



U16 RYSL In-house Rules

Rules of Play

- I Current FIFA Rules will govern play with modifications as stated herein unless otherwise stated in the tournament rules.
- II Balls will be kicked in from the touch line or goal line within 1 yard of where they exited the field. 'Kick-Ins' are **indirect**.
- III All free kicks awarded are **indirect**.
- IV Substitutions can be made at any time during the match. All substitutions **MUST** take place at center field. A substitute may not enter the field of play until the player being substituted has left the field of play.
- V There is absolutely NO slide tackling in 5v5.
- VI There is no offside in 5v5.

I Participant Requirements

II Player Eligibility

- III Players are not allowed to play for a different team without approval from the league.

IV Player's Equipment

- V A player shall not wear anything that is dangerous to another player including jewelry. This will be determined by the Referee.
- VI All players must wear shin guards, soccer cleats, and turf cleats. NO EXCEPTIONS

I Game Play

- II If there is a conflict in shirt color than the Home Team (listed first on the schedule and game card) will be responsible for changing to an alternate color or wearing pennies (provided from office).
- III Slide tackling is not allowed: A Yellow Card (caution) will be issued for all slide tackles. If in the referee's opinion the slide tackle was performed with excessive force and/or endangered the safety of the opponent than a Red Card (ejection) should be issued.

i A goalie may dive to win the ball against an attacking player by leading with their hands or upper body. They are not allowed to challenge the ball leading with their feet. Any player may slide to save a ball from going out of bounds when there is a safe distance, in the referee's opinion, between other players.

ii There will be a **10 minute grace period** for teams without enough players.

I Fouls and Misconduct

All Coaches are responsible for team players.

Yellow Card (caution): **Players must give their name to the referee.**

If a player fails to give their name to an official, they will be issued a Red Card (ejection) and an additional penalty will fall to the Team Manager. *Note: the player receiving the Yellow Card (caution) does not need to leave the field.*

Red Card (ejection): **Players must give their name to the referee and are suspended from further play in that game and a minimum of one additional game.**

Ejections may warrant more than a one game suspension. This will be determined by the PAD Chair.

Foul and/or abusive language and/or action(s) directed towards a player, spectator, or official will result in a Red Card (ejection) from the game; plus additional game(s) suspension depending on severity. *Note: Only the team manager may consult the referee over decisions and calls at the official's discretion.*

A player who accumulates four (3) Yellow Cards (cautions) during the tournament will result in a one game suspension.

Fighting – Minimum one-year suspension from the time of infraction.

Dissent may result in a Red Card (ejection), determined by the referee.

If a player is found to have given a false name during check in at the park office they will be removed from the tournament.

I Forfeits.

Participants/Team Rosters

II All games must start with a minimum of four (4) players at the scheduled starting time.

III Teams are not required to play down in the event that the opposition is playing down.

I Officials

II Games may be officiated by one center referee, depending on referee availability. No assistant referees will be used.

III Game Time

IV Games will consist of two **30-minute halves with a 5 minute half time**.

V No overtime periods will be held. Games may end in a tie.

I Substitutions

II Players may only sub on and off during stoppage of play.

III If a team is caught playing with more than the legal number of players the game will be paused to correct the mistake and the team manager will be issued a Yellow Card (caution).