

**2010 — 2011
ARCHDIOCESE OF
WASHINGTON CYO SOCCER**

**Coaching Our Kids To Do Their Best,
Improve Their Skills And Display
Moral Values**



CYO

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do their best, improve
their skills, and
display moral values.*



**SUPPLEMENTAL RULES TO THE
NATIONAL HIGH SCHOOL FEDERATION**

GOSPEL VALUES THROUGH SPORTS

CYO sports is about helping young people be more Christ-like in how they live their lives. This simple phrase is at the heart of why Catholic Youth Sports Programs Exist. This is also the measure of success through which programs be implemented and evaluated by players, parents and coaches.

In the American Sport Education Program (ASEP) book entitled *Catholic Coaching Essentials* (December 2006), a compelling vision and understanding of Catholic Youth Sports identifies these 4 building blocks as the foundation of Catholic youth sports.

1. Sports as Youth Ministry

Catholic parish and school athletic programs must be intentionally connected with the mission and values of the Gospel. An essential question is this: How does your Catholic youth sports program enhance, animate, or violate the mission and values of your parish and school.

2. Coach as Youth Minister

When sports programs are rooted in the mission and values of the Gospel, the Coach becomes a youth ministry leader who is ministering (*Respond to the needs of young people and involve young people – with their gifts and energy- in the life of the community - "Renewing the Vision – A Framework for Catholic Youth Ministry"*) to young people on behalf of the faith community.

3. Team as Christian Community

The team experience is where Christian faith is lived in practical ways (caring, forgiving, encouraging, settling conflicts peacefully, supporting, loving, and challenging each other). That connects the individual and team with Gospel values and beliefs.

4. Parents As partners

In Catholic sports programs we recognize that parents are to be active partners to foster the mission of Catholic youth sports. This requires active work with parents identify what is and is not acceptable while working together to always keep the value of the child growing in faith as central to all considerations.

Adapted with permission from Greg Dobie Moser, Executive Director of the National Center For Catholic Youth Sports

CYO Prayer

Lord, let all gathered here today know we do so in Your name, for unless You build our house we labor in vain.

Allow us to understand the meaning of our participation in this CYO activity; for Your children are a gift, the fruit of the womb is a reward.

Make us aware of our responsibilities to all, so we may grow and develop in the full reality of Christian formation.

Grant us a personal acceptance of the dignity of all individuals.

Above all, let us in all things demonstrate the true spirit of the "generous winner" and the "gracious runner-up".

In the Name of Jesus, we pray AMEN

CATHOLIC YOUTH ORGANIZATION

Rules and Regulations

SOCCER

THIS IS A SUPPLEMENT TO THE CYO ATHLETIC HANDBOOK. IT IS AN ABSOLUTE NECESSITY FOR ALL COACHES TO THOROUGHLY REVIEW THE HANDBOOK.

CYO SOCCER SUPPLEMENTAL RULES FOR 2010 – 2011

ELIGIBILITY

1. The Catholic Youth Organization (CYO) is a parish based athletic organization of the Archdiocese of Washington
2. The burden of responsibility for players' eligibility rests with the parish registering the team(s). This includes pastors, priests, deacons, principals, coaches, delegates, and moderators. Any parish that violates any player eligibility rules may be barred from the championship and play-offs for up to three (3) years.
3. Any Catholic child, or non-Catholic child attending Catholic school is eligible to participate. A non-Catholic child must play for the Catholic school the child is attending; unless they do not field a CYO team in his/her age group. If the Catholic school that the non-Catholic child attends does not have a team in his/her age group, then that child may play for the next bordering parish to the child's official residence, that has a team in his/her age group, upon approval of the OYM/CYO Office.
4. A Catholic child must play for the parish in which he/she resides (parish territorial boundaries). If the player's parents are registered in one parish and reside in another, and the player does not attend the Catholic school in either parish, a certified waiver form must be obtained from the parish in which the player resides before the player can play for the parish in which the player's parents are registered. The delegate or athletic director of the releasing parish must sign this waiver form. The player becomes eligible upon approval of the OYM/CYO Office.

5. If neither the parish nor the Catholic school has a team in a players age division, a Catholic child may play for any bordering parish that has a team in his/her age division, upon approval of the OYM/CYO Office. A player playing with another parish due to the above circumstance must be treated as any other player from that parish. The only distinction allowed is a moderate increase in the parish participation fee.
6. A Catholic player who resides in one parish and attends Catholic school in another parish may choose between the school he/she is enrolled in or his/her home parish for participation in the CYO. However, once a choice has been made to play at the school or at the parish; the Catholic player may not switch from school to parish or parish to school, without approval of the OYM/CYO Office.
7. No player may play for two teams. No girls are permitted to play on boys' teams and no boys are permitted to play on girls' teams. **(This is not applicable to the Cadet-1st division).**
8. The burden of responsibility for players' eligibility rests with the coaches, delegates, and moderators in each parish.
9. Any parish, which violates any player eligibility rules, may be barred from the championship and playoffs for up to three (3) years.

10. The OYM/CYO Office must approve any exceptions to the above rules.

DIVISIONS

VARSIITY: Any player who is in the eighth (8th) grade or below **and** has a birth date after August 31, 1995 is eligible.

JUNIOR VARSITY: Any player who is in the sixth (6th) grade or below **and** has a birth date after August 31, 1997 is eligible.

ROOKIES: Any player who is in the fourth (4th) grade or below **and** has a birth date after August 31, 1999 is eligible.

ICCER RULES CHART

**gh School Associations (NFHS), Federation
uth Organization (CYO) Supplemental Rules**

FIFA	CYO
Winner of coin toss chooses which goal to attack; other team takes kick-off.	NFHS rule
During a stoppage of play with referee permission.	NFHS rule
During a stoppage of play with referee permission.	NFHS rule
On throw-in, if the ball fails to enter field of play (i.e., does not break plane of touch/side line), the throw-in is retaken.	NFHS rule
At the discretion of the referee.	NFHS rule – only in Play-Offs or Championship Game

NFSHS / FIFA / CYO SOCCER

Significant Differences between National Federation of State High School Associations (NFHS), International Federation of Football Association (FIFA), and/or Catholic Youth Organization (CYO) Soccer Rules

CADET 2nd: Any player who is in the second (2nd) grade or below is eligible.

CADET 1st: Any player who is in the first (1st) grade is eligible.

ALL CHILDREN NOT YET IN THE FIRST (1st) GRADE ARE INELIGIBLE FOR CYO SOCCER.

The CADET-1st division will be CO-ED.

RULE	NFHS
Game start procedure	Winner of coin toss can choose which goal to defend or take kick-off.
Substitution on throw-in	Team with throw-in possession may substitute, non-possession team may substitute only if team with throw-in possession substitutes.
Substitution on corner kick	Team in possession of corner kick may substitute, the non-possession team may substitute only if the team with the corner kick possession substitutes.
Ball in play on throw-in	On throw-in, if the ball fails to enter field of play (i.e., does not break plane of touch/side line), the throw-in is awarded to the other team at the spot of the infraction.
Time-in and out	The clock shall be stopped for a penalty kick, for cautioning (yellow card), disqualification (red card), following the scoring of a goal, and when an official orders a time out.

Division	Players on Field	Season
Cadet 1st	4 v 4 No Goalie	Clinics Instructional Games
Cadet 2nd	7 v 7 Goalie	Instructional Games
Rookie	9 v 9 Goalie	Instructional Games
Junior Varsity	9 v 9 Goalie	Games/Playoffs
Varsity	11 v 11 Goalie	Games/Playoffs

TEAM ROSTER

- All roster forms must list the players **alphabetically**.
- All players must be on the roster at the time of registration, with full name and address.
- Rosters will be “frozen” on the Friday following the second scheduled game of each league, at 12 noon.

FIELD & EQUIPMENT

1. SUGGESTED FIELD SIZES:

-	VARSTY	100 yards by 60 yards
-	JUNIOR VARSITY	100 yards by 60 yards
-	ROOKIE	75 yards by 50 yards
-	CADET-2nd	75 yards by 50 yards
-	CADET-1st	70 yards by 40 yards

2. GAME BALLS:

-	VARSTY:	five (5) ball
-	JUNIOR VARSITY:	four (4) ball.
-	ROOKIE:	four (4) ball.
-	CADET-2nd:	three (3) ball.
-	CADET-1st:	three (3) ball.

3. Aluminum or any type of metal cleat or metal cleat tips are **NOT** allowed in any of the CYO soccer leagues. The only cleats that will be allowed are the ones that are rubber molded to the sole of the shoe.
4. Uniforms **MUST** be numbered. A sponsor's name may be placed on the uniform. Contact the OYM/CYO Office for details on sponsors for soccer. **ALL** sponsors must be approved by the CYO Office. All efforts should be made to avoid having opponents wearing the same color uniforms. If this cannot be avoided, the HOME team will be required to wear scrimmage vests of a contrasting color. The HOME team will be required to bring to the game at least eleven (11) scrimmage vests.
5. **The CYO will enforce the NFHS rules regarding mouth guards and eye wear for all leagues. Also, the prohibition on wearing jewelry, (NFHS 4-2-4) requires that all jewelry (rings, wristbands, earrings, etc.) be removed. Taping over pierced earrings is not acceptable.**

GAME PROCEDURES

1. A team is expected to be on the field of play one-half hour before the scheduled game time, **with an ADULT in charge**. If a team fails to show up, there will be a fifteen (15) minute grace period after the scheduled starting time before a FORFEIT is declared. The grace period will only apply to the first game scheduled at a particular site, all subsequent games that day will not be allowed a grace period.

Further, coaches should be aware that their actions and attitude toward officials, as well as the conduct of their players and the spectators supporting the team, has a direct impact upon the CYO's ability to obtain officiating services. Although referee associations are constantly seeking more officials, what is perceived as the unhealthy officiating environment, in particular verbal abuse by coaches and other adults, causes many new referees to quit after a single season.

The OYM/CYO Office strongly suggests that, as part of their post-game procedure, in addition to congratulating the opposing team, coaches and players make the effort to thank the referee for his/her services. In this regard, before, during, or after a game, a coach or player should not behave in manner that causes him/her to have any reluctance to thank and/or shake the hand of game officials at the end of a match.

IMPORTANT NOTE TO COACHES REGARDING REFEREES

Many referees that officiate at CYO games **will be more familiar** with ***Federation Internationale de Football Association (FIFA)*** rules than ***National Federation of State High School Associations (NFHS)*** rules. The differences between these rules are not significant, however, and in many instances have been incorporated into the Catholic Youth Organization (CYO) Supplemental Rules.

Nonetheless, before the game begins coaches should attempt to determine whether the referee has officiated at a CYO game during the current season and, if not, should review the following rules with the referee:

1. Under NFHS rules, the team winning the coin toss can choose either a goal to defend or to take the kickoff, with the other team given the remaining choice. (NFHS Rule 5-2-2-e-2) [Apply in lieu of FIFA Law 8, under which the team winning the toss chooses which goal it wants to attack and the other team takes the kickoff.]
2. Under NFHS rules, on a throw-in, if the ball fails to enter the field of play (i.e., does not break the plane of the touch/side line), the throw-in is awarded to other team at spot of infraction. (NFHS Rule 15-5) [Apply in lieu of FIFA Law 15, under which, on a throw-in, if the ball fails to enter field of play (i.e., does not break the plane of the touch/side line) the throw-in is retaken.]
3. CYO Supplemental Rules **regarding the “Mercy Rule” (Game Play Section Rule 1.C)**, substitutions (Game Play Section Rule 1.D) and tie-breaking procedures (Game Play Section Rules 6-7).
4. CYO Supplemental Rule regarding the addition of time in certain circumstances (Game Play Section Rule **1.B**).
5. For Rookie games, the CYO Supplemental Rule regarding special procedures applicable to such games (Game Play Section Rule 11).
2. If failure to arrive is due to unforeseen consequences which is deemed a reasonable excuse by the CYO, a make up game will be considered or if failure to arrive is due to an error in scheduling by the CYO Office, then a make up game will be considered. Misinterpretation of a schedule by a participant is not deemed reasonable.
3. A forfeit is initiated by the game site officials when a parish fails to field a team, by game time, of the number of players necessary to begin a game as specified by the NFHS rules governing soccer **or, in the case of Cadet 1-2 and Rookie teams, by the Rules Chart in these supplemental rules**. A team not maintaining an appropriate number of players on the field at all times during the game as specified by the NFHS rules governing soccer **or, in the case of Cadet 1-2 and Rookie teams, by the Rules Chart in these supplemental rules**, is subject to a forfeit.
4. **PRE-GAME INSPECTION:** In instances when the referee does not conduct a pre-game inspection, the OYM/CYO Office strongly urges that prior to the start of each game both teams line up opposite each other at midfield to permit each coach to inspect the equipment of the other team’s players. Please review the National Federation of State High School Association’s Rules Book regarding equipment, in particular Rule 4-1 (shin guards covered by socks) and Rule 4-2-4 (prohibiting the wearing of jewelry). The pre-game inspection is also an opportunity to encourage sportsmanship between opposing players and their teams. It is the responsibility of each coach to ensure that the players on his/her team is properly equipped and to be able to attest to that if asked by the referee (NFHS 5-2-2d 3) or CYO Official.
5. Games cannot be postponed by individual parishes or schools. If both teams fail to show up for a scheduled game, each team will be credited with a loss. The game will not be replayed. Games can be postponed only by the CYO or the game site officials. In case of inclement weather, call **202-281-2464 option 1** to see if your game has been postponed. **DO NOT GIVE THIS NUMBER TO YOUR PLAYERS OR THEIR PARENTS**. Do **not** assume that your game will not be played because it is raining.
6. In case of rain or other postponement, games **may** be rescheduled. For more detail on this please go to Rule 3 Inclement Weather, under the Miscellaneous section.

7. Teams forfeiting two games will not be eligible for the playoffs.
8. **CALLING IN THE SCORE:** The WINNING team is responsible for calling in the score. All scores should be called in by Sunday evening so the CYO Office can compile accurate standings. Scores not received by the office in a timely manner will count as a loss for both teams. In the case of a TIE BOTH TEAMS should take the responsibility for calling in the score.

GAME PLAY

1. The CYO Soccer Leagues will use the current rules of the **National Federation of State High School Associations (NFHS), not FIFA rules**; with the following exceptions:
 - A. **PLAYING TIME:**
 - **Cadet-1st** Four (4) periods of ten (10) mins.
 - **Cadet-2nd** Four (4) periods of ten (10) mins.
 - **Rookie** Two (2) periods of twenty (20) mins.
 - **Junior Varsity** Two (2) periods of twenty five (25) mins.
 - **Varsity** Two (2) periods of thirty-five (35) mins.
 - B. At the discretion of the referee, time can be added to a period for time taken for assessing and removing injured players, for **wasting** time, or for any other cause other than player substitution (s). Additionally, during playoff and championship games, time should be added to a period for time taken for a penalty kick, for cautioning (yellow card) or disqualification (red card), or following the scoring of **a goal. The allowance of time lost for any of these circumstances is at the discretion of the referee.**

If a game is stopped by the referee for any reasons, it will be considered an official game if the following minimum number of minutes have been played:

CADET - 1st	20 minutes
CADET - 2nd	20 minutes
ROOKIE	20 minutes
JUNIOR VARSITY	40 minutes
VARSITY	50 minutes

2. PARENTS MEETING:

Each parish is expected to schedule and conduct a preseason Parent Information Meeting. The meeting format should include a discussion of the CYO philosophy, rules, coach and player conduct, and other parish expectations for the program

3. INCLEMENT WEATHER POLICY:

CADET-1st, CADET-2nd, and ROOKIE

REGULAR SEASON:

Since these leagues are purely instructional and there are no play-offs or championships, the CYO will not reschedule any games postponed due to inclement weather. Individual parishes are encouraged to contact each other and reschedule postponed games at a mutually agreeable date, time, and site. Depending on these factors (date, time, site), the CYO can not guarantee officials for these rescheduled games.

JUNIOR VARSITY AND VARSITY

REGULAR SEASON:

Since regular season games determine who enters the play-offs, all regular season games that are postponed will be rescheduled when possible. If rescheduling regular season games becomes difficult, due to the lateness of the soccer season, continual inclement weather, field availability, etc., the CYO will only reschedule those regular season games that have a material impact on the standings, for the purpose of determining who qualifies for the play-offs.

PLAY-OFFS:

All play-off and championship games that are postponed will be rescheduled when possible. If rescheduling play-off games becomes difficult due to the lateness of the soccer season, continual inclement weather, field availability, etc., the CYO has the option of shortening the play-off format to accommodate the weather, field availability, and the start of the next athletic season.

FOR FURTHER INFORMATION AND PROCEDURES REGARDING REGISTRATION, PROTESTS, COACHES CERTIFICATION, AND EXEMPTIONS, PLEASE REFER TO THE CYO ATHLETIC HANDBOOK.

2. **ROOKIE / JUNIOR VARSITY / VARSITY**

- A. All players **MUST** play **a portion of each game**. Emphasis in CYO athletics is on participation for every child in every sport or activity.

Violation of this rule will be severely dealt with by the CYO Office. **THE ONLY EXCEPTION TO THIS RULE IS AN INJURY SERIOUS ENOUGH TO PRECLUDE FURTHER PARTICIPATION IN THE GAME.**

In any situation governed by the Participation Rule, if compliance is questioned by a coach, the matter will be reviewed by the OYM/CYO Office and or the Athletic Committee. Complaints must be in writing, and must be directed to the Director of CYO Programs within seventy-two (72) hours of the game.

PRACTICE POLICY

1. No practice may begin prior to August 15.
2. It is mandatory that once the regular season begins, a team may not have more than three (3) "on the field" practices per week (including scrimmages). A violation of this rule will make the team ineligible for the Playoffs and Championship.

MISCELLANEOUS

1. **SCOUTING AIDS:**

No camera of any type may be used to film a future opponent. You may film your games, but no films may be swapped or used for scouting or protest purposes. Vocal tape recorders may be used as a substitute for paper and pencil, but not to record comments of opposing coaches or players

C. **MERCY RULE:**

ROOKIE – Any time a team attains a lead of six (6) goals, that team shall remove one player from the field. If a team's lead increases beyond six (6) goals, it shall remove one additional player from the field for each goal scored beyond the sixth until it reaches the minimum number of players that it must have on the field to avoid a forfeit under Game Procedures Rule 3. At that point, no further players shall be removed if that team scores additional goals. (Example: Rookie team that is seven goals ahead plays with seven players, but need not remove any additional players if it further increases its lead). After removing one or more players from the field because of a six goal or more lead, if the team's lead decreases to the point where it removed a player, it may then add one player for each goal scored by its opponent until it is back at full strength as specified under the Divisions Rule.

JUNIOR VARSITY / VARSITY – At any time after the minimum number of minutes has been played so as to constitute an official game as specified in Game Play Rule 1.B above, if a team leads by eight (8) goals or more, the game will be terminated immediately. (Example: If a Varsity Team is nine goals ahead at the end of fifty minutes of play (i.e., fifteen minutes into the second half), game is terminated and that team is declared the winner.) This rule shall apply to all regular season and playoff/championship games.

D. **Substitutions shall be unlimited.**

Substitutes may enter with the consent of the referee, at the following times:

- **Prior to a throw in or corner kick** – by team in possession; However, the other team may substitute if the team in possession chooses to substitute.
- **Prior to a goal kick by either team.**
- **After a player is cautioned** (yellow card), by either team.
- **After a player is disqualified** (red card), by either team (except for the disqualified player).
- **After a goal**, by either team.
- **After an injury or removal of a player to correct an equipment deficiency**, by either team, when the referee stops play.
- **At the beginning of each period.**

2. **Players, Coaches, and Spectators:**

A. CYO will enforce NFHS Rule 1 Section 5 Articles 1,2, and 3; that has **both teams on one sideline and all spectators on the other sideline.** We will not allow the exception under Article 3.

Spectators, coaches, and players are limited to the sidelines, and may not position themselves behind the end line; this means everyone should also be above the eighteen (18) yard line.

B. During the game, coaches and players should position themselves on the sidelines at a distance from the end lines no closer than the edge of the penalty area.

Failure to abide by this restriction shall be punishable as unsportsman like conduct subject to a caution (yellow card).

3. **FOULS AND MISCONDUCT:**

A. **It is mandatory that a coach must substitute immediately for a player who has received a caution (yellow) card...the player may reenter the game at the first official opportunity.**

B. It is the responsibility of the coach to control his/her behavior and that of his/her substitutes and the adults on his/her sideline. The coach is also responsible to see that all players are properly equipped. Failure to do so shall be subject to appropriate penalties for misconduct.

C. Any player or coach who has received a disqualification (red) card in a game will be ineligible to play or coach in his/her team's next official game.

D. Any coach who has received a disqualification (red card) shall leave the vicinity of the playing area immediately and is prohibited from further contact, direct or indirect, with the team during the remainder of the game. Failure to comply shall result in termination of the game and entry of a forfeit against the disqualified coach's team.

- Goalkeeper ball handling fouls (failure to release in six seconds, second touch after release, handling after deliberate kickback by teammate, handling from teammates throw-in) should not be called.

11. **Special Procedures for Rookie Games.**
For Rookie games:

- At the discretion of the referee, during the first half of the game a player may be given **one (1)** retake opportunity to perform a proper throw-in for a ball that goes out of play over the sidelines, after which the throw-in shall be awarded to the other team.
- Slide tackling is **not permitted** in accordance with Game Play Rule 12 below.
- Goalkeeper ball handling fouls (failure to release in six seconds, second touch after release, handling after deliberate kickback by teammate, handling from a teammates throw-in) should be called after a warning to the goalkeeper (either pre-game or during play).

12. **Special Procedures Regarding Slide Tackling**
For Rookie, JV and Varsity Games:

- Slide tackling is not permitted in Rookie, Junior Varsity, or Varsity games. The referee will warn both teams about this prohibition prior to the game. Once an initial warning has been given to the teams, a slide tackle by a player will result in that player being given a caution (yellow) card (unless the slide tackle results in a disqualification (red) card foul, in which case that foul should be assessed). Thereafter, a second slide tackle by that same player will result in disqualification (red) card, with a caution (yellow) card being given to the team's coach.

PARTICIPATION

1. **CADET-2nd**

- A. All players **MUST play one FULL quarter** of the game. A player must start, play continuously (without substitution), and finish the same quarter.
- B. All players **MUST sit out one FULL quarter** of the game. A player must NOT play AT ALL, in that quarter.

8. If the game officials are not present after the fifteen (15) minute grace period has expired, "pick-up" officials may be used **ONLY IF BOTH COACHES AGREE**. If both coaches agree and the game begins with volunteer officials, the game becomes an official game and the result will count in the standings.

9. **Special Procedures for Cadet 1 Games.**

For Cadet 1 games:

- The offside rule shall **not** apply.
- A player shall be given an **unlimited** number of "retake" opportunities to perform a proper throw-in for a ball that goes out of play over the sidelines.
- Goal kicks and corner kicks shall be awarded at the point on the end line where the ball goes out of play.
- A foul for **deliberately** handling the ball should be called and a direct free kick awarded to the other team in instances when a player catches or picks up the ball.
- Other fouls should be called and a direct free kick awarded to the other team if player's conduct is considered to constitute dangerous play.
- Slide tackling is **not permitted**, and shall be penalized as dangerous play.
- Direct kick restarts for fouls should be taken from the point of the foul.
- There are **no penalty kicks** in this division.

10. **Special Procedures for Cadet 2 Games.**

For Cadet 2 games:

- The offside rule shall **not** apply.
- A player shall be given **one (1) retake** opportunity to perform a proper throw-in for a ball that goes out of play over the side lines, after which the throw-in shall be awarded to the other team.
- A foul for **deliberately** handling the ball should be called in instances when a player handles, carries, strikes, or propels the ball with the hand or arm and a direct free kick awarded to the other team.
- Other fouls should be called and a direct free kick awarded to the other team if player conduct is considered to constitute dangerous play.
- Slide tackling is **not permitted**, and should be penalized as dangerous play.
- Direct kick restarts for fouls should be taken from the point of the foul.
- There are no penalty kicks in this division, but for any fouls within the goal box area, the restart kick should be taken from the edge of the area closest to where the foul was committed.

4. **LEAGUE STANDINGS:**

In compiling league standings, **three (3) points** will be awarded for each **win**, **two (2) points** will be awarded for **winning the penalty kick shoot-out** of a tied game and **one (1) point** will be awarded for **losing the penalty kick shoot-out** of a tied game or **for games that end in a tie**. **Zero (0) points** will be awarded for each **loss**. Teams accumulating the most points in this manner during the regular season will advance to the play-offs.

5. **TIE BREAKING PROCEDURE FOR STANDINGS:**

The first criteria for breaking ties will be head to head competition; i.e. all teams involved in the tie will compare the records attained in play among or between the tied teams. If a tie still exists, then a playoff system will be set up to break the tie, unless all the teams involved in the tie have already qualified for the playoffs, in which case, a blind draw will be made to determine seeding positions.

6. **TIE BREAKING PROCEDURE FOR REGULAR SEASON MID-ATLANTIC GAMES:**

During the regular season, ties will be broken by kicking five (5) penalty kicks. If the score remains tied after each team has had five (5) penalty kicks, each coach will select five (5) players, different from the first five, to take the penalty kicks in a sudden victory situation. If one team scores and the other team does not score, the game is ended without more kicks being taken. If the tie still exists after ten (10) kicks have been taken by both teams, the game will be considered a tie. **Only players on the field when the game ends are eligible to participate in the tiebreaker.**

7. **TIE BREAKING PROCEDURE FOR PLAYOFF AND CHAMPIONSHIP GAME:**

In Playoff and Championship games, ties will be broken by going into a ten (10) minute sudden death overtime period. If a tie still exists, a second ten (10) minute sudden death overtime period will be played. If a tie still exists, it will be broken by kicking five (5) penalty kicks. If the score remains tied after each team has had five (5) penalty kicks, each coach will select five (5) players, different from the first five, to take the penalty kicks in a sudden victory situation, wherein if one team scores and the other team does not score, the game is ended without more kicks being taken. If the tie still exists after ten (10) kicks have been taken by both teams, the sudden victory penalty kicks continue, with the coach selecting any five players to take the next set of alternating penalty kicks. **Only players on the field when the game ends are eligible to participate in the tiebreaker.**

CYO Soccer Rules Chart

Rule	Cadet 1	Cadet 2	ROOKIE	JUNIOR VARSITY	VARSITY
Players-Full Team / On Field Team Minimum.	4 v 4 / 3	7 v 7 / 5	9 v 9 / 7	9 v 9 / 7	11 v 11 / 7
Goalie	No	Yes	Yes	Yes	Yes
Recorded scores and play-offs	No	No	No	Yes	Yes
Ball Size	3	3	4	4	5
Field Size (suggested in yards)	70 x 40	75 x 50	75 x 50	100 x 60	100 x 60
Game Duration Regular Season (per. / min.)	4/10	4/10	2/20	2/25	2/35
Game Duration Play-offs (per. / min.)	4/10	4/10	2/20	2/30	2/35
Official Game / Mercy Rule	20 min. / No	20 min. / No	20 min. / Yes (4)	40 min. / Yes (4)	50 min. / Yes (4)
Tie Breaker—Regular Season	None	None	None	Penalty Kicks (5)	Penalty Kicks (5)
Tie Breaker-Play-Offs & Championship	None	None	None	Overtime / Penalty Kicks (6)	Overtime / Penalty Kicks (6)
Off-sides (restart indirect kick)	No	No	Yes	Yes	Yes
Throw-in retakes	Unlimited	One per throw	One per throw—1st half only	No	No
Goal Kicks	Where end line crossed	Yes	Yes	Yes	Yes
Corner Kicks	Where end line crossed	Yes	Yes	Yes	Yes
Penalty Kicks	No	No (1)	Yes	Yes	Yes
Deliberately handling the ball (restart direct kick)	Only if ball is caught or picked up	Yes	Yes	Yes	Yes
Other penal fouls (2) (restart direct kick)	Call if dangerous play	Call if dangerous play	Yes	Yes	Yes
Slide tackling permitted	No/ call if dangerous play	No/call if dangerous play	No/Call if dangerous play unless it is a penal foul	No (7)	No (7)
Dangerous play (restart)	Yes/Direct Kick	Yes/Direct Kick	Yes/Indirect Kick	Yes/Indirect Kick	Yes/Indirect Kick
Goalie ball handling fouls (3) (restart indirect kick)	No	No	Call after warning	Yes	Yes
Yellow/Red Cards	No	No	Yes	Yes	Yes

- (1)** For Cadet 2, for any fouls within the goal box area, restart kick should be taken from the edge of the area closest to where the foul was committed.
- (2)** Pushing, Holding, Kicking, Tripping, Spitting, Jumping, Striking, Charging.
- (3)** Failure to release in six (6) seconds, second touch after release, handling after deliberate kickback by a teammate, handling from teammates throw-in.
- (4)** See proper procedure under “Game Play” Rule One (1)
- (5)** See proper procedure under “Game Play” Rule Six (6)
- (6)** See proper procedure under “Game Play” Rule Seven (7)
- (7)** See proper procedure under “Game Play” Rule Twelve (12)