

CATHOLIC YOUTH ORGANIZATION

Monroe County CYO

SOCCER RULES/REGULATIONS

I. PLAYING RULES:

A. Official Rules: The rules of the CYO Soccer League are those of the National Federation. It is imperative that each coach has a working knowledge of the National Federation Rule Book in addition to those rules governing CYO Athletics.

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B. Purpose of these Rules: CYO wishes to stress that scores are not to be run-up by winning teams, and also wishes to emphasize that coaches must make every effort to play as many team members as possible in a given game.

C. Team Minimum: A team must be able to field the minimum number of players, eleven (11) at game time or the game is forfeited. If a player is ejected, becomes ill or injured and is unable to finish the game, the team may finish the game with no fewer than nine.

D. Game Time: Game time is forfeit time. If one team is not present or not ready to play with the minimum number of players at the time that a contest is scheduled to begin, their opponent may accept forfeit victory for that contest. Game officials shall sign the score sheet to verify forfeit. No official is required to wait beyond the scheduled game time for a team.

E. Game Length: The game will be composed of two (2) 30 minute halves with a 10 minute half-time period.

F. Overtime: No overtime periods for CYO regular season soccer games. Games that are tied at the end of regulation time shall remain a tie.

Play-off tiebreaker format will be:

- First sudden death overtime - 10 minutes
- Shoot-out

G. Encouraged Playing Time: To encourage and develop all players on the coed team, it is recommended that when a team has a five or more point margin that the following strategies would be used:

- Keep five players behind the midfield line
- Move high scoring players to non-scoring positions
- Use as many substitute players as possible
- Encourage passing ball for scoring opportunity to younger players

II. GAME RULES/REGULATIONS:

- A. Playing Field: The host team must provide a marked field with regulation goals at each endline.
- B. Protective Equipment: Shin guards are required: mouth protector/guard is recommended.
- C. Regulation Ball: Ball size will be a #5 for all teams and divisions.
- D. Uniform Jersey: The home team shall call the visiting team and make jersey arrangements so that jerseys are of contrasting colors. If pennies must be worn, the home team as designated on the schedule will wear the pennies.
- E. Uniform Numbers: Jersey or shirt must have numbers, even if only taped.
- F. Game Roster: A roster indicating jersey number and name of each player must be submitted to the opposing coach ten (10) minutes prior to the start of the game. The list should be prepared in numerical sequence.

III. LEAGUE RULES/REGULATIONS:

- A. Officials : CYO will assign two (2) officials for all games. Each team is responsible for paying one of the officials \$ 55.00 prior to the start of the game. If only one officials is at the game each team will be \$ 40.00 to the one official prior to the start of the game. Each team will be required to provide one line judge to assist the official during the entire game.
- B. Officials Not Present: In the event that the assigned officials are not present to officiate the game(s), the teams will have two (2) options:
1. Play the game with individuals they mutually agree to have officiate the game(s). If a mutual agreement is made to play, the contest(s) results will stand.

2. Re-schedule the game(s) with the CYO office after mutually agreeing on date(s) and time(s).
- C. Rain-Outs/Postponed Games: The League or the Athletic Director of the home team or the Official on site shall have authority to declare a game a rain-out or postponed for other field or weather conditions. Once a game is started, authority for suspending a game is vested in the official.
- D. Suspended Games: In the event a game must be suspended because of conditions which make it impossible to continue play, the head official shall declare it an official game if one (1) complete half or more of the game has been played. If less than one (1) half of the game has been played, the game shall begin from the point at which play was suspended.
- E. League Standings: The league standings will be computed on the basis of two (2) points for a win and one (1) point for a tie, and zero (0) points for a loss. Non-league games do not count in division standings.
- F. Roster Limitations: There is no limit as to the number of players that a team may have. Additional players may be similarly registered (as per eligibility rules) **any time before the sixth schedule regular season game. Exceptions may be permitted by the Monroe CYO Coordinator.**
- G. Insurance: Secondary medical insurance is provided for participants for all athletics through the Michigan Catholic Conference. This coverage has some limitations and is secondary to parent's medical coverage. This coverage is in effect if the student has no medical coverage. Information can be obtained through the School Principals or Parish Pastors.
- H. Allowable games per Team: No team may play more than three (3) games per calendar week (Monday through Sunday).

IV. PLAY-OFFS:

- A. Format: A bracket style, single-elimination format will be used. CYO will sponsor a play-off tournament at the conclusion of the season.
- B. Tie Breaker:
 1. Teams will be seeded according to the record during the regular season
 2. If two teams tie, the tie will be broken as follows:
 - a. Head-to-Head record; if still tied then:
 - b. Head-to-Head margin of victory - **maximum of eight (8) points per game**; if still tied, then:

- c. Count flip with heads representing team first alphabetically.
3. If three teams tie, the tie will be broken as follows:
 - a. Head-to-Head record; if only one team remains, that team is declared the winner; if two teams remain, apply two team tie breaker with only the two teams remaining. If all three teams still tie then:
 - b. Head-to-Head margin of victory - **maximum of eight (8) points per game**; if only one team remains, that team is declared the winner; if two remain, apply the two team tie breaker with only the two teams remaining; if all three still tied then:
 - c. Draw lots to fully break tie.
 - d. A full tie break using the three-way tie breaker will be preferred to having to apply the two-way tie breaker if only one team is declared the winner on any given round.

V. VIOLATIONS AND PENALTIES:

Violations of CYO rules and regulations shall subject a member Parish/School to any or all, but not limited to, the following: censure, probation with competition, probation without competition, forfeiture, suspension, and expulsion.