**Tri-County Spring 2022- U8-U18 Regular Season and Tournament Rules**

\*We will be using FIFA rules this season. You can download those at:

<https://www.theifab.com/laws-of-the-game-documents/?language=all&year=2021%2F22>

**General Information:**

U8- ball size 3, 8 minute quarters (4), Max team size 10

U10- ball size 4, 25 minute halves, max team size 15

U12- ball size 5, 30 minute halves, max team size 22

U15- ball size 5, 35 minute halves, max team size 22

U18- ball size 5, 40 minute halves, max team size 22

1. No Floating or Double Rostering of any Player U8-U12. If a player is found to be floating or double rostered, it  is an automatic loss of game for the team that allowed the player to float. **Current rosters should be  on file with TCSL of MO before the first game, March 12th.**

* **U15-U18 Can double roster for Spring 2022. U18 can't play down to U15.**

2. Mercy Rule has been taken out of the House Rules. Coaches are encouraged to avoid running the scores up if at all possible. (i.e. Remove  players that score, Switch positions of players, Require minimum number of passes to be completed  before a goal can be attempted, etc.) Coaches should remember that a Perfect Game is a Score of 3-0.  Our Season is Seeded by Wins, Losses and Ties but you only need a score of 1-0 to get a Win.

* Points Spread Ruling is in effect in regular season games **but not in Tournament** – Once there is a points  difference of 10 points during any game, the official score is recorded at that moment and no further  scores will be recorded. (Regardless of the outcome of the game, even if the losing team were to make a  comeback, the official score was the one recorded once a 10 point difference occurred.

3. Missing players  A team that is missing players may play as long as they meet the Minimum Fielded Player     Requirement. Minimum fielded player requirements are as follows : U8 3 players, U10 5 players, U12-U18 7 players.  The opposing team is NOT  required to play with less players fielded. Teams do NOT have to match. If a team cannot meet the Minimum  Fielded Player Requirement then they must forfeit. The Minimum Field Requirement and matching the  number of players on the field for both teams is still in effect during an injury as well. The moment any  team doesn’t have enough players on the field, the game is forfeited at that moment. All forfeits are recorded as a loss of 0-3.

Minimum Field Requirements:

Regular Season and Tournament:

U8 - 3 Players Minimum (**1 must be** **of opposite gender**)

U10 - 5 Players Minimum (**2 must be of  opposite gender**)

U12- 7 Players Minimum (**2 must be of opposite gender**)

U15- 7 Players Minimum (**1  must be of opposite gender**)

U18 - 7 Players Minimum (**1 must be of opposite gender**)

**Tournament Rules Spring 2022**:

IN ORDER TO PLAY IN TOURNAMENT FOR ANY TEAM U12 and UP – YOUR TEAM MUST HAVE A  MINIMUM ROSTER OF 11 SUBMITTED TO TCSL PRIOR TO GAME 3. Your teams will automatically be enrolled in the tournament. If you do not want your team in the tournament a request must be made to tri-county (by email) by  4/4/22.

Coed Rules are in effect during all games. All age divisions are Coed this season.

**1 Player of the Opposite Gender shall remain on field of play at all times in U8. 2 Players of the  Opposite Gender shall remain on field of play at all times in U10 & U12. For U15 & U18 if teams are having a hard time registering girls you can have a minimum of 1 player of the opposite gender. We encourage you to try and keep the two. There will be no  vacant positions or playing short to accommodate a missing opposite gender player. The minimum of  opposite gendered players required to be on the field is required for the entire game unless of an injury. If at any moment the minimum number of opposite gender players required for the field  cannot be met (unless by injury), then the game becomes a forfeit at that moment. If a team does have availability of  meeting the coed requirement but makes a substitution error during a game, the following will occur: The coach in violation of the coed rule will receive a Yellow Card for Illegal Substitution. This Yellow  Card will stay on record for the entire season including Tournament. The appropriate substitution will be  made and any goals scored in favor of the offending team during the illegal substitution will result in  that goal(s) being disallowed. If a second offense of the CoEd rule occurs during a future game, the  Coach of the team will receive a Yellow Card and he/she will be punished with a one game suspension  of the next game and their conduct will be subject to review by TCSL.**

**Injured CoEd Exception Rule**

**In the case a team begins playing and is at the minimum number of opposite gender children and  one of them becomes seriously injured AFTER the game has already begun playing, that child  may be allowed to leave the field under the following conditions:**

**1. The coach will be issued a Yellow Card that accumulates as Coed Violation 2. The injury must be serious enough that remaining on the field could cause further injury. (This  decision will be at the discretion of the Referee or TCSL Board Members)**

**3.The team must play short 1 player for the remainder of the game regardless of how many other  players show up later to play.**

**4.The injured player will not be allowed back on the field for the remainder of the game. 5. If medical attention is required, they of course may leave promptly to receive care. DO NOT  DELAY CARE OF ANY SERIOUS INJURY**

4. Sideline Rules are as follows:

Coach's Sideline – Players, Coaches (max of 3) and TCSL Representatives only. The only children on the Coach's  sideline should be a child of a Coach. Any siblings on a sideline must be in a contrasting colored shirt so  as not to be confused as a player. Friends of players should not be on the sideline. No boyfriends or  girlfriends should be on the Coach’s sideline. No pets. Coaches should stay on their half of the sideline  and well behind the line so as not to interfere with play. Substitutions should be at the center line and  ready to go. Coaches are to only address their team or the referee. Coaches shall not address or argue  with the other team’s players or the opposing coach.

Spectator Sideline - Spectators are to stay back 5 feet from the line. SPECTATORS CAN NOT APPROACH,  ARGUE, QUESTION OR CHALLENGE THE REFEREES AT ANY TIME DURING, BEFORE OR AFTER THE GAMES.

It should be noted that anyone on either sideline could be subject to receiving a red or yellow card.  Absolutely no one is to enter or leave the playing field without permission of a referee and this will

include substitutions of players on/off the field during the game. Red or yellow cards may be issued  before, during or after any game.

5. Coach Challenges:

 A coach cannot challenge a Judgment Call of a Referee. Judgment calls are  made based on the Referee's Position on the Field and ALL JUDGMENT CALLS ARE FINAL. (i.e.  Handballs, Goals Scored/Not Scored, or In/Out of Bounds.) There are to be no Coach Challenges with  the Referee. A Coach may ask the Referee why a call was made if done so calmly and not during an  active play. Once the question has been answered, the ruling is final and the game shall continue on.  If a Coach disagrees with the interpretation of the rules, they may address their own Town Rep by  email after a 24 hour cooling off period is taken.

6. Red Cards

Once a Red Card is issued, the Person or Persons will be told to leave the premises once and after that,  the police will be contacted. **Red Carded Persons are to leave the premises within 10 minutes, or it will  be a forfeit for their team.** The police will also be contacted if any person is assaulted no matter how  minor the assault is. Red Cards may be issued by any Tri-County Rep or Referee to any Coach, Player or  Spectator. Red Cards may be issued before, during or after a game and this includes on Half Times and  Quarter Breaks. Also, any game may be stopped or delayed by any TCSL of MO Rep or Referee. Games  will be stopped/delayed for any unsafe weather and or environment. Games shall also be stopped and  forfeit issued if it is determined another team has double-rostered a player U15 & U18 Not included in this), played down a player,  floated a player, played an ineligible player.

7. Proper Chain of Command is to be followed. Each town should address their own Town Reps  preferably by email after a 24 hour Cooling Off Period is taken. No phone numbers, email addresses,  or home addresses should be given out to anyone without permission.

8. Injuries - Referees are to allow no one other than the active  players and assistant referees to enter the field without permission. Referees shall stop the game if a  player is injured, but not during a drive on goal unless the injury appears to be serious.  (ExampleObvious Concussion, Compound Fracture, etc.)

Tri-County Specific Rules Regarding Injuries – Coaches should NOT tell everyone to take a knee- the injured player should take a knee. Play will continue until the Referee stops the game. Coaches should also not run onto the field they should wait to be asked on the field by the Referee. If a Coach enters the  field, the injured player must come off of the field even if the player feels fine and wishes to play. The  only exception to this rule is for a Goalie and that is only because of the amount of time involved to  switch a Goalie.

9. Water Breaks Ruling - If water breaks are requested by a Coach, then the clock will continue to run. Coaches may request water breaks for no substitutions or due to extreme  temperatures.

Half time will remain 5 minutes. Players may exit the field to grab their own drink quickly and  substitutions can be made if done so quickly during this break.

**The restart after a break will be either a Throw-In, Goal Kick, or Kick Off. The referees will wait until an obvious and clear possession and dead ball has occurred before signaling for a water break so  please bear in mind that it won’t be exactly at the half way point of a half.** Also, as a reminder, a  player may go over to the edge of the playing field during the game to grab a drink as long as they  don’t exit the field and don’t interfere in the play so water breaks may not be needed if Coach will  cycle their players to get quick drinks throughout the game on a hot day.

10. Determining Seeds – All regular season games played will count in Season Seed unless it is a  predetermined game that is not to count in Standings due to it being an extra game played to  balance out a bracket. Seed is based on Wins/Ties/Losses. In the event of a tie, the following Tie  Breakers are used in this order: 1. Head to Head Result. 2. Highest Number of Shut-outs. 3. Points  Difference (Points Scored minus Points Allowed) for Entire Season. 4. Coin toss. . **In the case of a  Team Forfeit during the Season or during Tournament: If schedules have not been released, the  team will be removed from the bracket and schedules will be refigured without that team in the  bracket. If schedules have already been released and a Team Forfeits, the remaining games will be  forfeited and the forfeited team would remain in the bracket.** If a team does not show or doesn’t  meet Minimum Field Requirement or Minimum CoEd Requirement for any Tournament or Regular  Season Game, we will allow 10 mins from game scheduled start time before declaring a Forfeit.

11. Head Injuries/Suspected Concussions or Serious Injuries –

All head injuries or suspected Concussions  must be reported to TCSL of MO Board for determination on when or if a player may be returned to  play. If a player is injured and must go to a hospital or doctor for any injury on a Game Day, they will  not be allowed to play for the remainder of that day even if they are cleared to play by a Doctor.  Referees have the right to remove a player from the field of play for a Suspected Concussion.

12. Headers

No U8, U10 or U12 Intentional Headers will be allowed. They will be  penalized with an Indirect Free Kick at the place where the Intentional Header Occurred. Intent will  be based on the Referee’s Judgment and cannot be challenged.

13. Equipment Check and Pre-Game Instructions (New Ruling): All players and coaches are to line up at  the halfway line / center line of the field for the combined team Referee Instructions and Equipment  Checks to allow for quicker transition of games and to ensure both teams have been informed of the  same rules. As per SAY Rulebook: Shin guards are required and must be covered, Earrings and  piercings must be removed not just taped over, all jewelry must be removed unless it is a medical  alert one that is taped and no players with a hard cast will be allowed to play.

14. Weather Policy

* Games will be called by the TCSL board and hosting town depending upon weather and field conditions.
* If temperatures fall below 35 degrees, games will be postponed.
* If lightning and thunder is seen/heard by any  Referee or League/Town Rep, games will be stopped. Whenever lightning is showing within 20  miles based on the WeatherBug app to help allow sufficient time for everyone to take cover, games will be stopped. If the game is delayed for a long period of time and most of the game is played, the score will be recorded as it was before the game was stopped.
* **Rain Delays will last no longer than 1 hr 30 mins per Game Day. RainOuts will be made up on dates and times TBA after a RainOut has occurred unless it is  Game 6. Any games rained out on Week 6 will not be made up due to the Tournament the following  week. Makeup games may be shortened to allow for games to be played out. No set number of  games is promised. TCSL schedules and makes contingent plans to get all games played but we are  at the mercy of the weather and field conditions.**

15. Tobacco Policy- There is to be No Tobacco or Nicotine Usage on the Coach’s Sideline or on the  playing field by any Coach, Referee, Rep, Player or Spectator. This ban includes smokeless or  chewing tobacco, cigarettes, cigars, E-Cigs and similar devices, pipes, hookahs, etc. Red Card will be  issued for any person breaking this rule.

16. Good Sportsmanship Ruling - Allowing Subs for Short Teams Any team that is missing players, will be granted up to 2 Subs upon request as long as the number  fielded still meets the Minimum Field and Co-Ed Requirements. The opposing team is required to match  the number of players fielded.

17. No Slide Tackles – Slide tackles are banned for U8 & U10 divisions. If a slide tackle occurs and it is not  deemed a Dangerous Play, the restart will be an Indirect Free Kick where the slide tackle occurred. If  the slide tackle was deemed a Dangerous Play or a Repeat Infringement IN THE JUDGMENT OF THE  REFEREE, the penalty could be more severe and the player could receive a Yellow or Red Card. Examples  of Dangerous Plays found during Slide Tackles include: Cleats out, From Behind, Making Contact,  Intentionally Aggressive, etc. Goalies should still go “feet first” to go for the ball only not to charge at  an opponent.

* Slide Tackles are allowed this season for U12 through U18. Coaches are encouraged to teach the proper way to use slide tackles.

18. Forfeit and Double Forfeit- If a team does not have the Minimum Field Requirement or cannot meet  the CoEd Minimum Requirement we will wait 10 minutes past the official start time of a game,  before a forfeit is declared. When a forfeit is declared, the team that forfeits will receive a loss in  their standings and a score of 0-3 is recorded. If both teams forfeit then both teams will receive a  loss and a score of 0-3 will be recorded for both of their teams. After the score is recorded for a  forfeit, the teams may choose to play an Unofficial Game and the Referees will officiate the game to  ensure the safety of all players. Unofficial Games may be shortened or stopped due to scheduling or  for safety concerns. (i.e. not enough players for the size of the field, extreme temperatures, high level of  aggression, etc.)

19. **Conduct Review – All Red Cards and Yellow Cards may be reviewed by TCSL and additional  penalties up to and including suspensions or removal from the league is possible.**

**All Coaches, Town Reps and League Reps are expected to ensure a safe environment for all players to  play soccer and a professional working environment for our Referees and Volunteers at all times.  Failure to comply with this standard will result in a review by TCSL of the conduct of any offending  party or parties.**

20**. Overtime Rules during Tournament** – Regular Season Games will end in Ties with No Overtimes.

**U8 Overtime Rules**:

**First Overtime** – Regular Overtime = 8 minutes (Highest seed will Kick Off)

**Sudden Death Overtime** = 8 minutes. (Highest seed will kick off every overtime period.) If still tied,  continue to 2nd Sudden Death Overtime of 8 minutes, etc. There are no Penalty Kicks Sessions in U8.

**U10 Overtime Rules**:

**First Overtime** – Regular Overtime = 10 minutes (Highest seed will Kick Off)

**Penalty Kicks** – – Highest seed will choose who kicks first. Goalie on the field at end of overtime must  be Goalie used in all Penalty Kicks. Then a total of 5 kickers must be picked from the players that were  on the field. One of these kickers can be the goalie. All 5 kickers from each team must take a Penalty  Kick before score is determined. THIS IS

NOT SUDDEN DEATH.

**Sudden Death Penalty Kicks** – Highest seed will choose who kicks first. Must use the remaining players  left on the field who have not kicked and then add players from the bench or reuse kickers from the first  round for a total of 5 Kickers. Goalie must remain the same goalie that was on the field at the end of  Penalty Kicks. If Team A scores and Team B doesn't Team A will be the winner and vice versa.  However, if they both don't score or if both score, then they go to the next shooter.

**2nd Sudden Death Penalty Kicks** – Any player may be used to kick, Goalie must remain the same.  Highest seed will choose who kicks first.

**U12/U15/U18 Overtime Rules:**

**First Overtime** – Regular Overtime = 15 minutes (Highest seed will Kick Off)

**Penalty Kicks** – Highest seed will decide who kicks first. Must be 5 players and goalie that were on the  field at the end of overtime, The goalie can be a kicker. All 5 players from each team must take a Penalty  Kick before score is determined. *THIS IS NOT SUDDEN DEATH.*

**Sudden Death Penalty Kicks** – Highest seed will decide who kicks first. Must be the remaining 5  players that were on the field at the end of overtime, but goalie must remain the same goalie that was on  the field at the end of Penalty Kicks. If Team A scores and Team B doesn't, Team A will be the winner  and vice versa. However, if they both don't score or if both score, then they go to the next shooter.

**2nd Sudden Death Penalty Kicks** – Highest seed will decide who kicks first. Any player may be used to  kick, Goalie must remain the same.