



STTSL

SOUTHERN TIER TRAVEL SOCCER LEAGUE PLAYING RULES

Amended March 1, 2015

Amended January 22, 2017

Amended February 26, 2017

Amended December 13, 2017

1. Rules

The current edition of FIFA Laws of the Game is the rulebook of the Southern Tier District Travel Soccer League, except as modified herein.

2. Age divisions

- 2.1 9U, 11U, 13U, 15U, 18U
- 2.2 A players' age is determined as the year they turn that age or younger.

3. Field Size (recommended for 2017)

		Width	Length	Preferred
3.1	9U division (7v7)	35-45	45-60	45-65
3.2	11U division (9v9)	45-55	70-80	
3.3	13-18U (11v11)	50-100	100-130	70X120

4. Field Markings

- 4.1 Field markings for 13 – 18U divisions should conform to USSF standards.
- 4.2 Field markings for 9 – 11U division should conform to USSF standards, where possible.

5. Size of Goals

- 5.1 9U & 11U divisions – preferred
6X18 or 7X21
- 5.2 13, 15, 18U divisions-8’x 24’ regulation goal
- 5.3 All goal posts shall be securely anchored.

6. Size of Ball

- 6.1 9 & 11U divisions – Size 4
13, 15, 18U divisions – size 5
- 6.2 Balls should be provided by the home team, unless none of the proposed balls is acceptable to the referee.

7. Length of game(s)

- 7.1 9U division – two (2) 25 minute halves
11U division – two (2) 30 minute halves
13U division – two (2) 35 minute halves
15U division – two (2) 40 minute halves
18U division – two (2) 45minute halves
- 7.2 There should be a 10-minute break between halves for all games.
- 7.3 Time may be added on by the referee in any period for all time lost Through the transport from the field of injured players, or time-wasting, the amount of which shall be a matter of discretion of the referee.
- 7.4 If a game ends in a tie, there shall be no overtime.
- 7.5 If, at the scheduled start of a game, any team cannot field a minimum seven players and/or the team does not have a coach with a current risk management pass, a fifteen-minute grace period will be allowed to rectify the problem. If, after fifteen minutes the situation has not changed, a forfeit will be awarded to the opposing team.
- 7.6 This section may be modified for tournaments.

8. Number of players

- 8.1 9U division 7V7 (with minimum 5 to start or continue)
11U division 9V9 (with minimum 7 to start or continue)
13, 15, 18U division 11V11 (with minimum 7 to start or continue)
- 8.2 Teams may roster up to 26 players, but may dress only 18 – for 13U, 15U & 18U; 15 for 11U; 13 for 9U on game day.
Any player not playing should be on spectator side.

9. Spectators

- 9.1 Where site conditions permit, all team players, coaches and team officials shall be located on one sideline with all spectators located on the opposite sideline.
- 9.2 Teams may have no more than three coaches on the player sideline during game.
- 9.3 No spectators, players, team officials or coaches shall be located along either end line.
- 9.4 This section may be modified if site conditions make the above impractical.

10. Player registration

- 10.1 A player may be assigned to more than one team in the Southern Tier District Travel Soccer League, but a primary team must be designated. (Only one team per age group). If there are concurrent games, a player must play for the team they are carded to.

Clarifications: Any player from a younger division may move up to play for a team from an older division within the club they registered. Bringing a player up a division is not considered a lateral move. Lateral moves are otherwise not allowed by rule. Also note a player may not play down from the primary team he or she registered with, even if he or she is age eligible. Also, players who are brought up from a younger division to play a game will be written in the "guest player" section of the roster.

11. Referees & assistant referees

- 11.1 Referees will be assigned by Southern Tier District Referee Unit Assignor.
- 11.2 Referees will receive the amount agreed upon between the Referee Unit and the Southern Tier District Travel Soccer League Board of Directors.
- 11.3 Assistant referees will be assigned to each game by the referee assignor.
- 11.4 Number of referees per:
 - 9U division - 1
 - 11U division - 1
 - 13, 15, 18U division - 3(due to referee shortage, expect club linesmen when necessary)

12. Timekeeping

- 12.1 The official game time is kept by the referee on the field.

13. Substitutions

- 13.1 During the course of a game, each team may substitute an unlimited number of times, under the following conditions:
On any stoppage of play, at the discretion of the referee.
- 13.2 Either team may substitute, if the coach or assistant coach needs to enter the field to treat an injured player; the coach must first be beckoned onto the field by the center referee. The player being attended to must then leave the field of play, with the exception of the goalkeeper.
- 13.3 All substitutions must take place at the field center line and only after being directed on by the referee.

14. Weather conditions

- 14.1 Games shall be played regardless of weather, except during thunder or electrical storms or other unplayable conditions. (see Thunder / Lightning policy at end of Rules)
- 14.2 Games may be re-scheduled, upon agreement of both coaches, due to weather conditions.
- 14.3 Should any game have to be postponed due to weather conditions, prior to the arrival of the teams and/or referee at the field, the home team shall be responsible for contacting the visiting team/coach and referee assignor for notification.
- 14.4 If the first half of a game is completed and the second half cannot be played due to weather conditions, then the game shall be deemed complete at the half.
- 14.5 If the first half of a game cannot be played due to weather conditions, then the entire game shall be replayed.
- 14.6 If the second half of a game begins, but cannot be concluded at any point due to weather conditions, the game shall be called complete.

15. Uniforms

- 15.1 All field players on any team must wear the same color jersey.
- 15.2 All shirts shall be numbered, except the goalkeeper, with each player assigned a different number.
- 15.3 In case of color conflicts, the home team must change jerseys.
- 15.4 All players must wear shin guards covered by socks.

16. Direct free kick

- 16.1 A direct free kick is awarded to the opposing team if a player commits any of the following six offenses, in a manner considered by the referee to be careless, reckless or using excessive force:

1. Kicks, or attempts to kick an opponent;
 2. Trips, or attempts to trip an opponent;
 3. Jumps at an opponent;
 4. Charges an opponent;
 5. Strikes, or attempts to strike an opponent;
 6. Pushes an opponent.
- 16.2 A direct free kick is also awarded to the opposing team if a player commits any of the following four offenses:
1. Tackles an opponent to gain possession of the ball, making contact with the opponent, before touching the ball;
 2. Holds an opponent;
 3. Spits at an opponent;
 4. Deliberately handles the ball (except for the goalkeeper within his/her own penalty area).
- 16.3 A direct free kick is taken from the point where the offense occurred
- 16.4 A penalty kick is awarded if any of the above ten offenses is committed by a player inside his/her own penalty area, irrespective of the position of the ball, provided the ball was in play at the time of the offense.

17. Indirect free kick

- 17.1 An indirect free kick is awarded to the opposing team if a goalkeeper, inside his/her own penalty area commits any of the following five offenses:
1. Takes more than six seconds while controlling the ball to release it from his/her own possession;
 2. Touches the ball again with his/her hands after it has been released from his/her possession and has not touched another player;
 3. Touches the ball with his/her hands after it has been deliberately kicked to him by a teammate;
 4. Touches the ball with his/her hands after it has been received directly from a throw-in taken by a teammate;
 5. Deliberately wastes time.
- 17.2 An indirect free kick is also awarded to the opposing team if a player, in the opinion of the referee, commits any of the following four offenses:
1. Plays in a dangerous manner;
 2. Impedes the progress of an opponent;
 3. Prevents the goalkeeper from releasing the ball from his/her possession;
 4. Commits any other offense, not mentioned otherwise in Section 16 or

17, for which play is stopped to caution or dismiss a player.
17.3 For U9 & U11 team play - An indirect free kick is also awarded to the opposing team if a player deliberately heads the ball.

17.4 The indirect free kick shall be taken from the point where the offense occurred.

18. Cautionable offenses

- 18.1 A player is cautioned and shown the yellow card if he/she commits any of the following seven offenses:
1. Is guilty of unsporting behavior;
 2. Shows dissent by word or action;
 3. Persistently infringes on the Laws of the Game;
 4. Delays the restart of play;
 5. Fails to respect the required distance when play is restarted with a corner kick or free kick;
 6. Enters or re-enters the field of play without the referees' permission;
 7. Deliberately leaves the field of play without the referees' permission.

19. Sending off offenses

- 19.1 A player is shown the red card and sent off if he/she commits any of the following seven offenses:
1. Is guilty of serious foul play;
 2. Is guilty of violent conduct;
 3. Spits at an opponent or any other person;
 4. Denies the opposing team a goal or an obvious goal-scoring opportunity by deliberately handling the ball (this does not apply to a goalkeeper within his/her own penalty area);
 5. Denies an obvious goal-scoring opportunity by an opponent moving towards the players' goal by an offense punishable by a free kick or penalty kick;
 6. Uses offensive or insulting or abusive language and/or gestures;
 7. Receives a second caution in the same match.
- 19.2 A player sent off for violating Rule 19 is not allowed to compete in the next regularly scheduled league contest.

20. FIFA rule summary

- 20.1 Rules 16-19 are summaries of the FIFA Laws of the Game and are not intended to modify the laws or their application.

21. Coaches

- 21.1 Coaching from the sidelines shall be kept to a minimum.
- 21.2 If a coach, or assistant coach, is ejected for violating one or more Laws of the Game, then that coach shall leave the field of play immediately. There must be an adult with a **NYSWYSA** staff pass card present to continue the game for that club. Should such an ejection occur, the coach or assistant coach is suspended from his/her teams' next game.
- 21.3 Upon ejection of a coach or assistant coach, the restart will be based on the original stoppage of play.
- 21.4 The referee shall notify the president of the referee unit of an ejection as soon as possible following the game in which the ejection took place.
- 21.5 All coaches and referees must abide by following league requirements on game day:
1. Have current NYSWYSA staff card
 2. Copy of current STTSL playing rules
 3. Copy of NYSWYSA player roster
 4. All NYSWYSA player passes

22. Game points

- 22.1 Game points will be awarded on the following schedule: Win or win by forfeit 3 points, Tie 1 points, Loss 0 point, forfeit deduct 1 point and pay \$50.00 fine to league.

23. Playoffs

- 23.1 Playoffs to be determined each season by club reps based on team numbers. 9U will have a season ending festival.

THUNDER & LIGHTNING POLICY

(NYSPHAA policy adopted as STTSL policy prior to 2009 season)

1) Thunder and lightning necessitates that contests be suspended. The occurrence of thunder and/or lightning is not subject to interpretation or discussion- thunder is thunder, lightning is lightning.

a) With your site administrator, set up a plan for shelter prior to the start of any contest.

2) When thunder is heard and/or when lightning is seen, the following procedures should be adhered to:

a) Suspend play and direct participants to go to shelter, a building normally occupied by the public or if a building is unavailable, participants should go inside a vehicle with a solid metal top (E.g. bus, van, car).

b) Do not permit people to stand under or near a tree; and have all stay away from poles, antennas, towers and underground watering systems.

c) After thunder and/or lightning have left the area, wait approximately 30 minutes after the last boom is heard or strike is seen before resuming play or competition.

< Discussions of Past Issues >

Example:

A club has 2 18U girls' teams. A player cannot be assigned to both teams nor can that player be a substitute at any time to the second team.

Example:

A "true" 15U player (according to age matrix) is registered to a 18U team. That player cannot play as a substitute on one of the clubs U15U teams.

If a 15U player is registered to a 15U team, he is allowed to "play up" on one 18U team as a substitute. If both the 15U team and the 18U team have games on the same day, the player must finish play in the 15U game first.