



Palmdale Youth Soccer League

Rule Of Competition

Revised April 26, 2024

I. Competition Standards

1. Teams scheduled for the first game of the day are responsible for setting up the goal nets and should be at the playing field 45 minutes early to ensure that the games will start on time. Team's schedules for the last game of the day are responsible for taking down and putting away the goal nets and corner flags.
2. After the scheduled game, each team is responsible for picking up the trash on and around the field.
3. Teams should be at the fields ½ hour before schedule start time. If any team is not able to field the minimum number of approved players within 10 minutes from the time the referee calls for the start of the game, the game shall be forfeited. The score of the game shall be recorded 1-0. Exceptions are by PYSL board decision only.
4. Shin-guards are mandatory for all players and participants during games and practices and must be worn underneath socks. (Shin-guards must provide adequate protection as deemed by the referee.) Participants will not be allowed to play or practice without shin-guards. Coaches cannot actively participate in scrimmages without shin-guards and proper footwear.
5. No jewelry is to be worn during games or practices, except for medical identification, which must be covered.
6. No player wearing an orthopedic cast, temporary cast, non-oral brace (such as knees or other areas of the body) with hard, hinged, or rigid support or splint shall not be permitted to actively participate in any game or practice. (pursuant to Cal South Rule 2.5)
7. Each team coach shall laminate their "Players Pass Cards" and "Administrator Pass Card" and current picture for each player on the team. The team coach shall give the game card to the referee before

the start of the game. **No Game will be played without a properly licensed administrator at each sideline.**

8. Each team coach shall be required to have all “Players Registration forms” in their possession at all team functions.
9. No player shall be allowed to play until he/she has been checked in by the opposing team prior to the start of the game. Upon completion of the game the “Player Pass Cards” will be returned to the coach. Except for those players and /or administrators that have been ejected from the game their “Player Pass Card” or “Administrator Pass Card” will be turned over to a board member.
10. Footwear: Tennis shoes, soft-cleated sports shoes, or soccer shoes are required and must be considered safe in the opinion of the referee. Footwear should not have any protrusions sticking out from the front or the side of the shoe that could cause a danger to other players.
11. No coaches, parents, or spectators are allowed behind or within 18 yards of the goal line.
12. Coaches may coach from the coach’s box (giving direction to one’s own team on point of strategy and position) provided that:
13. No mechanical devices are used.
14. The tone of the voice is informative and **NOT DEROGATORY**.
15. Each coach or substitute remains within 10 Yards on either side of the halfway line.
16. No coach, substitute, or spectator makes derogatory remarks or gestures to the referees, other coaches, players, substitutes, or spectators.
17. No coach, substitutes, or spectator uses profanity or incites, in any manner, disruptive behavior.
18. No alcoholic beverages shall be allowed or consumed on or near any playing area.
19. The visitors team listed on the game schedule will have the visitors team side of the field. The home team will have the home side of the field. The home side of the field shall be that side that is closest to the park pavilion. Coaches, parents, and spectators must remain on their respective side of the field during the game.
20. Only league-approved uniforms may be worn at league functions (except practices).

21. When, in the opinion of the referee in charge of the game, the uniforms of two competing teams are similar, the home team shall change to colors which are distinct from those of their opponent or wear bibs/pennies.
22. PYSL provides the following bonus activities. These bonus activities will no longer be automatically given. These privileges will have to be earned by each team through volunteer participation and acceptable levels of conduct/sponsorship. Determination of whether a team qualifies for the following bonus activities shall be decided by the PYSL Board of Directors.

II. Game Standards

1. Ball Sizes by division:
 - a. U6 through U8 #3
 - b. U9 through U12 #4
 - c. U13 through U19 #5
2. The two-players advantage rule shall be in effect for all league games. For fairness, no teams shall play a game with more than 2-players advantage on the field.
3. Free substitution shall be allowed in all age groups, with the consent of the referee, at any stoppage of play.
4. EACH PLAYER SHALL PLAY A MINIMUM OF 50% OF THE TOTAL PLAYING TIME OF THE GAME, **PROVIDED THE PLAYER HAS ATTENDED PRACTICES PRECEDING THAT GAME.**
5. Duration of Games
 - a. U6 will play four 8-minute quarters with 2-minute breaks between the first and second quarters and the third and fourth quarters, with a 5 minutes break between halves.
 - b. U8 through u10 will play two 25-minute halves with one 5-minute break between halves.
 - c. U11 through u12 will play two 30-minute halves with one 5-minute break between halves.
 - d. U13 through U19 will play two 35-minute halves with one 5-minute break between halves.

- e. The referee in charge of the game may allow a break for players to receive water at a stoppage in play during each half when weather conditions dictate. The game clock shall continue during the water break.
- 6. Offside: Confirm to FIFA rules with following exception:
 - a. U6: See additional attachment; there shall be no offside.
- 7. Fouls and misconduct: Conform to FIFA rules with the following exceptions:
 - a. U6 division:
- 8. All fouls will result in an INDIRECT FREE KICK with the opponent five yards away. The game official shall explain all infractions to the offending players.
- 9. U8 through U10
 - a. The referee should explain all infractions to the offending players at his/her discretion.
 - b. Free Kicks: confirm to FIFA rules with the following exception:
- 10. U6 division:
 - a. All kicks shall be classified under one heading, INDIRECT.
 - b. Opponents must be 3 yards away from the ball.
- 11. Penalty Kicks: confirm to FIFA rules with the following exception:
 - a. U6 division:
 - i. No penalty kicks are to be taken during these games.
- 12. Goal Kicks: Conform to FIFA rules with the following exception.
 - a. U6 division:
 - i. Opponents must be 3 yards away from the ball.
- 13. Corner Kicks: Confirm to FIFA rules with the following exception:
 - a. U6 Division:
 - i. Opponents must be 3 yards away from the ball.
- 14. League standings will be recorded as follows:
 - a. **Point value for league games:**
 - i. Win... 3 points.
 - ii. Tie... 1 point.
 - iii. Loss... 0 points
 - iv. Points shall be deducted for team misconduct, pursuant to PYSL Rules of competition, IV-6.
 - b. **In the event of a tie between teams the following formula will be used in determining the tiebreaker:**

1. Head -to-head.
2. Number of shutouts wins excluding forfeits.
3. Sportsmanship Points.
4. Kick from the penalty mark.

III. Sportsmanship

It is PYSL's goal that all players, administrators, and spectators always maintain good sportsmanlike conduct, regardless of game play, procedures, or influences. To that end, the referee team shall award 0-5 sportsmanship points to each team in the following categories:

- Conduct of players
- Conduct of coaches
- Conduct of spectators
- Courtesy towards referees

IV. Conduct

1. Improper conduct at all league functions (including games, practices, scrimmages, tournaments, and other PYSL events) could result in suspensions or expulsions as determined by the PYSL Executive Board of Directors.

Coaches are responsible for the conduct of themselves, their players, parents, and spectators. Improper conduct could result in ejection of the offending party and/ or coach and possible termination of the game. A caution MAY be given upon the first offense. Improper conduct includes, but is not limited to the following:

- A. offensive, insulting or abusive language, gestures, or behavior.
- B. Violent conduct
- C. Dissent

Referees may caution or eject a spectator and or coach if the coach is unable to control their behavior. In the case of an ejection, the referee shall at his or her discretion suspend the game until the offending party has left the field of play (the park or facility where the match is being held) or he/she may terminate the game, if in his/her opinion, he/she is no longer able to control the game. For the purpose of

identification, a team administrator, and a spectator can be shown the yellow or red card. If a parent or spectator receives a red card, the coach will get the red card as well. (Exception: if the board of directors sees that the coach had tried to control the situation down and the parent or spectator will not control themselves the board of directors will determine if the coach receives the red card as well).

2. Ejection: if a player or team administrator is ejected from a game, the referee shall give the “player Pass Card” and a detailed report to a league Board Member who will turn them over to the league head of referee or league Vice President. Any players or team administrator ejected from a game shall be ineligible to participate in the next scheduled game at a minimum but must attend and sit out that game/s (this will carry into play after the regular season and/or into following season).
 - A. During a game suspension(s) administrators / coach, there shall be **NO** contact between the team and administrator / coach prior to the game (once the team has arrived at the sideline of the playing field) and at half time. During the game the coach must not give instruction to any player including his/her child. Failure to adhere to the rule will result in an additional game suspension.
 - B. During a game suspension for a player, the player must wear the team uniform and remain on their sideline during the entire length of the game including half time. Failure to adhere to this rule will result in an additional game suspension.
3. A player, administrator or spectator who is ejected for **violent conduct or serious foul play or spitting at an opponent or any other person** will be automatically suspended for the next **Two** scheduled games at a minimum.
4. A player, administrator or spectator who physically assaults a referee or league administrator will be expelled from the league.
5. Players will be penalized due to misconduct as follows: Each “Cation” = 2 points, each “Ejection / Send offs” = 4points, if an ejection (Red Card) is in result of a second caution (2 Yellow Cards in the same game), the player shall only accumulate 4 misconduct points (only applies to a red card because of 2 yellows).

Team administrators will be penalized due to misconduct as followed: Each "Caution" = 3 points, each "Ejection / Send Off" = 6 points, if an ejection (Red Card) is in result of a second caution (2 Yellow Cards in the same game), the administration shall only accumulate 6 misconduct points (only applies to a red card because of 2 yellow).

Spectator caution/ejection will also be penalized due to misconduct as follows: Each "Caution" = 3 points, each "Ejection / Send Off" = 6 points, if an ejection resulted from a second from a second caution (2 warning / yellow cards in the same game), the spectator will be given 6 misconduct points. Misconduct points given to spectators will be added to the overall team misconduct.

- A. Any player or administrator or spectator receiving 8 misconduct points within the league season is ineligible to participate in the next scheduled game at a minimum but must attend and sit out the game/s. This is in addition to any suspension resulting from an "Ejection / Send Off".
 - B. Any team (players, team administrators, and spectators) receiving 20 misconduct points within the league season will result in the head coach going before the PYSL Executive Board of Directors for possible sanction/suspension as determined by the committee.
6. Any team accumulating 20 misconduct points during the league season shall have 2 points deducted from their team in the appropriate league standings. Any team accumulating 28 misconduct points during the league season shall have an additional 4 points deducted from their team in the appropriate league standings. Any team accumulating 36 misconduct points during the league season shall have an additional 8 points deducted from their team in the appropriate league standings.
 7. Any administrator who knowingly plays a player, who is suspended or not registered to his/ her team regardless of the possession of a player pass card, shall be automatically suspended for two games at a minimum, (this will carry into tournaments play and into the following season).

V. Protests and Grievances

1. Protest and judgment calls by the referees will not be upheld. Only those Coaches, Players, or Administrators directly involved are permitted to protest a game result. Protests must be based upon a violation of these published rules of competition, Cal South Rules and Regulations, or the FIFA laws of the game. Protests and appeals shall be submitted in accordance with the following:
 - a. The protest should include the nature and specifics of the complaint, a listing of the rules or procedures which have been violated, and a statement of the desired result.
 - b. The written protest, plus \$20 fee, in the form of a cashier's check, money order or cash, must be filled with an executive Board Member within 24 hours after completion of the game.
 - c. Protests based upon a referee's judgment call will not be upheld.
 - d. The Executive will not be returned unless the PYSL Executive Board of Directors upholds the protest.
2. In the event a match is terminated or suspended longer than 20 minutes (the match is abandoned), the match report shall be sent to the Board of Directors to determine if all or any of the match shall be replayed. The Board of Directors shall determine the score of the match in the event it is not replayed.