

## **SOME OF DCSL / METRO RULES OF PLAY (2018-2019)**

Please also see DCSL Disciplinary Policy (online at [www.dukecity.org](http://www.dukecity.org) )

**Rules of Play** – Except as otherwise provided, the FIFA “Laws of the Game” shall apply to any and all competition sponsored by Duke City Soccer League.

**Player / Coach Pass Cards** – Only those players, coaches, managers and trainers that possess a current laminated USYSA or AYSO player / coach pass card may participate in a scheduled League game. A maximum of 4 administrators are allowed in the technical area. The make-up of the 4 is the responsibility of the team. Coaches, Assistant Coaches, Managers or Trainers all fall under these guidelines. This area may or may not be marked but will extend twenty (20) yards on each side of the halfway line. No game will start until the referee has seen the minimum number of players from each team, each with a validated player pass card. Teams will have 15 minutes past the stated schedule time to produce player and coaches pass cards or the game shall be forfeited. When approved by the DCSL Director of Games an electronic photo of the card may be used.

**Club Pass** – Duke City Soccer League has approved a limited Club Pass Program for Metro Matches allowing players to move between Metro Teams within the same club. For more information see Club Pass Section of the handbook.

**Sidelines** – Teams will occupy the same side of the field with the parents and other spectators on the opposite side of the field. Coaches may choose the side of the field for their teams to occupy. If the coaches cannot agree then teams will occupy the east or north sidelines for games starting prior to noon and on the west or south sidelines for games starting after noon. Depending on the field orientation, the home team shall take the north or east side of the halfway line, the visiting team will take the south or west of the halfway line. No one is allowed to stand behind the goal or end line during the game. *Exceptions: On fields with bleachers the team sidelines will be opposite to the bleachers. On fields 7 & 8 parents and spectators will be allowed behind the benches behind the markings. For U-9's and U10's the home team (including players, coaches, parents and team spectators) will occupy the north sideline and visitors (including players, coaches, parents and team spectators) will occupy the south sideline.*

**Coaching From the Sidelines** – Coaching from the designated team area is allowed but should be kept to a minimum. It is recognized that a reasonable level of verbal communications from coaches on the sideline to players is appropriate. A reasonable level of tactical coaching instructions and positive encouragement is acceptable, especially for younger age group teams. Shouting and yelling at individual players or negative admonishments is not allowed.

**Mercy Rule** – **There is no mercy rule.**

**Minimum Number of Players** – A team must field at least seven (7) players to begin a game. *Exceptions:* For U-9's and U-10's, five (5) players are required to start. For U-11's and U-12's, six (6) players are required to start.

**Conflict of Uniform Colors** – **The home team is required to wear the light uniform (including socks) and the away team is required to wear the dark uniform (including socks). If in the opinion of the Referee, there is a color conflict, the team causing the conflict must change. (new Fall 2018)**

**Length of Games & Ball Size** – If the game is being played between teams of different ages, we will use the length approved for the older age team (they should also play with the approved ball size from the older age team). The length of the game shall be as follows:

<b><u>Ages</u></b>	<b><u>Number of Players</u></b>	<b><u>Game Length</u></b>	<b><u>Ball Size</u></b>
U - 17, 18 & 19	11 v 11	Two 45' halves	5
U - 15 & 16	11 v 11	Two 40' halves	5
U - 13 & 14	11 v 11	Two 35' halves	5
U - 11 & 12	<b>9 v 9</b>	Two 30' halves	4
U - 9 & 10	<b>7 v 7</b>	Two 25' halves	4
U - 7 & 8	4 v 4	Two 20' halves	3

The game ball shall be provided by the home team, if they do not have a ball that is acceptable to the referee the visiting team may provide the ball. The visiting team may request that the ball be a white or white and black color.

**Substitutions** – Teams may substitute an unlimited number of players with the referee's permission at any stoppage of play.

After questioning an injured player, the referee then authorizes a team official (coach, assistant coach or trainer etc.) to come on to the field of play to ascertain the type of injury and to arrange the player's safe and swift removal from the field. The referee must ensure that the injured player is safely removed from the field of play, prior to the restart of play. The injured player may only return to the field of play after the game has restarted. The referee alone is authorized to allow an injured player to re-enter the field whether the ball is in play or not. *Exception:* The goalkeeper may be tended to on the field and remain in the game and if a player was injured on the same play that the goalkeeper was injured they may also stay in.

### **Youth Player Heading for U-11 and Younger Teams**

As part of U.S. Soccer's Player Safety Campaign, players 10 years old (U-11) and younger are prohibited from heading the ball in practice and in games. To this end, when a player deliberately heads the ball in a game, an indirect free kick (IFK) shall be awarded to the opposing team from the spot of the offense. If the deliberate header occurs in the goal area, the IFK is subject to the special goal area ball placement rules for free kicks (on the line at the top of the goal area for attacking IFK, anywhere in the goal area for defending IFK). If a player does not deliberately head the ball, then play shall continue.

A key phrase in this statement is 'deliberately heads'. Similar to 'handles the ball deliberately', the referee will have to make a quick decision as to whether the U-11 or younger player intended to head the ball, which will result in an IFK, or if the ball happened to make contact with the head during the course of play, which will result in continuation of play.

This ruling will affect all games played by U-11 teams and younger. If the game is being played by U-11 team vs a U-12 team this rule will still apply to both teams.

## Rescheduling of Games

If your team is traveling to a Soccer Tournament or playing in a Friendly and can not make your schedule game. You must inform the Duke City League Staff prior to two weeks before the scheduled game. If proper notice is not given a “Forfeit” can be declared. If it is a bracket game the DCSL staff will then schedule your makeup game. If it is a non-bracket game you are on your own to reschedule the game. Please contact the league by email at [bnordin@comcast.net](mailto:bnordin@comcast.net).

REMEMBER: The only acceptable reason to reschedule a game is due to one of the scheduled teams traveling to a Soccer Tournament or playing in a Friendly. **DCSL may require proof of the tournament or friendly that you are going to.**

## The Schedule

Games will be taking place at our soccer complex located in Bernalillo (SC) and if needed at ADO at the corner of Spain and Wyoming. In reading the schedule, when you see: H = 1205. That means that 1205 will be the home team for that game. Change and corrections may need to be made to the schedule and these updates will be placed on our web site [www.dukecity.org](http://www.dukecity.org). Please check the web site for these updates. If you see a difference in your newsletter schedule and the one on the web – follow the one on the web, as it is the most current. In addition to updates and changes we will try to have scores updated by each Monday morning.

Relegation Matches are played on the first week of the season between the lower two seeds of a bracket against the upper two seeds of the next bracket. These games have been colored in orange on the web. The lower seed has to win to move up.