

Perryville Optimist Soccer League

Rules – Fall 2010

Rules for the POSL will follow FIFA - LAWS OF THE GAME (Latest Edition) and the following exceptions or additions:

1. Prior to the start of the game, the referee will inspect the player's equipment. Players shall meet the following requirements before being allowed to play:
 - a. All players shall wear shin guards that are covered completely by the player's sock.
 - b. Jewelry shall not be worn during the game.
 - c. No metal or screw in cleats allowed. All cleats shall be soccer cleats.
 - d. Due to the possibility of cold weather, sweat pants can be worn over the player's shorts and shin guards. Sweatshirts shall be worn under the player's jersey allowing the players number to be visible. Sock caps or ear wraps can be worn.
 - e. Players shall not chew gum while playing on the field.
2. Maximum number of players on the Field:
 - Kindergarten – 9 (Both Teams shall play with 8 if one team has only 8)
 - 1/2 Grade Girls – 9 (Both Teams shall play with 8 if one team has only 8)
 - 1/2 Grade Coed – 9 (Both Teams shall play with 8 if one team has only 8)
 - 3/4 Grade Girls – 9 (Both Teams shall play with 8 if one team has only 8)
 - 3/4 Grade Coed – 9 (Both Teams shall play with 8 if one team has only 8)
 - 5/6 Grade Coed – 11 (Both Teams shall play with 10 if one team has only 10)
 - 7/8 Grade Coed – 11 (Both Teams shall play with 10 if one team has only 10)
 - A minimum of 7 players (5th through 8th grade) & 5 players (K through 4th). A team shall forfeit the game if the minimum number of players cannot be fielded within 5 minutes of the scheduled start time.
3. Game Durations: K – (4) 8 minute quarters, 1st/2nd grade – (4) 10 minute quarters, 3rd/4th grade – (2) 25 min. half's, 5th/6th grade and 7th/8th grade – (2) 30 min. halves. Halftime or Quarter Breaks will be 5 min.
4. All players shall play a minimum of 50% of the length of the game. Exception: players with health problems, players requiring discipline, players requesting not to play, or players that arrive late to the game.
5. Referees have the right to add on time due to delays for injuries, substitutions, wasting time, retrieving the ball, or any other cause that may delay the game (Referee's discretion).
6. Due to dangerous weather conditions or other extenuating circumstances, the game length may be shortened or cancelled by the Referee. A game will be considered complete if a complete half has been played at the time the game is cancelled.
7. Size 4 balls are used in the Kindergarten, 1st/2nd, 3rd/4th, and 5th/6th grade games. Size 5 ball is used in the 7/8 grade.
8. **SUBSTITUTION**: Either team in 3rd/4th, 5th/6th, and 7th/8th grade divisions are allowed to substitute freely:
 - After a goal has been scored and at the beginning of the second half.
 - On throw-in's if you have possession of the ball or after the opposing team substitutes.
 - On either teams goal kick.
 - At the time of an injury, the injured player must be substituted. The injured player must be removed from the game until the next possible substitution. Player with a head injury shall not return to the game. The opposing team may also substitute one player at the time of the injury. Exception: Goalie only needs to be removed if the injury was a head injury.
 - The referee must be notified if the goalkeeper is to be substituted. A goalkeeper may be replaced before a penalty kick by any player on the field at the time of the penalty. The goalkeeper can then only be replaced during the next possible substitution.
 - No substitutions are permitted during the last 2 minutes of the game.
9. Coaches or Fans are not allowed to stand between the corner flags directly behind the goal or at the goal line.
10. A player receiving a yellow card must be substituted and cannot return until the next possible substitution. A yellow card can be given before the start of play. A player receiving a second yellow card will be ejected from the current game and may be replaced by another player on the team.
11. A player receiving a red card will be ejected from the game and cannot be replaced. A red card can be given before and after the game. The player will not be allowed to participate in the next game for the team.
12. A Coach or Fan who is disruptive may be ejected from the game by the referee. If the ejected coach or fan refuses to leave the game, the referee will terminate the game resulting in a loss for the team the coach or fan represents.
13. A referee has the option to terminate a game due to unruly fans, coaches, or players from both teams. It will then be left up to the POSL board to decide the outcome of the game which may result in a forfeit by both teams.
14. Teams can **ONLY** play those players that are listed on their roster. If a team is found to have played a player that is not on their roster this will result in an immediate forfeit and the opposing team will be awarded the win. This rule stands even if both coaches have agreed to it prior to the game.
15. All decisions by the POSL board are Final.

16. **The following rules a,b, c, & d apply ONLY to the Kindergarten and 1st/2nd grade divisions:**

- a) Substitutions are not allowed in the 1st, 2nd, and 3rd quarters of the game, unless it is required due to the player's health. Substitutions are allowed in the 4th quarter during stoppage of play as described in item #8 above.
- b) Offsides will not be called. Exception: "Cherry Picking" (Intentionally placing a player in a obvious offside position to gain advantage) is not allowed. The referee can stop play or deny a goal for "cherry picking". The penalty for "cherry picking" will be a free kick to the opposing team from the spot of the foul.
- c) All free kicks are indirect (the ball must be touched a 2nd time by either team before going into the goal and outside of the box).
- d) Coaches on the field should coach in the center of the field and not enter the Penalty area of the field.

Division Standings for 3rd through 8th grade divisions:

Team rankings at the end of the season will result in comparing the total amount of points the team acquired throughout the season. Points will be given as follows:

Win – 2 pts

Tie – 1 pt

Loss – 0 pts

Tiebreakers:

- a. Head to head play
- b. Games won (if teams played equal number of games)
- c. Least goals allowed
- d. Shut-outs
- e. Goal differential up to a maximum of three per game positive or negative
- f. Penalty kicks (Best of five penalty kicks by five players from each team. If still tied, alternate penalty kicks by the balance of each team until a decision is reached.)