

U13/U14 Playing Rules and Guidelines

Field Size: 60 yards by 100 yards w/ 8 ft x 24 ft goal

Ball Size: 5

Play format: Maximum of 18 and a minimum of 14 players on roster. The number on the field shall normally be 11 including a goal keeper. Minimum number to play a game is 8.

Game Duration: Two (35) minute halves; with a (5) minute half-time break

Penalty Kicks: Yes **Out of Bounds:** Throw-ins **Offside Rule Enforced:** Yes

Scoring: Scores are kept and recorded on game sheets and called in to metroplex and recorded for the end of season determining of winners of 1st and 2nd place in all divisions. Winners will receive trophies. Remember Coaches should demonstrate good sportsmanship. Game sheets should be turned in to the mailbox at the CISA fields.

Standings: Win – 3 points; Loss – 0 points; Tie – 1 point.

Coaches responsibilities:

Before the match begins the coach should:

- a. Check players' equipment; all players are required to have uniforms (shirt, shorts, socks) and shin guards (socks must be worn on the outside and entirely cover the shin guard). Uniform are provided by the program.
- b. Shoes: Tennis shoes or soft cleated shoes – NO football or baseball cleats.
- c. Safety: No player may wear equipment dangerous to himself or others. This includes casts, metal braces, and jewelry. Earrings are specifically prohibited, including posts for pierced ears.
- d. Home team is the first team listed on the schedule.
- e. The home team provides the game ball (size 5).

Coaches:

Players will have the attitude that is demonstrated by their coach. Although the coach is responsible for teaching skills and strategy, the primary focus on the game should be recreational and for fun.

- a. No coach or parent may stand behind or beside the goal. Spectators should remain on the sidelines.
- b. It is the responsibility of the coach to ensure that all comments from the sidelines are positive.

YOU ARE RESPONSIBLE FOR ALL YOUR PARENTS, GRANDPARENTS, AND CHILDRENS ACTIONS!

Kick-Off: Starts the game, opponents must be 10 yards from center mark while kicking off is on progress. Team's trade ends of the field at halftime.

- a. The kick-off must travel forwards (not backwards). The player taking the kick-off may not touch the ball a second time until someone else touches the ball first (i.e. A player cannot dribble from the kick-off). In either instance, the restart is to replay the kick-off.
- b. Goals may not be scored directly from a kick-off.

Substitutions: All players must play at least 50% of each match.

- a. Prior to a throw-in, in your favor.
- b. Prior to a goal-kick, by either team.
- c. After a goal, by either team.
- d. After an injury, by either team, when the Referee stops the play.
- e. At half-time.

Play: The ball is out of play at the following times:

- a. Throw-in; ball has completely crossed the touchline (sideline)
- b. Throw-in is taken by opposite team that touched the ball last.
- c. Throw-in is taken as near as possible to where the ball left the field.
- d. The referee should explain any infringements to the players. Poor throw-ins will result in a throw-in for the other team.
- e. A goal may not be scored directly from a throw-in.
- f. Player taking throw-in may not touch ball a second time again until it has touched another player.
- g. Goal Kick: Attacking team has touched the ball last, and the ball has completely crossed the end line without scoring a goal.
- h. Defending team places ball at goal-kick line marked on field, in the area in front of their goal.
- i. Ball is kicked forwards. The ball may not be touched by any player until it has traveled outside of the penalty box.
- j. If a ball does not travel outside of the penalty box, or is touched first, the kick is retaken. The kicker may not play the ball a second time until it is touched by another player.
- k. A goal may not be scored directly from a goal kick.

- l.** Corner Kick: Defending team has touched the ball last, and the ball has completely crossed the end line without scoring a goal.
- m.** Attacking team places the ball at the corner of the field on the side that the ball went out on.
- n.** The kicker may not play the ball a second time until it is touched by another player.
- o.** Any time the referee blows the whistle to stop play. In the case of an injury or other stoppage where the ball has not otherwise gone out of play, the game is restarted with a drop ball at a neutral position on the field.

Fouls:

- a.** All fouls result in an indirect free kick being taken by the opposing team with the opponents 3 yards away. There are no penalty kicks.
- b.** In general, the following are judged as fouls; kicking, tripping, pushing, holding, and hitting an opponent. In addition, making contact with an opponent before the ball when tackling to gain possession is a foul. In soccer, a tackle is the action of taking the ball away from an opponent. A tackle from behind is always judged a foul.
- c.** **Slide tackling (sliding on the ground in order to play the ball, offensively or defensively) is prohibited.**
- d.** Deliberate handballs: The "hand" is considered any part of the arm or hand, from the shoulder down. A deliberate handball is judged as movement of the "hand-to-ball", where an advantage is gained by doing so.
- e.** A kicked ball that deflects off a player's arm, with no intent to play the ball is NOT a handball.
- f.** A player protecting their face or other body parts from a hard-kicked ball should not be called for a handball unless an obvious advantage is gained.
- g.** Playing the ball while the player is on the ground is allowed if there is no danger to any player. This is the referee's decision to allow or stop play.

Jurisdiction:

- a.** The referee is in control of field and all activities thereon from the time of his/her arrival at the field until he/she has left the parking lot. REFEREE DECISIONS ARE FINAL. Any incidence of assault or violence toward a referee will not be tolerated and will be very harshly dealt with. The referee/association may involve the police in this incident. Complaints concerning the conduct of CISA referees are to be properly submitted in writing to CISA through the appropriate Age Group Commissioner and Referee Assignor. Please also note the issue on the game sheet. (For those issues involving a referee not in CISA, the Metroplex VP and Referee Liaison are to be notified as well as CISA.) Email addresses are on the Metroplex web site. The Referee Assignor will coordinate the investigation and disposal per NTSSA guidelines. (CISA)
- b.** Responsibility of the referee is to insure the safety of the players and to enforce the Laws of the Game as defined by FIFA, USSF, NTSSA, and CISA.
- c.** A referee is assigned to games on their qualifications and experience level as determined by the CISA Referee Assignor. Coaches are reminded that a referee's qualifications cannot be determined by visual inspections. Referees are only permitted to cover games assigned by the Referee Assignor. Referees are entitled to rest breaks.
- d.** Do not approach a referee to discuss game incidents or calls during the game. Open communication with the Referee at halftime and after the game is allowed within the guidelines of Coaches Code of Ethics. The referee is still acting in their capacity as an official and may therefore issue cautions, etc., if an individual continues or attempts to discuss game related incidents or calls in an inappropriate manner. (CISA)

Rescheduling and Postponing Games:

- a.** The Age Group Commissioner is the point of contact to reschedule a game. Games cannot be postponed by a coach or coaches without a minimum of forty-eight hours notice to the Age Group Commissioner. This is to ensure that the Referee Assignor can be sufficiently notified. The forty eight hour notice may be waived by approval of the Referee Assignor and the President.
- b.** Postponed games must be rescheduled no later than 72 hours after the original game time. If a game date cannot be agreed upon within 72 hours, the team that requested the postponement shall forfeit. This rule does not apply if the team requesting the postponement waives their right to bargain the makeup date and allows the opposing team to pick the date and time.
- c.** Once the schedules are distributed, CISA games will be rescheduled at the Age Group Commissioner's discretion. Games may not be postponed if one team will gain an advantage by the postponement. Acceptable reasons to postpone a game include: (1) insufficient number of players due to a school function or (2) a tournament. School functions are defined as; any school sanctioned extracurricular activity in which a player participates such as a sports event, UIL competition etc. A three day weekend would not be considered a school sanctioned activity.

**Each recreational player, when present at the game, shall be required to play the minimum of 50% of the time, unless the players time has been reduced for medical or disciplinary reasons, in which case the coach must notify the player, and the opposing coach prior to the beginning of the game that the minimum time has been reduced (consistent non-attendance at practice and non-payment of fees may be cause for disciplinary action). **

**KEEP RECORDS OF WHOM SHOWS AND DOES NOT SHOW UP TO YOUR PRACTICES THAT WAY IF WE HAVE A PARENT COMPLAIN ABOUT THE 50% RULE WE CAN ASK YOU FOR YOUR RECORDS. **