

# CGSAA SOCCER

Date: August 12, 2009

To: CGSAA Coordinators  
Soccer Coordinators and Coaches

From: Hank Tiarks, CGSAA Soccer Commissioner

Re: Fall 2009 Soccer

CC: CGSAA Executive Committee

**Saturday and Sunday** games are played at the IONE Branch of the YMCA, located three blocks west of the intersection of NW 58<sup>th</sup> and Macarthur Blvd.

Only the Field Commissioner can cancel games. If in doubt, be there! The team listed first on the schedule is the Home Team and should provide the game ball.

Games begin the weekend of September 12-13, 2009.

League schedules for the season will follow – first weekend games only will be posted on the CGSAA website by September 10, 2009.

**CATHOLIC GRADE SCHOOL ATHLETIC ASSOCIATION**  
**2009 SOCCER GENERAL RULES**

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Please keep in mind that this program is intended as a recreational activity and that physical fitness and good sportsmanship are the prime objectives.

**1. LEAGUE ORGANIZATION**

The league is divided into the following divisions:

**Division I** – 1<sup>st</sup> grade (four players, no goalie, no offside, all free kicks are indirect, #3 ball) (No one touches ball inside the goal box)

2<sup>nd</sup> grade (four players, no goalie, no offside, all free kicks are indirect, #3 ball) (No player touches ball inside the goal box)

**Division II** – 3<sup>rd</sup> & 4<sup>th</sup> grades combined (6 players on field, goalie, offside, #4 ball)

**Division III** – 5<sup>th</sup> & 6<sup>th</sup> grades combined (8 players on field, goalie, #4 ball)

**Division IV** – 7<sup>th</sup> & 8<sup>th</sup> grades combined (9 players on field,

11 if both coaches agree, goalie, #5 ball)

**Kindergarten** – see separate sheet of rules

**2. COACHES RESPONSIBILITIES**

- a. The head coach is responsible for the conduct of all players, coaches, and fans associated with the team.
- b. Under no circumstances shall a coach endeavor to run up the score after a substantial lead is gained.
- c. The coach is responsible for supplying a team roster to the soccer commissioner. The roster should include players name, grade, birthdate, and coach's names and phone number, fax number and email. Rosters are due by the October 2009 CGSAA meeting.
- d. No alcoholic beverages are allowed to be consumed or brought to any CGSAA soccer games.
- e. No glass containers are allowed at CGSAA soccer fields. Coach is responsible for assuring his teams' area is clean after each game.

**3. LEAGUE RULES**

- a. All participating must be enrolled and attending the school for which they participate, subject to the exceptions of the CGSAA by-laws.
- b. A participant may step from a lower league to a higher league any time before October 7, 2009. A participant once having played in a higher league cannot step down to a lower league for the season.
- c. All participants must meet their school's scholastic requirements.
- d. No player will be eligible to participate on more than one team in a league play.
- e. New player may not be added to a team roster after October 7, 2009.

#### **4. FIELD RULES**

- a. Pre-game warm-ups on the field will be allowed only if time permits. **NO KICK-OFF TIMES WILL BE DELAYED TO ALLOW FOR WARM-UPS.**
- b. If a game is called because of inclement weather or other valid reason, the game shall be rescheduled at the discretion of the commissioner.
- c. Any postponed games may be canceled if it will not determine a position in the final standings.
- d. If a referee suspends a game before the third (3<sup>rd</sup>) quarter has begun, the game will be played from the start. If the referee suspends a game after the third (3<sup>rd</sup>) quarter is started, the game will be considered completed.
- e. **NOTE:** It is the head coach's responsibility to have his team on the field ready to play at the scheduled game time. A team failing to appear without receiving communication from the commissioner runs the risk of incurring forfeiture. If in doubt of the weather – **BE THERE.**

#### **5. PLAYING RULES**

- a. The rules of the NCAA shall be followed in league play unless otherwise modified.  
\*\* Division I, II, III and IV will consist of the number of players as stated under League Organization.
- b. Spectators and fans will not be allowed within ten (10) feet of the touch lines and goal lines.
- c. The coaches area will be from the center line to the penalty box on their teams half of the field, ten (10) ft. behind the touch line. Both teams will sit on the same side of the field. Only players, coaches and assistants will be allowed on the team side of the field.
- d. Foul or abusive language from any team player or coach towards anyone before, during, or after a game is cause for suspension from CGSAA activities for a period of time to be decided by the grievance committee within 7 days of the incident.
- e. The referee has the authority to restrict the coaches, players, and fans to any area he deems necessary to maintain control of the game.
- f. The ball used in league play will be as noted on page 1. Each team should have available a leather or simulated leather ball to be used as a game ball if necessary. If possible, home teams should provide the game ball. **NO RUBBER BALLS WILL BE USED AS A GAME BALL.**

## **6. EQUIPMENT**

- a. All players must wear shirts, shorts, and socks during the game. Uniforms for a team should be alike. (Warmer clothing may be worn underneath the uniform as the weather may require.)
- b. Each shirt will have (4) inch numbers on the back of the shirt so easy identification can be made by the referees. Goal keepers must wear colors that distinguish them from all other players and refs.
- c. Shoes are required. They may be sneakers, tennis shoes, or cleated athletic shoes of the molded plastic sole type. No football shoes, metal cleats or shoes with a single toe cleat may be worn.
- d. No jewelry or hair barrettes can be worn by players. Female players should use rubber bands or elastic covered bands for their hair. No ball type holders will be allowed. No cast will be allowed.
- e. No player can be allowed to play with chewing gum or candy in their mouth.
- f. ALL PLAYERS MUST WEAR SHINGUARDS.

## **7. SUBSTITUTES AND PLAYERS**

- a. Substitutes will be of the “free” type where a team with possession may substitute on throw-ins, on goal kick or after a goal. The opposite team may substitute on a goal kick, after a goal, or on throw-ins if the team in possession substitutes. Substitutes must be made expeditiously to prohibit any slowing of the game and may be made for injured players.
- b. A player on the field of play may replace the goal keeper any time after notifying the referee.
- c. Coaches must have the approval of the referees for substitutes.
- d. A Division I team must have at least three (3) players to start and complete a game. A Division II must have at least five (5) players to start and complete a game. A Division III and IV must have at least six (6) players to start and complete a game.
- e. If a player receives a yellow card, he must be substituted and cannot re-enter the game for a minimum of five (5) minutes. If a player gets a red card, that player is ejected from the game and the team cannot substitute for that player.

## **8. LINESMAN**

- a. Each team may be asked to supply one team linesman. Linesmen will assist the referee only in determining out-of-bounds. Linesmen will NOT be allowed to help coach their teams.

## 9. LENGTH OF GAMES

- a. All games in all divisions will consist of ten (10) minute quarters with one (1) minute between quarters and eight (8) minute half-time.
- b. After half-time, teams will defend opposite goals.

## 10. LEAGUE STANDINGS

- a. First, second, and third place teams in each division will be awarded medallions at the end of each season.
- b. There will be no tie breakers. The best overall record will be used for placing in each division.

## 11. FORFEITURE

- a. If a team fails to appear or fails to have the minimum required number of players within (10) minutes after scheduled kickoff time, the referee shall declare the game forfeited. A forfeited game shall be considered a loss for the offending team and a win for the opposing team in standings.
- b. All games in which an ineligible player participates in will be forfeited.

## 12. GRIEVANCES

- a. A grievance must be made immediately following the incident at the next stoppage point of the game. Grievances must be presented to the grievance committee within 48 hours and must be in writing with a \$5.00 grievance fee. The grievance committee consists of the executive committee and sports commissioner for that sport. A grievance must be acted upon by the committee within 72 hours. A copy of the grievance will be provided to the opposing coach. NO GRIEVANCE WILL BE MADE ON JUDGMENT CALLS OF THE REFEREE OR HIS JURISDICTION.
- b. If the grievance is upheld the \$5.00 fee will be refunded. The committee's ruling may be appealed to the CGSAA active membership with a \$5.00 fee to be refunded if the appeal is upheld. If a member of the grievance committee is involved with the grievance, he shall forfeit his vote.

### \*\* NOTE \*\*

If a player deliberately kicks the ball with his foot or feet to his own goalkeeper, the goalkeeper is not permitted to touch the ball with his hands. If the goalkeeper handles the ball, he shall be penalized by the award of an indirect free-kick to the opposing team at the point where he handled the ball. Essentially, do not kick the ball back to the goalkeeper as a time delaying or defensive measure.

Balls passed back to the goalkeeper with body parts other than the foot or feet may be handled by the goalkeeper as in the past. Involuntary deflections by a teammate are not to be penalized; however, the judgement as to whether or not a deflected pass back to the goalkeeper by a teammate was intentional or accidental is solely at the discretion of the referee. A goalkeeper cannot pick up a throw-in from a teammate. An indirect free-kick will be awarded.

**CATHOLIC GRADE SCHOOL ATHLETIC ASSOCIATION**  
**KINDERGARTEN SOCCER DIVISION**

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Law I - The Field – Micro Size field (max. 25 x 22 yards)

Law II – The Ball – size three (3)

Law III – Number of players

- a. Maximum three (3) players on the field at any time, with no goalkeeper. A game shall not be started with fewer than three (3) players.
- b. Substitution – no change
- c. Play time – Each player shall play a minimum of 50% of the total playing time. Coaches are responsible for this playing time rule.
- d. Teams and games may be co-ed.

Law IV – Player equipment – no change

Law V – Referee – no referee present, coaches/parents will direct this division

Law VI – Linesmen – none

Law VII – Duration of the game

- a. The game shall be divided into four (4) equal six (6) minute quarters.
- b. There shall be a two (2) minute break between quarter one (1) and quarter two (2) and another two (2) minute break between quarter three (3) and quarter four (4).

Law VIII – The start of play – no change

Law IX – Ball in and out of play – no change

Law X – Method of scoring – no change

Law XI – Off-side – There shall be no off-sides

Law XII – Fouls and Misconducts

- a. All fouls will result in an Indirect Free Kick

Law XIII – Free Kicks

- a. Shall be classified under one heading – Indirect

Law XIV – Penalty Kicks – No Penalty Kicks

Law XV – Throw-in – A second throw-in must be allowed if the player commits a foul on the initial attempt. A coach/parent shall explain the proper method before allowing the player to re-throw.

Law XVI – Goal Kick – no change

Law XVII – Corner Kick – no change