

SYSL RULES

The following rules apply to the Smurf League only.

As per league rules, any rule not covered here goes by FIFA

1. Number of players on the field is 6v6.
2. Time limit is four (4) 8 minute quarters with a 5 minute break at the half and 1 minute in between quarters. Games will end in a tie. There will be NO shootouts. A coin toss will start each game. Winner of the coin toss picks the goal to defend: the loser of the toss kicks *off*.
3. Slide tackles are **NOT** permitted.
4. Throw-Ins: all throws will get a second chance if not done properly. A second foul on the same throw will result in the ball going to the other team.
5. Only one (1) coach on the field and just one (1) coach beside the goal at a time. Other coaches must be on the sideline with the substitute players. The coach on the field must remain between the blue lines. This restriction also keeps parents from the goal line (end line).
6. All kicks will be indirect. On the indirect kicks, opposing team must remain 10 yards from the ball until it is kicked and moves. A penalty inside the goal area must be moved to the closest outer edge of the goal area.
7. All players must play at least half of each game.
8. Please note that referees are taught that if the ball plays the hand, it's not a handball. A handball is when the hand plays the ball.
9. Goalies must wear a shirt distinguishing them from the rest of the team. Please remember this on game day.
10. Goalies will be allowed 6 seconds to punt or throw the ball. No player may pass the ball back to his/her own goalies to be handled, and the goalie may not pick up the ball if the last player to intentionally touch it was his/her own teammate.
11. There will be no offside called in this division. However, any flagrant parking of one kid in the goal box (aka-cherry picking) will be controlled at the discretion of the referee.
12. A minimum of five (5) players is needed to start a game. Failure to field at least five players will result in a forfeit if the proper number isn't reached within 10 minutes of start time. The opposing coach may play down to the number of players you have, however it is his/her discretion whether they play short.
13. Substitutions are unlimited. They may occur on your any throw in, any goal kick, at the half, after a score. You may substitute one player for any injury time out.
14. When the game is stopped for an injury, the injured player must be substituted but may reenter at the next substitution point.
15. During any kick in the penalty area, or when the goalkeeper is in possession of the ball, all opponents must make their way behind the midfield line. Not actively moving away and interfering with play will result in a redo. If the team in possession plays quick, the opposing team will not be penalized for not being able to get back to the line.
16. As mentioned in your coaches' pledge, you will be expected to help resolve problems with parents/spectators who are not acting appropriately prior to referee involvement.