

- c. The use of a 3-box sticker is to be used on the back of the player pass for this purpose. The Coach will inform the Center Referee of the guest player at check-in. The Center Referee will "X" the box when the passes are checked prior to the game. Only three X's will be allowed in order for the player to be able to guest.
- d. No more than 2 guest players are allowed, per team, per game.
- e. If a player receives an ejection (red card) while guest playing in the BYSL Spring Season, that player must serve his/hers suspension in the remaining games of their primary team. This player also losses their privilege of "quest" playing in the BYSL Spring Season, for the remainder of the season with any team.

B. PLAY

1. **Rules of play shall be FIFA "LAWS OF THE GAME " except as modified by USYSA, FYSA, and BYSL competition sanctioned by this league. Any interclub game shall abide by the "Laws of the Game" along with any modification or specifically published Rules and Regulations.**
2. League champions shall be determined by a system devised by the board prior to the start of each season. If league standings are used in any form, then a win will count as three (3) points, and a tie will count as one (1) points.
3. It shall be mandatory to play a regularly scheduled league game, unless the opposing club accepts valid reason for non-appearance. Notification of non-appearance MUST be given to the opposing Club Director at least 48 hours prior to the scheduled match time. It shall be the responsibility of the home team, in any case, to notify the club or BYSL Referee Assignor of a game cancellation (and reschedule, also). Any re-scheduled BYSL-assigned games are subject to re-scheduling fees to be paid by Club whose team requests the change.
4. In the case of postponed games, each club has full power to reschedule internal club games. But when two clubs are involved, the rescheduling will occur by agreement of both clubs.
5. Coaches, spectators, or any other officials **SHALL NOT** enter the field of play, unless requested by the referee.
6. A minimum of seven (7) players for a team playing eleven (11) a-side, five (5) for a team playing eight (8) a-side, four (4) for a team playing six (6) a-side, and three (3) for a team playing seven (4) a-side, shall constitute a team for game purposes. A scheduled game shall NOT commence, nor be continued, if either team cannot field the minimum number of players for their respective age group.
7. Inter-club play - use common sense. Teams/clubs should follow all FYSA, BYSL, and club rules for all inter-club games, whether they are regulation, fun, or practice/scrimmage games. Communicate arrangements and changes as soon as possible to all parties involved. Licensed referees officiating non-regulation games still have the same authority to issue cards as in league games.
8. Any team that asks to play up a division or is a Premier/ State Cup team is to put it in writing to the BYSL Board for permission to play up. Club request must be submitted at the same time team information is turned into the scheduler.
9. SLAUGHTER RULE (Recreational only): A seven goal differential at the end of the 1st half or secured during the second half shall terminate the game unless the losing coach wishes to continue. It is encouraged that the winning coach shows sportsmanship by modifying his team tactics to avoid this situation.
10. If the coach is ejected from the game then the assistant coach may direct the team. If the assistant coach or coaches are also ejected (or if there are no assistants) then the team will forfeit the game with a score of 4-0.
11. When an injured player is attended to on the field of play, the player must leave the field of play for treatment and evaluation. A substitution may be made for the injured player. If the team plays short, the injured player will not be allowed back onto the field of play without the permission of the referee. The injured player may re-enter the field from any point on the boundary lines if the ball is out of play; if the ball is in play the player may re-enter only from the touch line. The trainer or coach shall not enter the field of play without the approval of the referee. (Note: if removing the player from the field will cause the number of players on the field to fall below the minimum required, the referee will allow a reasonable time for the injured player to be treated before allowing the match to continue.)
12. Except as noted, all Recreational registered players in attendance at BYSL games must participate and play in at least one-half (1/2) of each game attended, excluding overtime. All players registered on a Competitive team in BYSL **MUST** play in each game attended (excluding injuries and disciplinary actions). BYSL **strongly** encourages Competitive players be allowed to play at least one-half (1/2) of each game.

C. PLAYERS, UNIFORMS AND EQUIPMENT

1. Where colors of competing teams are identical or similar, the designated home team must effect a change to colors distinct from their opponents (judgment of referee is final).
2. The uniforms or jerseys of a goalkeeper must be distinctly different color from the basic colors of both teams and of the opposing goalkeeper.
3. Player uniform numbers are to be affixed on the back of the uniform shirt. No two players from the same team may have the same uniform number while both are playing on the field at the same time.
4. Players wearing an orthopedic cast of any kind **SHALL NOT** be eligible to participate in any game. **All players** are required to wear protective shin guards (to be worn beneath their game socks) at ALL times while actively participating in a game, practice game, or team practice. Such shin guards shall be of the type and style of protective athletic equipment specifically designed to protect the player's front lower leg.
5. Non-cleated soft soled shoes or soft (non-metallic) cleated soccer shoes may be worn. Any player in FYSA or BYSL may wear shoes utilizing "screw-in" cleats. Shoes with studs that extend out the bottom of the shoe at an angle, or have rectangular studs with sharp edges (baseball cleats), shall NOT be allowed on the field of play. REFEREES have the final say, not club officials.
6. Additional shirts (under the jersey) and long pants (under the shorts and socks) are allowed for younger players during cold or inclement weather at the discretion of the referee. Hoods, if worn and approved by the referee, must be tucked inside the shirt. If they show during the game, the referee shall send the player off the field to remedy the problem. "Slider" shorts can be worn underneath the uniform shorts, but can't go below the knee, and must be the same color.
7. **No jewelry** of any kind shall be worn on the field of play. Please don't have players put tape over earrings. General "rule of thumb" is No Rings, No Watches, No Bracelets, No Necklaces, No Friendship Bracelets (string, plastic or rope type bracelets), No Earrings, No Body Piercings, and No HARD Hair Holders.
8. It is the responsibility of each coach to ensure that each of his/her players is wearing proper equipment and uniforms at each game. A referee has the authority to protect players from potentially dangerous equipment conditions.

D. HOME FIELD RESPONSIBILITIES

1. The designated home team will be responsible for the condition of the fields and equipment (including cross-bar, nets and corner flags) and proper field markings.
2. Nets and corner flags are required for all games. Clubs are responsible to periodically inspect the condition of the field and goals.
3. All goals must be securely attached to the ground to prevent goals from tipping over or collapsing.
4. Clubs are responsible for assuring that teams, coaches, fans and spectators conduct themselves in a proper and respectful manner.
5. When assigned referees show up for a "scheduled match", and for whatever reason the game is not played, referees will still be paid their fee.
6. Clubs **must** provide a certified referee to ALL interclub games (including scrimmages or "friendly games").

Notes: While each club may play internally as they wish; it is strongly recommended all fields and rules follow the USYSA guidelines available at www.usyouthsoccer.org

E. BYSL MODIFIED GAME SPECIFICATIONS AND RULES

1. The rules and specifications for each age group shall be as follows:

	8 & Under (4v4)	9/10 & Under (6v6)	11/12 & Under (8v8)	12 & Up (11v11)
GAME DIMENSIONS				
Maximum goal size	4' x 6'	6' x 18'	7' x 21'	8' x 24'
Ball size	#3	#4	#4	#5
Max field dimensions	30 x 50 yds	40 x 50 yds	50 x 80 yds	75 x 130 yds
Min field dimensions	20 x 40 yds	35 x 45 yds	40 x 70 yds	50 x 100 yds
Center circle & penalty arc radius	5 yards	5 yards	8 yards	10 yards
Corner kick arc radius	2 feet	2 feet	1 yard	1 yard
Goal area from goal post	3 yards	4 yards	6 yards	6 yards
Depth of goal area	3 yards	4 yards	6 yards	6 yards
Penalty area from goal post	None	12 yards	14 yards	18 yards
Depth of penalty area	None	12 yards	14 yards	18 yards
Penalty spot from goal line	None	9 yards	10 yards	12 yards
PLAYER SPECIFICATIONS				
Max # of players on field	4	6	8	11
Max # of players on roster	8	12	14	14
Minimum play-time/player (Rec./Club)	50%	50%	50%	50%
RULES				
Length of each half	24 min.	25 min	30 min	See b below
Length of half-time break	5 min.	5 min.	5 min.	5 min.
Length of overtime	2/10 min.	2/10 min.	2/10 min.	See b below
Keeper can use hands	No Keeper	Penalty area	Penalty area	Penalty area
Opponent distance from ball on free kicks, kick-offs	5 yards	5 yards	8 yards	10 yards
Direct kicks allowed	No	No	Yes	Yes
Penalty kicks allowed	No	Yes	Yes	Yes
Referee to explain penalty	Yes	Yes	Yes	No
No. of throw-ins allowed	2 Throw-ins	2 Throw-ins	1	1
Call offsides?	No	Yes	Yes	Yes
Goal kicks may be taken from any point inside goal box?	Yes	Yes	Yes	Yes
Score off a kick-off, corner or goal kick?	No	No	Yes	Yes
Record scores/ standings?	NO	YES	YES	YES

Notes:

- a. 6 & Under use the same rules as the 8 & Under except:: Kick-ins instead of throw ins, 20 min. halves & no overtime periods.
- b. Length of half & overtime periods:
13/14 & Under - 35 min. & 2/10 min.
15/16 & Under - 40 min. & 2/15 min.
17-19 & Under - 45 min. & 2/15 min.
- c. 16/19 & Under Small Sided (6v6) use the same rules as the 10 & Under except: Size #5 ball, one throw in, NO OFFSIDES - use 3 line rule, direct kicks allowed, score direct from kick-off & corner
- d. All free kicks in 6/8 & under are classified as "in-direct". No direct or penalty kicks are to be awarded at any time. For goal kicks for 8 & under, the ball must travel 5 yards to be in play. This area is marked only as a guide for those players to stand behind during a goal kick. Kicking team can be in this area during the goal kick.
- e. All free kicks in 9/10 & under are classified as "in-direct" except fouls in penalty box.
- f. Ball sizes: #3 23/24 circum., 8-10 oz.; #4 25/26 circum., 11-13 oz.; #5 27/28 circum., 14-16 oz.