

CARROLLTON BOOSTERS
2017 / 2018 SOCCER RULES
U – 13 BOYS

1. Each team will field **nine** players. A team may play shorthanded, but must forfeit if unable to field at least **seven** players.
2. Any player who arrives after the *second quarter* has begun will not be allowed to play. *No exceptions.*
3. All players must wear shin guards, soccer cleats or tennis shoes, and their Carrollton team shirts and socks in order to be eligible to play. Baseball cleats are prohibited. All watches and jewelry must be removed.
4. Ball size is #4.
5. Games are fifty minutes in length and are divided into four quarters. Teams switch goals at the start of the second half. All players must play at least one quarter in each half. Thus, anyone can play the first or third quarter, but *at the end of the first and third quarters, all players not currently playing must be substituted in.* No other substitutions are allowed, except in cases of injury or illness. Breaks are limited to three minutes between quarters, and five minutes at the half. Play resumes from where it left off at the beginning of the second and fourth quarters.
6. A player may be goalkeeper for any number of quarters.
7. If a player is removed from the game due to injury or illness, he may be substituted back in when his team has a throw-in, or when either team has a goal kick or scores a goal. The coach must ask the referee to allow the substitution.
8. The team winning the coin toss will choose which goal to attack during the first half. The other team will take the kick-off.
9. A goal may be scored directly from kick-off. The ball must advance forward to be considered in play.
10. A ball that hits the referee remains in play.
11. Offside will be penalized by awarding an *indirect* free kick to the opposing team.
12. ***Kicking, tripping, holding, pushing, or slide-tackling*** an opponent will be penalized by awarding a direct free kick to the opposing team (penalty kick awarded if the infraction is committed inside of offending player's defensive penalty box). ***Yellow cards*** are administered for fouls committed carelessly or recklessly by a player. A player receiving two yellow cards during a game will result in the player being ineligible to play for the remaining part of the ***current*** game. The team is not allowed to replace the ineligible player during the current game, however, the player will be eligible for the next scheduled game.
13. Only the goalkeeper may handle the ball with his hands or arms while the ball is in the field of play, and only within his penalty area. The penalty for a hand ball is a direct free kick for the opposing team (penalty kick if infraction is committed inside of the offending player's defensive penalty box).
14. When a team causes the ball to leave the field over the touch (side) line, the opposing team is awarded a throw-in. Throw-ins must be made with two hands on the ball from directly over the head and while at

least parts of both feet are touching the ground. *During jamboree (practice) games only*, the referee will issue one warning for an illegal throw-in; **thereafter, an illegal throw-in will result in awarding the throw-in to the opposing team.**

15. A corner kick will be awarded to the attacking team when the defending team causes the ball to leave the playing field over the goal line. A goal kick will be awarded to the defending team when the attacking team causes the ball to leave the field over the goal line. Goal kicks are taken from *anywhere* inside or touching the goal box, and the ball is not in play until it leaves the penalty box.
16. On any throw-in, free kick, or kick-off, the player kicking or throwing the ball into play may not make contact with the ball again until another player on either team does so. In such cases, an *indirect* free kick is awarded to the opposing team.
17. Goalkeeper violations: A goalkeeper who receives a pass or a throw-in from a teammate may not use his hands or arms. A goalkeeper may not use his hands or arms a second time after releasing the ball (punt or throw) until the ball is touched by another player. A goalkeeper may not hold the ball for more than 6 seconds. The penalty for all such violations is an *indirect* free kick for the opposing team.
18. One point is scored for each goal. The winning team receives two points in the standings, the losing team none. In case of a tie, each team receives one point.
19. The final regular season standings will determine seeding for the playoffs. Ties in the standings are broken by (a) head-to-head competition *if* one team in the tie played each of the teams with which it is tied and won all games played against said teams; (b) by random draw or coin flip if part (a) is not applicable and if the tie is not for a final playoff berth; or (c) by playoff game(s), or, if schedule does not permit, shootout(s).
20. Only team members, the head coach and up to two assistant coach per team (18 years or older) are allowed on the sideline designated for the teams. Spectators, including all other parents, friends, and siblings, must remain on the opposite sideline or in the bleachers. *No one is permitted in the goal area.*
21. Coaches and substitutes of the participating teams are to remain on opposite sides of the mid-field line, i.e. coaches are not permitted to traverse the full length of the field. *Coaches must stay off the field while play is ongoing.*
22. Only one designated coach is allowed to talk to the referee during the game, and only when necessary.
23. A *professional coach* may not serve as the game coach, nor may a team be assessed fees for the hiring of a professional coach/trainer for practices.
24. If requested, each team will furnish a linesman (14 years or older, adult preferred) to assist the referee. The linesmen are **not** coaches and are not to use their proximity to the action to coach the players. The linesmen are mainly responsible for informing the referee when the ball has completely crossed the touch or goal line, and for signaling the direction of the subsequent throw or kick. If overruled by the referee, there is to be no argument.
25. The referee is the final arbiter of all judgment calls and interpretations of the rules of the game. If a coach disagrees with any decision by the referee, he or she should raise it with the league coordinators after the match so that the league can address the issue for future matches. If this decision involves a coordinator it should be reviewed with the commissioner.

26. Per Section C 17 of the Carrollton Booster Club (CBC) bylaws, the CBC reserves the right to exclude any child from participation in any CBC program for actions detrimental to the CBC by the child and/or the child's parent/guardian.