

SOME OF DCSL / METRO RULES OF PLAY (Spring 2021)

Please also see DCSL Disciplinary Policy (online at 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 – The coach will give to the referee a signed NMYSA roster, with the addition of any club pass player being written on this roster and any player not being at the game being crossed off. No player pass cards, or club pass forms will be used this year. By signing this roster, the coach is certifying that:

- 1) the named players are appropriately registered to play,
- 2) all players listed on the roster and their parents have signed the COVID-19 Code of Conduct,
- 3) all players are properly equipped (including no jewelry being worn),
- 4) all participants will be PROPERLY wearing a mask,
- 5) for all club passed players used the rules were being correctly followed,

The referees will not be checking players individually before the game and will depart immediately at the conclusion of the game (no handshakes).

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.

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

Sidelines – Teams and their parents / spectators will occupy the same side of the field with the parents / spectators being located to the left of the team bench (the non-A/R side of the field). Home team on the north or east and visitors on the south or west. Remember while on the sidelines to maintain 6 feet social distancing. We ask that all players, coaches, parents and spectators leave the field with-in 10 minutes after the end of the game.

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:

<u>Ages</u>	<u>Number of Players</u>	<u>Game Length</u>	<u>Ball Size</u>
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	9 v 9	Two 30' halves	4
U - 9 & 10	7 v 7	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.

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

Locations - 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. Please check the web site for these updates. In addition to updates and changes we will try to have scores updated by each Monday morning. Updates and changes will be made by Wednesday noon. Again please check the web site for these changes.

Relegation - 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.

Scheduling Teams

Priority for coaches when scheduling

1. Out of town teams
 - a. First games start at 10:30 am or noon
2. Coach is a director of a development program and cannot be there half the day
3. Coach is coaching multiple teams in Metro
 - a. Guarantee 2 teams being at different times (not guaranteeing all 3 or 4 teams)
4. Coach is coaching High School and a team in Metro
5. Coach is requesting AM or PM
 - a. For the coach
 - b. For the players
6. Coach is coaching in a different league, not Metro