



INTERCOUNTY YOUTH SOCCER LEAGUE

Fall 2017 – Spring 2018 Season

Divisions:

U12, U14, U16 & U18* will have a seven (7) or eight (8) game season plus PO's

U10 & U19* will have a nine (9) or ten (10) game season

**Should the number of teams be insufficient to have a U18 division (boys or girls), the Board reserves the right to eliminate the U18 division altogether and only have a U19 division.*

U10 - Maximum roster size is twelve (12) players to play 7 v 7 on field 55-65 length x 35-45 width yards

NO HEADING

Maximum Goal Size: 6.5x18.5 feet

Playing Time: 2x25 mins

Break time: 5 mins

U12 - Maximum roster size is sixteen (16) players to play 9 v 9 on field 70-80 length x 45-55 width yards

NO HEADING

Maximum Goal Size: 7x21 feet (recommended size 6.5x18.5 feet)

Playing Time: 2x30 mins

Break time: 5 mins

U14 – Maximum roster size is eighteen (18) players to play 11 v 11

No change in field and/or goal size

HEADING allowed

Playing time: 2x35 mins

Break time: 5 mins

U16 & U18 – Maximum roster size is eighteen (18) players to play 11 v 11

No change in field and/or goal size

HEADING allowed

Playing time: 2x40 mins

Break time: 5 mins

U19 – Maximum roster size is eighteen (18) players to play 11 v 11

No change in field and/or goal size

HEADING allowed

Playing time: 2x45 mins

Break time: 5 mins

Fall - Spring 2017-2018	U10 Born 2009/08	U12 Born 2007/06	U14 Born 2005/04	U16 Born 2003/02	U18 Born 2001/00	U19 Born 1999
Field Size Ranges (yards)	Length 55-65 Width 35-45	70-80 45-55	100-130 50-100	100-130 50-100	100-130 50-100	100-130 50-100
Max. Goal Size (feet)	6.5x18.5	7 x 21	8 x 24	8 x 24	8 x 24	8 x 24
Ball Size	4	4	5	5	5	5
Players	7 v 7	9 v 9	11 v 11	11 v 11	11 v 11	11 v 11
Roster Size	12	16	18	18	18	18
Game Time (half time)	2 x 25 mins (5 mins)	2 x 30 mins (5 mins)	2 x 35 mins (5 mins)	2 x 40 mins (5 mins)	2 x 40 mins (5 mins)	2 x 45 mins (5 mins)
Offside	yes	yes	yes	yes	yes	yes
Heading	no	no	yes	yes	yes	yes

7 v 7 Build-Out Line:

The purpose of the Build Out Line (BOL) is to promote playing the ball out of the back in a less pressured setting. It also denotes where offside offences can be called.

- **MAKING OF THE BUILD OUT LINE**
The BOL is equidistant from the penalty area line and the halfway line. It can be painted on the field or marked with flags or cones.
- **OFFSIDE**
Players cannot be penalized for an offside offense between the halfway line and the BOL.
Players can be penalized for an offside offense between the BOL and the goal line.
- **GOAL KICKS**
Defenders/Opponents may not pass the BOL until the ball has left the penalty area. The ball is in play when it leaves the penalty area. Repeat the goal kick for an infraction.
- **BALL IN GOALKEEPERS HANDS AFTER A SAVE**
 1. Opponents must retreat behind the BOL before they can pressure the ball/attacking team.
 2. The opponent must remain passive and cannot pressure the ball if they have not retreated beyond the BOL.
 3. If an opponent pressures the ball before retreating beyond the BOL, an IFK is awarded to the attacking team at the point of the infraction. Players that are not involved in the play are considered passive and need not be penalized.
 4. Goalkeepers must throw, roll or play with their feet to put the ball into play.

5. Goalkeepers cannot punt or drop-kick the ball.
 - A. If a punt or drop-kick occurs the restart is an IFK at the point of the infraction.
 - B. If a punt or drop-kick occurs inside the goal area the IFK is taken at the penalty area line parallel with the goal line at the point where the infringement occurred.
6. The goalkeeper has 6 seconds to release the ball. The count starts when the opponents have retreated behind the BOL. If a 6 second violation occurs an IFK is awarded to the opponent. See points A and B for placement of the ball. Referees are encouraged to be flexible in enforcement and verbal warnings are initially recommended.

Rosters:

ALL Rosters must be submitted to the League on the official 2017-18 *Excel* template before the first week of play of each season whether the teams are scheduled to play on Week A or later. Players names, jersey number(s) and all contact information must be entered. ***Please do not copy and paste information on the template, as it disrupts the formatting. Please do not submit a PDF or Word Doc or Google Doc as it should be sent in Excel. Teams failing to submit their roster before week A, will not be scheduled to play.***

Larger rosters to accommodate a town's players must be approved by the League prior to the start of the season whether the team's first game is on Week A or later.

The League collects rosters to:

1. verify players eligibility
2. mediate teams' conflicts
3. identify players in referee's report
4. provide information for flighting
5. division management
6. collect contact information

Scheduling:

Rescheduled games should be "parked" as a place holding to DECEMBER 25 regardless of the season (i.e. rained-out game scheduled for June 6, should be changed to DECEMBER 25 to show that this game wasn't played and has yet to be rescheduled).

Playoffs- 3rd place games:

Third place games will be played at the home of the higher seed team and ref(s) fee(s) will be split between both teams.

Play Downs (consolation game):

Teams who decide to end their season early, depriving other teams who wish to play all the games in the season, will be fined.

Sports glasses (goggles):

The referee has the authority to prevent anyone from playing with eyewear that he/she deems unsafe.

Standings:

Win = 3 points Tie = 1 point Loss = 0 point *No more bonus points for goals scored.

Appropriate score:

For games ending with over seven (7) goal differential, if the Board concludes that the team has shown unsportsmanlike conduct, the following measures will be taken:

- First offence: one (1) point deduction
- Second offence: three (3) points deduction
- Third offence: five (5) points deduction