

## Game Play

- In our youth 6v6 league, a minimum of four (4) players is required to start and finish a match.
- There is no off-side rule in CCA Footy.
- If the ball hits the roof or lights in the field of play, the game will be resumed with a kick-in on the sideline for the opposing team.
- All throw-ins for sidelines.
- All free kicks (including kick-offs, goal kicks, kick ins and corner kicks) are indirect except for penalty kicks.
- Goal Kicks can be taken anywhere inside the goalkeeper box
- A goal cannot be scored directly from a corner kick, a throw in, a goal kick, or a goalkeeper throw. The ball must make contact with another player first (this includes the goalie).
- Penalty kicks are taken as a dribble up from half. The player has 6 seconds to get the shot off. After 6 seconds or an unsuccessful shot, the ball will return to play as a goal kick.
- Opposing teams must give all free kicks seven (7) yards of space immediately or a yellow card may be issued for delay of game.
- Slide tackling or sliding in general as a field player is prohibited. The keeper may slide and only inside the keeper's own penalty box. Any slide deemed dangerous/reckless by the referee will be penalized.
- Substitutions are unlimited, and may be made on any dead ball. No substitutions on the fly. The referee shall be notified of all keeper changes or a yellow card may ensue at the referee's discretion. All substitutions will be made from the same location as determined by the referee.

## Cautions and Cards

- Yellow and red cards are issued under the same cardable offenses outlined by the USSF:
- Yellow Card Offenses: Players receiving a yellow card are required to sub off for a minimum of 2 minutes. The offending player's team can substitute for the offending player. If the offense is deemed particularly egregious, though remaining short of a red card offense, the referee can have a player sit for 5 minutes.
- Second Yellow Card Offenses: A second yellow card offense requires the player to sit out for the remainder of the match, but may return during their next match. The team can substitute for the offending player and not need to play down a player.
- Red Card Offenses: Players allotted a red card shall be immediately ejected from the game and must leave the field of play immediately for the remainder of the game.
  - If the ejected player was actively on the field of play at the time of the red card, the ejected player's team must play the remainder of the game down a player.
  - First Red Card Offense: Player suspension of a minimum of one full game (extended suspensions may result depending on the severity of the offense).
  - Second Red Card Offense: Player is suspended for the remainder of the season and/or beyond (depending on the nature of the red card offenses).
  - Third Red Card Offense (in aggregate): Three red card offenses in aggregate (no matter the number of seasons it took to accumulate 3 red cards) results in permanent suspension from all CCA Footy related programs and activities (after one-full year, expelled players may submit a request to be considered for re-introduction).
- Any player who initiates intentional physical contact upon a referee or a CCA Footy representative shall be given a red-card and suspended from all CCA Footy programs indefinitely.

## Uniforms & Equipment

- All players must be in matching colored shirts.
- Goal Keepers must wear a different color jersey easily identifiable by the referee.
- ALL PLAYERS MUST WEAR SHIN GUARDS.
- All players must wear soccer appropriate footwear to play. No metal or steel cleats or spikes are allowed. Normal cleats are allowed.
- A #4 or #5 game ball will be provided for game play. Teams should bring their own balls for warm up.

#### Game Duration

- All divisions will have 24 minute halves with up to a two (2) minute break at half time. Note, referees are instructed to blow their whistle and notify teams that the clock is starting, even if players are not ready. This is critical to keeping games on time.
- Clock will run continuously and the half and game shall end at the expiration of time.

#### Forfeit Rule

- Forfeits with advanced notice (at least 8 hours prior to kickoff) or forfeits resulting from not enough players arriving on-time will be treated as a 3-0 loss and a -1 point deduction to the forfeiting team.
- Forfeits without advanced notice will be treated as a 3-0 loss and a -2 point deduction to the forfeiting team.
- Multiple forfeits from teams can result in suspension from future leagues.

#### PLAYOFF RULES

##### Overtime Rules

- All players must be formally rostered.
- Captains may request the referee to do a roster check at the beginning of the game. Roster checks will not be allowed after the game has begun.
- If the game is tied after regulation, there will be a 5 minute golden goal period. If the score is tied after the golden goal period, it will initiate penalty kicks.

##### Penalty Kicks

- Players will take five penalty kicks
- If tied after the first five PKs then it goes one-on-one until there is a winner.
- Players go in order and then repeat in order.
- The keeper can move from side-to-side on the goal line, but cannot move forward until the ball is touched.
- Penalty kicks are taken as a dribble up from half. The player has 6 seconds to get the shot off. No rebounds.
- Players must be silent while the kick is taking place.

#### LEAGUE SCHEDULES AND STANDINGS

##### Schedules

Schedules will be posted prior to the beginning of the season.

- Games will only be canceled due to hazardous weather conditions that create dangerous driving conditions.
- CCA Footy will communicate via the captain's chat and/or via an email notifying the league of postponement or cancelation.

### Standings

League points will be appointed as follows:

- Win = 3 points
- Draw = 1 point
- Loss = 0 points

### Tiebreakers

In the event of a tie, the following tie breakers will be used:

1. Head to Head
2. League goal differential.
3. League total goals scored
4. Team with the least amount of red cards
5. Goal differential in head to head competition in games between tied teams
6. Goals Scored in head to head competition in games between tied teams
7. Coin flip – in the event that tie breaker reaches a coin flip, contending teams will be notified at least 24 hours in advance of coin flip time and location. Teams can send a representative witness to coin flip.