

SACRAMENTO YOUTH SOCCER LEAGUE (SYSL)
Playing Rules for Fall Season

SYSL's goal is that children playing recreational soccer are in an atmosphere of friendly competition in which sportsmanship; learning and playing soccer are held foremost.

Anything which detracts from this atmosphere should be strongly discouraged. It is frowned upon when teams are scoring in the double digits against their opponent.

Be a good Coach and make adjustments on the field that will provide a positive experience for all the players.

HOME TEAMS

Home teams are listed first on the schedule and are responsible for the following:

1. Conditions of the grounds, proper field markings, nets and corner flags.
2. Changing to an alternate colored jersey when uniform colors are similar. Goalie uniforms should be distinct from either team.
3. Provide completed 'Game Card' to the Center Referee and deliver or mail completed signed off game card within 48 hours after the game has been played. **Need date, division, age group, field and team names.** Assure Club referees are aware of this.
4. Notify the opposing team when a game has to be rescheduled.
5. Home team is responsible for providing the game balls. *Note: Ball size as required for that age group.*

HEAD COACHES FOR BOTH TEAMS

On game day both coaches are responsible for the following:

1. Behavior of their teams and spectators. *Note: Referee may stop game to warn coaches and if necessary may terminate the game if the problem persists. A RED CARD given to a Head Coach automatically ends the game. Final disposition will be determined by the Penalties and Discipline committee (PAD).*
2. Home team will have preference as to which side of the field will be the home side for the team and spectators. The visiting team and their spectators must use the opposite side of the field. When space does not allow this or fields require both teams and spectators to be on the same side then refer to rule 1.
3. Verify the game time, location, and directions to the field by checking the website before the scheduled game.
4. Report the final game score within 24 hours to SYSL's Team Sideline website. Go to www.sysl.com to log on if an email has not already been generated. See that game card is submitted to proper source as soon as possible.
5. Coaching is only allowed within 10 yards of the Half-Way line. Instructing players from the side line is to be done by coach with coaches' pass. Anyone instructing players that does not have a coaches' pass are coaching illegally and the referee could ask them to leave the field and should ensure *ONLY* positive encouragement to players.
6. Ensure *NO* artificial devices for purposes of noisemaking are allowed. Referee can ask them to leave field.

REFEREES

1. Referees are provided by the home team and/or club for all games scheduled on their fields.
2. Referee should not begin game until game card is completed with date, team and coach names and field.
3. If a referee(s) is not present, the visiting coach may elect to play with volunteers from the spectators with the approval of both coaches OR to reschedule the game. ***If the game is to be rescheduled due to referee issue, the visiting team selects playing field and the home Club is responsible for paying the assigned referees.***
4. If a replacement referee(s) is accepted by both teams, then the replacement Referee(s) authority cannot be challenged once the game starts.
5. U12 teams are strongly recommended having a 3-man system.
6. U14-U19 age groups must have a 3-man system.
7. Youth referees may only referee games that are at least two age groups below their playing age group. For example, a referee that plays U14 is allowed to referee a U10 game ***BUT NOT*** a U12 game.
8. The referee is the sole authority on the field and his/her judgment as to acceptable field conditions, conduct of the game and any other prerogatives as granted by the "*Laws of the Game*" shall not be challenged.
9. It is the responsibility of the referee to provide completed game cards at the conclusion of the game. *Note: Only if a red card has been issued will the referee keep the game card at the conclusion of a game.*

PLAYERS FOR BOTH TEAMS

1. Must have a valid SYSL player pass and this must be presented to the referee prior to their participation in the game. *Note: if a player does not have a valid player pass they may not play in the game, **No Exceptions**.*
2. Head coaches must also present a valid coaches pass to the referee prior to the start of the game. *Note: If the head or assistant coach is not present at the game, then the game cannot be played and the club manager/president should be contacted immediately.*
3. All player uniforms must have SYSL approval. No logos allowed other than Club Logo. Each player on a team must have different jersey numbers. Duct tape is acceptable in the case of duplicate numbers.
4. All players are required to wear shin guards and any style soccer shoe is acceptable unless otherwise deemed unsafe to play in by the referee. *Note: this includes sneakers or tennis shoes as permitted by referee.*
5. No jewelry, especially earrings, watches, hair pins or casts may be worn by any player on the field.
6. ALL PLAYERS must play at least half of the game. Only if the player's coach notifies the referee and the opposing coach PRIOR to the start of the game of the player(s) jersey number, will exceptions be allowed.
7. Any team delaying the start of a scheduled game by more than 15 minutes without sanction of the proper authority shall forfeit the game by a score of 1-0. **No** modifications of rules are allowed for SYSL games regardless of age group.
8. When field size limitations arise, there may be a need to adjust where a goal kick and/or a penalty kick can be taken.
9. U8 and U6 take a goal kick at the top of the penalty area. Players must be 10 yards back.
10. Offside rule applies to **all** games beginning with U8's and above.

LENGTH OF GAMES

1. Coin toss by referee will be used to start a game. The team that wins the coin toss chooses which side to attack.
2. Games will be played in two halves with a five minute rest period at the end of the first half. Under certain weather conditions, the referee has the authority to allow for additional minutes as deemed appropriate.
3. The second half of the game is started with a kick-off by the opposite team from the team that kicked-off the first half.
4. **U6** games will be played with four ten minute quarters and a one minute break after the first and third quarter and a five minute break after the second quarter. Each quarter is started with a kick-off and substitutions are only allowed at the start of each quarter.

TIME PERIODS

1. U6 are four - ten minute quarters or two – 20 minute halves
2. U8 are two – 20 minute halves
3. U10 are two – 25 minute halves
4. U12 are two – 30 minute halves
5. U14 are two – 35 minute halves
6. U16 are two – 40 minute halves
7. U18 are two – 45 minute halves

MINIMUM PLAYERS PER TEAM

1. U12 – U19 teams shall not play with fewer than 7 players. *Note: a regulation game has 11 players on the field for these age groups.*
2. U10 teams shall not play a game with fewer than 6 players. *Note: a regulation game has 8 players on the field.*
3. U6 and U8 teams will not play a game with fewer than 5 players on the field. *Note: a regulation game has 7 players on the field.*

“ATTENTION TO BOTH TEAMS: ALCOHOLIC BEVERAGES ARE PROHIBITED AT ANY TIME BEFORE, DURING, AND AFTER THE GAME. NO DOGS ALLOWED ON SCHOOL FIELDS.”

***Yours in Soccer,
Sacramento Youth Soccer League (SYSL) Executive Board***

**Clarksburg Soccer Club
Davis Soccer Club
Dixon Soccer Club
East Sac Soccer Club**

**Fruitridge Soccer Club
Greenhaven Soccer Club
Interyouth Soccer Club
LandPark Soccer Club**

**Parkway Soccer Club
River Park Soccer Club
Sacramento Soccer Alliance
Southgate Soccer Club**

**Valley Hi Soccer Club
West Sac Soccer Club
Woodland Soccer Club
BOCA**