeit. Both coaches will be subject to a formal D&P Committee Review and face potential consequences from such a review.

Coaches assume absolute responsibility for the accuracy of their rosters and the maintenance of their credentials. If PDN staff should incorrectly roster a player or commit

any error or mistake on any rostering or credentialing effort, the PDN Registrar reserves the right to override an established credentialing requirement to ensure that players are given every opportunity to play.

If a player is incorrectly rostered or credentialed and the coaching staff is aware of the error, they must notify the PDN Registrar in writing of the error and must correct the error prior to the player's return to the field. If the coach or manager does not correct the error, but continues to field the ineligible player, any match where that player entered the field of play will retroactively be scored a forfeit.

The PDN Registrar will determine which day players must be registered to be eligible to play for the upcoming weekend. If a player is not registered by that determined day, those players registered after that date will not be eligible to play until the following weekend.

Coaches assume absolute responsibility for verifying that players are assigned to the appropriate roster and have coordinating credentials (ID Cards). If coaches utilize a manager or designate a parent/guardian to finalize or complete registration and collect credentials, the assigned coach still maintains responsibility for all credentialing requirements.

Registering for league play does not guarantee a player will be rostered.

Coaches must notify the league Registrar of where each player should be rostered. This must be done in writing and submitted prior to the rostering deadline imposed by the league Registrar.

Coaches with more than two (2) teams are asked to coordinate and schedule a time to meet with the Registrar or league staff to complete registration and verify roster and credential accuracy. The league requests that walk in appointments be reserved for smaller member associates and individual registration requests.