



CSAA SOCCER SPECIAL RULES

CSAA Soccer adheres to the National Federation of High School Rules except for the special rules listed below. All CSAA teams must also abide by all policies and procedures in the CSAA Handbook.

Official Rosters must be turned in to the CSAA office before the first league game. Any additions must be communicated to the CSAA office in writing and the coach must be certain the roster is current at all times. Changes shall also be reported to the league manager for league games. **Players may be added** to the roster at any time during the regular season. No additions may be made to the roster after the end of the regular season. Make sure to have enough players on the roster for post season play.

Eligible CSAA student athletes may **play up only one level** per CSAA policy.

Approved shin guards must be worn at all times and they must meet the standards outlined in the NFHS rule book. **Team socks shall be one solid color and all be the same.** See the NFHS rule book for further details and information.

There is **no protest** in CSAA league or tournament play.

The **official ball** for the 8th grade division is the Mikasa SWL 5, SS5 or LE 50.
The **official ball** for the 6th grade and 4th grade divisions is the Mikasa SWL 4, SS4 or LE 40.

8th and 6th Grade Division games will consist of eleven (11) players, but a minimum of seven (7) players must be present to start a game.

4th Grade Division games will consist of eight (8) players and a team must have seven (7) players to start a game. This division will not have league standings and no post season tournament. The CSAA considers this league a non-competitive league and encourages equal playing time for all participants.

New for 3/4th grade - "No intentional heading of the ball allowed at the 4th grade level. Play is restarted at spot of infraction by opposing team. If inside goal area the ball is placed on goal area line parallel to goal line nearest to spot of infraction."

Offside Rule – Offside is not called at this level unless blatantly obvious as determined by referee discretion. **This is not an arguable call!**

Mercy Rule - When either team leads by 10 goals the game is called due to the "mercy rule". A minimum of one half must be played before the "mercy rule" goes into effect. **This does not apply to the 4th grade division.**

Game Times are listed on the schedules. There will be a maximum of 10 minutes from the regular scheduled starting time as a grace period before a forfeit is called. The **8th Grade Division** will play 30 minute halves with a 5-minute half time period. The **6th Grade Division** will play 25 minute halves with a 5-minute half time period. The **4th Grade Division** will play 20 minute halves with a 5-minute half time break.

No overtime during league play. Overtime during the tournament will default to a portion of the NFHS rules listed in the official rule book (see below).

Overtime during CSAA tournament play will consist of a five-minute sudden victory period. Sudden victory means the first team to score a goal in this period is declared the winner and the game is over. If neither team scores a goal in the first five-minute period, the teams will change ends and play another five-minute sudden victory period. If neither team has scored at the end of the second five-minute period, the penalty kick procedure in the NFHS soccer rule book will be followed. This procedure will be followed until a winner is determined.

Suspended games during league play. These games will be restarted from the point when the game was suspended if the game can be played on the same day at the same location. If conditions make it impossible to resume play as stated above, the game shall be declared an official completed game.

Suspended games during tournament play. If a tournament game is suspended and the score is tied, it will resume from the point the game was suspended until the game is completed. If conditions make it impossible to continue play on the same day at the same location **and** one complete half or more has been played, the game shall be declared complete so the tournament can continue as scheduled. If the score is tied the game shall resume from the point it was suspended at the first available day as determined by the field manager and the CSAA office. Exceptions **will not** be made for scheduling the completion of the game for outside activities unless they are specifically mandated school functions.

See the NFHS rule book guidelines regarding lightning disturbances during CSAA games. The CSAA mandates that these procedures are followed.

Only 3 coaches allowed on the sidelines during CSAA games.

A player or coach disqualified or **receiving a Red Card** related to a CSAA soccer game automatically receives a one game suspension. The disqualified party must also contact the CSAA soccer director and the CSAA Executive Director for re-instatement before they are allowed to play or coach again in any CSAA sponsored event. A **disqualified player** must remain in the bench area and under the close control of the coach for the remainder of the game. A **disqualified coach** must leave the immediate facility. Any coach who remains in the viewing area of the game for any period of time after receiving the red card will be suspended indefinitely.

If a head coach receives a Red Card, **there must be an official assistant coach available** for the game to continue. The assistant coach must be certified with a coach's code form on file and be listed as an assistant on the roster. If an official assistant coach is not present, the game will be terminated and be considered a forfeit by the offending team.

Only players and coaches are permitted in the technical area as defined in the rulebook. When the technical (bench) area is not marked, lines defining the area shall be assumed to exist. Players and coaches are required to stay in the area for the duration of the game.

Goals MUST BE anchored to the ground with sandbags or stakes. Stakes MUST be driven all the way into the ground so an athlete won't impale themselves if they fall on or near the goals.