

STLAC LEAGUE AND GAME RULES

All rules and laws of the game will be in accordance with FIFA, US Soccer & SLYSA with the following exceptions:

LAW 1 – The Number of Players

All players may play in a match with unlimited entry and re-entry. STLAC allows for free substitution on any dead-ball situation at the discretion of the referee. “At the discretion of the referee” is to be interpreted as assisting the referee in carrying out his or her mandate to “facilitate the continuous flow of the game.” Therefore, referees are expected to deny substitution by either team which would delay a quick restart, while allowing substitutions by either team when the flow of the game has been naturally interrupted.

Guest Players are allowed. There is no maximum number since we do not collect rosters.

No Players can play down an age group.

As a result of a red card the player will only sit out the remainder of the current game and not the following game.

The maximum number of bench personnel allowed in the coach area will be two (2) All other personnel will be viewed as spectators and must maintain the proper distance from the players.

Failure to comply with any of the above conditions may result in a forfeit of the particular match and disciplinary action for both player and coach.

LAW 2 – The Player’s Equipment

The jersey of each player, except the goalkeeper, must contain a visible number, unique from the other members of the same team.

Hard Cast: It is at the discretion of the referee whether or not a player with a hard cast may play in a game.

LAW 3 – The Duration of the Match and Ball Size

U6, U7, U8	4	2 X 20 min. halves
U9, U10	4	2 X 20 min. halves
U11, U12	4	2 X 20 min. halves
U13, U14	5	2 X 20 min. halves
U15	5	2 X 20 min. halves

Regular season matches ending in a tie shall remain a tie.

A game is considered final at half if it is canceled for any reason.

LAW 4 – Playing Rules for 5v5 & 7v7 games

5v5:

For 5v5 games, there will be one (1) referee and no offsides will be called.

5v5 will play with goalies

There will be no throw-ins. Kick-ins or dribble-ins only.

A 5v5 game may not start if either team consists of fewer than four (4) players. The minimum number of players on a team required for a match to continue is also four (4)

The build out line for 5 v 5 is the half line. All defending players must stand behind the half line prior to the offense goal kick.

7v7:

For 7v7 games, there will be one (1) referee and no offside will be called.

For the 7v7 play, there will be a build-out line used to promote playing the ball out of the back in an unpressured setting.

A 7v7 game may not start if either team consists of fewer than five (5) players. The minimum number of players on a team required for a match to continue is also five. Once the opposing team is behind the build out-line, the goalkeeper can pass, throw, or roll the ball into play (punts and drop kicks are not allowed).

After the ball is put into play by the goalkeeper, the opposing team can cross the build-out line and play resumes as normal.

Build-out line practical applications. Ideally, the goalkeeper will wait to put the ball into play once all opponents are past the build-out line. However, the goalkeeper can put the ball into play sooner but he or she does so accepting the positioning of the

For all other age groups, STLAC will abide by the Laws of the Game by FIFA

U.S. SOCCER CONCUSSION GUIDELINES

In accordance with U.S. Soccer's recommendation on specific changes to rules on heading for certain age groups deliberate heading is not allowed in U11 age group

games and younger. If a player deliberately heads the ball in a game, an indirect free kick should be awarded to the opposing team from the spot of the offense. If the deliberate header occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred.

ADMINISTRATIVE RULES/POLICIES

Discipline and Ethics

All coaches, players, referees, team officials and spectators shall be subject to the ejection if referee or management deems

There will be no drinking of alcoholic beverages, smoking or vaping in the player/coach area.

It is the sole responsibility of the coaches or managers of each team to advise each league in which they participate of any schedule changes to prevent match conflicts. STLAC will not be responsible for advising any other league of the schedule or changes to the schedule. STLAC will not bear the sole responsibility of rescheduling games for other leagues' conflicts with scheduled STLAC games.

TEAMS AND DIVISIONS

Decisions concerning a team's admittance into the league shall be at the sole discretion of the STLAC Staff.

Teams will be accepted into the league and may be classified into divisions based on the prior season's record, if any, or based on Team Evaluation Form they are required to submit or it will be at the discretion of the Staff Member.

Any team dropping out of the league will not be reimbursed for games missed.

STLAC LEAGUE STANDINGS

Standings will be determined by awarding three (3) points for each win, one (1) point for each tie and zero (0) points for a loss.

Home teams must wear white or light colored jerseys. If a conflict occurs while the home team has the designated color, the visitors must change. Both teams need to have two contrasting color jerseys at every game.

Games shall start on time. If a game is delayed due to the tardiness of a team, players, coach or manager, a maximum of fifteen (15) minutes of "grace" time shall be awarded (note: the clock will start on time). After fifteen (15) minutes, if the team is still not able to start the game, it shall be declared a forfeit. Forfeits shall be recorded with a score of 2-0. In the case of a double forfeit, no scores will be posted but games will count against the final standings as a loss.

Suspension of games due to weather and road conditions considered dangerous to travel home shall be at the discretion of the referee or site manager. If the first half of the game has been completed, the game is official. If the game is stopped in the first half, it will be restarted from that point of the game.

If a game does not restart after a delay in the first half and the game is then canceled, it will then be rescheduled by the league scheduler and played as a full game.

All coaches and substitutes should remain a minimum of two (2) yards away from the touch line. Spectators should remain a minimum of six (6) yards from the touch line.

Teams should be situated on the same side of the field and confined to an area equal to the diameter of the center circle. Team fans will be located on the opposite side of the fields as their team, when possible.

If a game needs to be rescheduled for any reason after the schedule conflict deadline a fee can be assessed per game rescheduled. There is no guarantee we will accommodate reschedules only because we only have a fixed amount of playing time and fields during the season.

All facility rules shall be respected and obeyed.

Each coach/manager shall acquaint himself/herself, as well as players, parents, and spectators, with the rules, discipline and appeals policies, constitution, and by-laws of the association. A plea of ignorance is not sufficient grounds for appeal or protest.

All league fees will be due by the announced due date for all divisions.

Refunds for Canceled Games. All refunds will be issued in the form of a credit to be applied to future league fees.