

2011

C.S.A.A. GRADE SCHOOL SPECIAL SOCCER RULES



THE SOCCER RULES WILL BE THE SAME AS THE K.H.S.A.A., THE NATIONAL FEDERATION RULES, EXCEPT FOR THE FOLLOWING SPECIAL RULES:

1. THE STARTING DATE FOR PRACTICE for Soccer is March 1st.
No parish sponsored clinics, practices, tryouts, or workouts are allowed before March 1st.
 2. ELIGIBILITY:
 - 8TH GRADE** - If a boy or girl reaches his or her 15th birthday before August 1, 2010, or is in the 9th grade or over, he or she is ineligible for grade school athletics.
 - 6TH GRADE** - If a boy or girl reaches his or her 13th birthday before August 1, 2010 or is in the 7th grade or over, he or she is ineligible for 6th grade athletics.
 - 4TH GRADE** - If a boy or girl reaches his or her 11th birthday before August 1, 2010, or is in the 5th grade or over, he or she is ineligible for 4th grade athletics.
 3. **CONTRACTS MUST BE SIGNED BY THE PARENTS OR LEGAL GUARDIANS AND THE PRIEST MANAGER, AND MUST BE IN THE C.S.A.A. OFFICE BEFORE THE FIRST SCHEDULED LEAGUE GAME.** If a boy or girl has already signed a contract for a previous sport he or she does not need to sign another contract.
A C.S.A.A. Roster must be turned into the C.S.A.A. office (not in the mail) by **APRIL 12TH**.
(CSAA OFFICE WILL BE CLOSED FOR SPRING BREAK APRIL 4- APRIL 8 and GOOD FRIDAY APRIL 22ND.
You will forfeit your next game and any other games until your roster is turned into the C.S.A.A office. This is your official eligibility and must be kept up to date. For additions send in writing all The information listed on the roster to the C.S.A.A. office and to your league manager.
****A copy of your team roster must be provided to the League Manager the day of the 1st game for scorebook purposes. The League Manager and the C.S.A.A. must know of any additions to your teams. Coaches have up to the end of the regular schedule season to add to your roster. The League Manager may periodically check your team against his roster.
 4. A boy or girl playing in the 6th grade division may also play on an 8th grade team
A boy or girl playing in the 4th grade division may also play on a 6th grade team.
A boys or girls playing in the 4th grade division **may not** play on an 8th grade team.
 5. **PLAYERS may be added** to the roster at anytime during the regular scheduled league games only.
 6. **No ADDITIONS** will be accepted for the tournament after the completion of the regular scheduled league games. Contracts must be in the C.S.A.A. Office before a player may play.
 7. **Teams will consist of eleven (11) players.** However, a minimum of 9 players must start a game. If ten (10) and/or eleven (11) are present, they must start.
 8. All games will be played, regardless of weather, unless specifically notified by the League Manager officials.
 9. There is a 10-minute **forfeit time** from the scheduled starting time on EACH GAME.
 10. There will be **30 minutes** halves for **8th grade.**
There will be **24 minutes** halves for **6th grade.**
There will be FOUR **10 minute QUARTERS** for **4th grade.**
 11. There will be 7 minutes between **halves.**
 12. *****NEW***SUBSTITUTION:** We will be using the High School Rules.
 13. **SHINGUARDS:** All players must wear shin guards covered completely by socks.
 14. *****SUSPENDED GAME:** FOR LEAGUE AND TOURNAMENT PLAY. PLEASE READ Rule 7, SEC 1, Article 3. Page 34 (The game will be restarted from the suspension of play.)
If you have lightning/thunder etc. remove players from the field to an appropriate shelter.
Thirty minute rule: Once play has been suspended, wait at least 30 minutes after the last flash of lightning is witnessed or thunder is heard prior to resuming play.
- ****IN THE EVENT A GAME MUST BE SUSPENDED BECAUSE OF CONDITIONS WHICH MAKE IT IMPOSSIBLE TO CONTINUE PLAY, THE HEAD REFEREE SHALL DECLARE IT AN OFFICIAL GAME IF ONE COMPLETE HALF OR MORE OF THE GAME HAD BEEN PLAYED.
15. **OVERTIME FOR 8TH GRADE AND 6TH GRADE LEAGUE PLAY.**
There shall be two full five minute overtime periods.
 - a. A coin toss shall be held.
 - b. At the end of the first five-minute overtime, teams shall change ends with no halftime break.
 - c. If the game ends tied at the end of the second overtime, the games will remain tied.

16. **OVERTIME FOR ALL TOURNAMENT PLAY.**

1. There shall be two full five minute overtime periods.
 - a. A coin toss shall be held.
 - b. At the end of the first five-minute overtime, teams shall change ends with no halftime break.
2. Penalty kicks will be taken according to the procedure in the rulebook if the score remains tied.
 - a. The ball will be placed on the penalty mark, 12 yards from the goal line.
 - b. Each coach will select any five players on the roster, **and not disqualified** (red carded), plus a Goalkeeper.
 - c. A coin toss shall be held to determine the shooting order for the complete penalty kick process.
 - d. Teams will alternate kickers according to the outcome of the coin toss.
 - e. Following five kicks for each team, the team scoring on the greatest number of these kicks shall be declared the winner.
3. If the score still remains tied, there will be a sudden victory shoot-out.
 - a. Each team will select any five **different** players remaining on the roster, **and not disqualified** (Red carded) plus a goalkeeper.
 - b. If one-team scores and the other team does not score the game is ended without more kicks being taken.
 - c. If the score remains tied, continue the sudden victory penalty kicks. (See 14.3.b) with the procedures as outlined and beginning again in 14.2.b. and continue through 14.3.a. as they pertain to eligible players only.

(Refer to Page 85 of the National Federation Rule Book for other details)

17. **FOR 4TH GRADE AND UNDER** there will be **no league standings and no over time.**

This will be a non-competitive league.

ALL PLAYERS MUST PLAY AT LEAST HALF OF THE GAME. FAILURE TO DO SO COULD RESULT IN THE SUSPENSION OF THE HEAD COACH. THE SCOREKEEPERS WILL BE KEEPING TRACK OF THE PLAYING TIME. REFUSAL TO COMPLY WILL BE HANDLED BY THE LEAGUE MANAGER AT THE TIME OF THE INFRACTION AND REPORTED TO THE C.S.A.A. OFFICE.

18. All 8th and 6th grade teams will go to the tournament.
19. The **official ball** for the 8th grade is the MIKASA SWL 5, SS5 or LE 50. No other ball may be used for league play. All balls must have BLACK and WHITE markings.
The **official ball** for 6th grade and under is the MIKASA SWL 4, SS4 OR LE 40.
The **official ball** for 4th grade and under is the MIKASA SWL 4, SS4 OR LE 40
20. **PROTEST:** There will be No protest in league or tournament games.
21. If a player or coach is disqualified (red carded), they must be re-instated by the Soccer Director, Mr. Mike Tinker and the Executive Director, Jim Frame before they will be allowed to play or coach again. A disqualified (Red carded) player must remain on/in the bench area under the control of the coach for the remainder of the game.
It will be an automatic 1 game suspension for the player or coach.
If a head coach is disqualified from a game, he must have an assistant coach to be able to continue the game. The assistant must be listed on the soccer form and have a coaches code on file. Failure to have an approved assistant coach will result in the termination and forfeiture of the game. A disqualified (Red card) coach must remove himself/herself from the field and any area that accommodates viewing of the field.
22. **INFORMATION covering special Parish events** eg., Graduation, First Communions, etc., must be listed on the form or called into the **C.S.A.A OFFICE BY MAY 3RD**. There will be no games changed and/or re-scheduling for the tournament if the information is not provided to the C.S.A.A. Office. The game will be considered a Forfeit. We suggest you contact your Rectory/School and Priest Manager for special events.

23. **RULE FOR SHINGUARDS**

PLAYERS NO LONGER WILL BE ABLE TO WEAR MISSIZED, UNDERRATED SHINGUARDS. THIS RULE WILL ALSO REQUIRE MANUFACTURES TO PRODUCE SHINGUARDS THAT WILL MINIMIZE RISK TO PLAYERS. "CORRECTLY SIZED AND SAFETY-REGULATED SHINGUARDS WILL EXPONENTIALLY HELP REDUCE LEG INJURIES INCURRED WHILE PLAYING SOCCER.

THE NEW NOCSAE SHINGURADS WILL BE STAMPED WITH THE NOCSAE LOGO. THEY WILL SPECIFY WHICH SIZE IS CORRECT FOR A PARTICULAR SIZE PLAYER, MAKING IT EASY FOR PLAYERS, COACHES AND OFFICIALS TO DIFFERENTIATE WHICH SHINGUARDS ARE TO BE WORN.