



Glendora Youth Soccer League Guidelines

This booklet is produced by the GYS Executive Board and the Committee on Rules and Laws. It is intended for use by the coaches, referees and board members of Glendora Youth Soccer.

This is an abridged version of the current Laws of the Game as published by Federation Internationale de Football Association (FIFA), and the United States Soccer Federation (USSF). As allowed by FIFA and the USSF, the Executive Board of Glendora Youth Soccer has elected certain modifications to the Laws of the Game which are printed in this booklet.

VERSION CONTROL

Version 1. The "Official GYS Guide" booklet was initially published in July 2006 and was in use through July 2011.

Version 2. The "Guide" was rewritten and published electronically as "GYS League Guidelines" in August, 2011. Changes to the "Guidelines" will be noted in this section with a short description of the change and the date it was made.

Version 2.0 - Complete rewrite 8/18/11

Version 2.1 - 9/16/11 - Updated Rule 17 regarding corner kicks. B10 and G10 now take corner kicks from the corner flag, not the corner of the penalty box.

Version 2.2 – 11/4/11 – Added clarification to when teams are allowed to change goal keepers in the "LAW 3 – NUMBER OF PLAYERS" section. Clarification states that teams may change goal keepers only when making a substitution.

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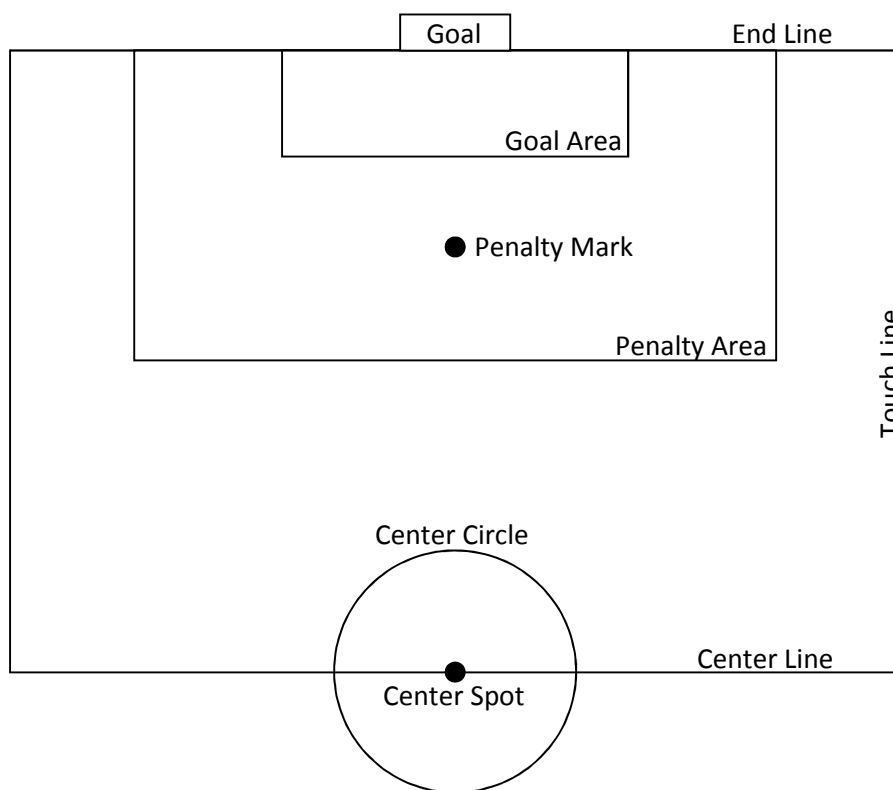
THE LAWS OF THE GAME

All GYS soccer is governed by the *Laws of the Game* as authorized by Federation Internationale de Football Association (FIFA), and the United States Soccer Federation (USSF). As allowed by FIFA and the USSF, the Executive Board of Glendora Youth Soccer has elected certain modifications to the Laws of the Game which are printed in this booklet.

All Coaches, Directors and Referees are encouraged to obtain a copy of the *Laws of the Game* and become familiar with them. The *Laws* can be found at the USSF website at <http://www.ussoccer.com>. A .pdf copy of the *Laws* can be downloaded from the USSF site and printed if desired.

This section presents addendums, clarifications and adaptations to the laws that govern play in GYS.

LAW 1 – FIELD OF PLAY



Summary of field and goal sizes for Glendora Youth Soccer:

Division	Age <i>(as of July 31)</i>	Field Size <i>(width x length in yards)</i>	Goal Size <i>(height x width in feet)</i>	Penalty Mark to End Line <i>(yds)</i>
B13-15, G13-15, C16-17	13 – 17	60 x 95	8 x 24	12
B11-12, G11-12	11-12	60 x 90	8 x 24	12
B9, B10, G9, G10	9-10	55 x 85	6.5 x 21	12
B7, B8, G7, G8	7-8	50 x 80	6.5 x 21	10
C5, B6, G6	5-6	<i>See Instructional Divisions section of this guide.</i>		

LAW 2 – THE BALL

Summary of ball sizes for Glendora Youth Soccer:

Division	Age (as of July 31)	Ball Size
B13-15, G13-15, C16-17	13 – 17	5
B11-12, G11-12	11-12	4
B9, B10, G9, G10	9-10	4
B7, B8, G7, G8	7-8	3
C5, B6, G6	5-6	3

LAW 3 – NUMBER OF PLAYERS

No more than 11 on the field of play for each team, one of whom must be a goalkeeper. Eight or more players on each team are required at the start of the game to make the game official.

According to GYS by-law #13, forfeiture occurs...

*If one team cannot field at least **eight players within ten minutes of the scheduled start** of a league game. The referee must inform each coach of the start of the ten minute time limit before he (or she) can call a forfeiture. (Note: If both teams fail to field at least 8 players the game will be recorded as a tie. The game can be rescheduled if playoff qualifications of championship standings are affected.)*

Substitutes are allowed only according to GYS league rules. Substitutions may be made only during a stoppage in the game. If an injured player leaves the field and a substitute does not take his or her place, he or she may re-enter the game with permission of the referee, even if the ball is in play. A team may change goal keepers only when making a substitution.

All divisions except C16-17 follow a quarter-substitution model. Named substitutes are made at each quarter. Every player in good standing must play at least three quarters of the game. The C16-17 division follows an open-substitution model allowing players to be substituted throughout the game during a stoppage of play. Also, the minimum play-time requirement does not apply in this division.

LAW 4 – PLAYER’S EQUIPMENT

A player must not use equipment or wear anything that is dangerous to himself or another player (including any kind of jewelry). The referee should inspect the player’s equipment before the start of the game. Dangerous items (including jewelry, neck chains, ear rings, watches, bracelets, hats, bandannas, hair clips, hard casts, etc.) must be removed before participation in a game will be allowed. These items may not be taped over.

All players must wear GYS authorized jerseys, shorts and socks as well as shin guards and appropriate shoes (see below). If compression, thermal or bicycle shorts are worn under uniform shorts, they **must be the same color** as the uniform shorts.

Shoe soles may have either solid detachable studs (usually plastic or aluminum) or molded rubber or plastic studs/cleats. Studs must be rounded, less than $\frac{3}{4}$ inch long and have no sharp edges. Shoes **may not** have a toe cleat (i.e. a single cleat at the point of the toe on the sole).

LAWS 5 & 6 – REFEREE AND ASSISTANT REFEREES

The referee has the safety of the players as his or her main concern at all times.

All coaches are expected to show respect for referees both as an individual responsibility and as an example for the players on their teams. All players are likewise expected to show respect for referees. Referees for GYS divisions are often younger than the coaches providing coaches with an excellent opportunity to model good sportsmanship and mature behavior for their players.

Given the dynamics involved in adult coaches interacting with younger referees, disrespect for referees will not be tolerated. This includes aggressive behavior toward referees, verbal or physical abuse of referees, physical contact with a referee, and other similar behaviors.

Although the Laws specify three officials (one center referee and two assistant referees), most GYS divisions use two referees on the field and don't use assistant referees.

LAW 7 – LENGTH OF THE GAME

The game is divided into two 45 minute halves unless shorter halves are specified for youth leagues (see below). The referee determines the duration of the half-time rest period. Most are between 5 and 10 minutes.

Summary of game durations for Glendora Youth Soccer:

Division	Age (as of July 31)	Duration of Game (in minutes)
C16-17	16 – 17	90
B13-15, G13-15	13 – 15	64
B11-12, G11-12	11-12	56
B9, B10, G9, G10	9-10	48
B7, B8, G7, G8	7-8	40
C5, B6, G6	5-6	32

LAW 10 – SCORING

In the C16-17 division, a goal scored by a female player counts as two points towards the game's final score.

LAW 12 – FOULS AND MISCONDUCT

GYS-Specific Misconduct Rules

1. A player is guilty of unsporting conduct when he or she violates the principles of fair play. A player shall be given a red card and ejected from the game for:
 - a. Violent conduct or serious foul play.
 - b. Using offensive, insulting or abusive language.
 - c. Continued misconduct after several cautions.
 - d. Fighting.
2. A red-carded player shall be removed from the game and cannot be substituted for. The red-carded player shall be suspended for the next game, but his or her team can play the next game with a full team of 11 players.

3. If a player is ejected from two games during the regular season for the same offence, he or she shall be forced to leave the program for the balance of the season and post-season.
4. If a player is ejected from three games during the regular season for dissimilar offences, he or she shall be forced to leave the program for the balance of the season and post-season.
5. When a player is removed from the program, the board will advise the parents of the player in writing of his or her discharge from the GYS program. The registration fee covering games and uniform shall be refunded on a prorated basis.
6. When a team accumulates ten (10) marks (yellow card = 1, red card = 2) during the course of a season, the coach will appear before the Infractions Committee for appropriate action. Three (3) consecutive games without further cautions or ejections will reduce the accumulated marks by one (1).
7. No charging of the goalkeeper will be allowed at any time.
8. No slide tackling from behind is allowed. Slide tackling from behind is a penal foul. No bicycle kicks that may be construed as “dangerous play” will be allowed.

LAW 14 – PENALTY KICK

For GYS divisions B7, B8, G7 and G8, the penalty mark will be 10 yards from the goal line. There are no penalty kicks in the instructional divisions C5, B6 and B7.

LAW 17 – CORNER KICK

For GYS divisions C6, B6, G6, B7, G7, B8, G8, B9 and G9, corner kicks will be taken from the end line at the **corner of the penalty area**.

LAW 18 (GYS) – EVIDENCE OF BLOOD

No player may have blood on his or her person or uniform during a game. The offending player must be removed from the field of play. A substitute player may enter the game at this point. Whether as a result of an injury or from contact with another player, the bloodied area must be cleaned and the uniform cleaned or changed before the player may re-enter the game. A clean white tee-shirt is permissible if the uniform cannot be cleaned of blood. The player must be given permission by the referee before he or she re-enters the game.

Punishment: None

LAW 19 (GYS) – MINIMUM AGE OF COACH

All official coaches and assistant coaches (wearing a GYS coach’s badge) must be 18 years of age or older.

COACH'S GUIDELINES

PRACTICE

GYS practices are limited to two hours each week. If a team has a bye, a 1 ½ hour practice may be called to replace that game. Players **must** contact their coach in advance to be excused from practice and remain in good standing.

BEFORE THE GAME

Coaches should completely fill out the Official GYS Score Card with your team roster the night before a game. Place the names and numbers of **all team members** on the card, whether they are present at the game or not. Indicate on the card the reason a player did not play. e.g. sick, injured, red card, etc. All team members in good standing must play at least ¾ of the game.

Assemble your team near the designated field at least ½ hour before game time. Check uniforms and cleats for compliance. Remove jewelry, ear rings and watches. Girls' hair-ribbons or clips must not be made with sharp plastic or metal. Warm-up on the sidelines and be ready to play at game time. Games may run late and you may not have any "on field" warm-up time. All team jerseys **must** be tucked in at the start of the game, and during the game. Check goal keeper's jersey for color compliance (See Law 4).

Make sure your team parent or team manager has half-time and full-time refreshments. Orange slices and non-carbonated juices, sports drinks or water is recommended. During hot weather, bring a spray water bottle for use during half-time.

An extra uniform or white tee-shirt should be taken to each game to comply with Law 18 if an injury occurs. A first-aid kit should be brought to all practices and all games. Keep insurance and accident report forms with the first-aid kit.

COACHES ID PROCEDURES

Why Coaches Wear IDs on Lanyards

GYS policy states that a team may have two coaches who are actively coaching during the game. One coach may be on each side of the field, on the sideline, in the designated coaching area (sometimes called the "technical area". Others may cheer, but no one else is allowed to coach the team during the game. An active coach is identified by wearing his or her GYS Coach ID on a lanyard around his or her neck.

Coach IDs Also Provide Security For Our Kids

To receive a Coach ID, a Coach or Assistant Coach must be fingerprinted by the Glendora PD. This helps us to protect the children that participate in GYS. Requiring each coach to obtain and wear their ID, and checking these IDs at each game ensures that only individuals who have been cleared through the Glendora PD fingerprinting process are coaching our children.

Enforcing the Coach ID Policy

In order to ensure that the fingerprinting/ID policy is actually providing the protection we desire, GYS will enforce the ID Lanyard policy in the following ways:

1. Anyone coaching a GYS game must be wearing his or her own Coach ID on a lanyard around his or her neck.

2. If a team has no Coach or Assistant Coach at the field at game-time with their own Coach ID, the following penalties will be assessed:
 - a. First Offense: A coach will be allowed to coach the game but the team's Head Coach will be suspended from coaching the next game. An Assistant Coach will be allowed to coach in his or her place.
 - b. Second Offense: No one will be allowed to coach the team from the sidelines. Someone (a coach or parent) will need to fill out the game card and provide it to the referee. The referee will rotate substitutions into the game according to their jersey number. The Head Coach will also be suspended from coaching the next game. An Assistant Coach will be allowed to coach in his or her place.
 - c. Third Offense: No one will be allowed to coach the team from the sidelines. Someone (a coach or parent) will need to fill out the game card and provide it to the referee. The referee will rotate substitutions into the game according to their jersey number. The Head Coach will be asked to step down, and will be barred from coach again the following year. An Assistant Coach or parent will be asked to step in as the new Head Coach.

Important Questions

1. How many coaches can a team have?
2. How do coaches get fingerprinted?
3. How do coaches who have completed the fingerprinting process get their ID?
4. What if the fingerprint process or Coach ID is not completed by game time?

Answers to Important Questions

1. Each team has one Head Coach. Each team can have as many Assistant Coaches as the Head Coach would like to recruit, work with and coordinate. Every Head Coach and Assistant Coach must complete the fingerprinting process through the Glendora PD in order to receive a Coach ID. No one may perform the coach's role at a game unless they are wearing their own Coach ID on a lanyard around their neck.
2. The Division Director will coordinate, and GYS will pay for the fingerprinting for the Head Coach, and up to two Assistant Coaches. Coaches will receive information from their Division Director regarding how and when to go through the fingerprinting process. Any additional adults that would like to serve as Assistant Coaches will need to contact the Glendora PD and arrange for fingerprinting on their own.
3. The Head Coach will receive his or her Coach ID, and those of his or her first two Assistant Coaches from the Division Director. Depending on when Coaches and/or Assistant Coaches are identified, it may be necessary to make arrangements with the Division Director to pick up or drop off IDs when they are completed. IDs for additional Assistant Coaches will be printed at regular GYS Board Meetings, after the fingerprinting process is complete. Since the Board only meets twice per month, Coaches should take care to make sure they are able to complete their process in time to have their ID before they need it. Last-minute Coach IDs for additional Assistant Coaches cannot be accommodated.
4. The Division Director will work closely with the Head Coach to make sure he or she receives his or her Coach ID in time for the first game of the season. Since the timing of the recruitment and processing of Assistant Coaches is up to the Head Coach, "my ID wasn't ready" will not be an acceptable excuse for the lack of an ID carrying coach at a game. If the Head Coach is going to miss a game, it is his or her responsibility to be sure that he or she recruits an Assistant and completes the ID process in time to receive the printed Coach ID before it is necessary.

SCHEDULE CHANGE POLICY

Procedure for changing the final game schedule that has been distributed by the Fields Coordinator.

1. The cutoff for making schedule changes is 10 days prior to the first game of the season.
2. A coach with a schedule change request initiates a conversation with the other effected coaches in his or her division (including the Division Director at this point is suggested as well).
3. If a schedule change solution is found that (1) meets the criteria described below, and (2) all effected coaches agree with, the change request is communicated to the Division Director
4. If the Division Director approves the change, he or she communicates the change to the Fields Coordinator. Only the Division Director may communicate the change to the Fields Coordinator - not individual coaches.
5. If the Fields Coordinator approves the change, he or she will make the change to the official schedule, and will communicate the change to the Webmaster to update the published schedule.

Modifications to the game schedule are allowed provided all of the following criteria are satisfied:

1. The relevant Division Director approves of modifications.
2. All coaches directly impacted by the modifications approve.
3. Changes are made more than 10 days prior to the first game of the season.
4. Modifications do not create any field/time slots not previously allocated.
5. Modifications do not create an unbalanced schedule. (i.e. it does not unbalance the number of times each team plays each other team in the division)

Examples of modifications that may be allowed

1. Teams A and B swap entire schedules
2. Game times on a particular day are swapped. For example, Team A vs Team B is scheduled at 8:00 am, and Team C vs Team D is scheduled for 9:30 am. The A vs. B game is changed to 9:30 and the C vs. D game is changed to 8:00 am on the same day.
3. On Sept 13, Team A is scheduled to play Team B, and Team C has a bye that day. On Sept 20, Team C is scheduled to play Team B, and Team A has a bye that day. Change schedule so Team A has bye on Sept 20 and Team C has bye on Sept 13.

Examples of modifications that may NOT be allowed

1. On a particular day the only scheduled games for a division are 8am Team A vs Team B and 9:30 am Team C vs Team D. The request is to change the 8am game to 11am.
2. Proposed changes would result in Teams A and B playing each other 3 times while Team A only has 1 game with Team C.

DURING THE GAME

Please be aware of the fact that the referee must prohibit coaching from the sidelines by anyone other than the designated coach and/or assistant coach. Referees must not allow coaches or spectators to interfere with the game. The game is for the players alone. GYS allows limited, positive coaching from a restricted area 10 yards on either side of the center line on each side of the field (this is called the "technical area"). One designated coach or assistant coach may coach from each side of the field during the game, in the technical area. Parents "coaching down the sidelines" are also prohibited. Coaches, parents or spectators can be ejected by a referee.

No coaches or spectators are allowed behind the goals or the end lines or near the goal area. All spectators and substitute players must be at least 1 yard away from the touch line.

All fields in Glendora are alcohol, drug and tobacco free. This policy covers practice times as well. Please help enforce these health regulations.

AFTER THE GAME

Congratulate the opposing team and coaches. Players must not remove jerseys before congratulating the other team. Sign both game cards. Help clean up the field and sidelines.

TIEBREAKER POLICY

Overtime Rules - Regular season games that end in a tie are counted as ties. There is no overtime played for regular season games. Overtime rules for playoff and championship games are addressed in section 3.24 of the Bylaws.

24. OVERTIME RULE

The following rules apply to all playoff and championship games which remain tied after regulation play:

- (1) Two one-half quarter overtime periods. (Switch ends of the field.)*
- (2) If still tied, play one-half quarter sudden death period. (Side/end of field decided by flip of coin.)*
- (3) If still tied, take five penalty shots alternately, with 5 predesignated players and single goalie. (Referee flips coin to determine which team shoots first.)*
- (4) If still tied, each team continues to shoot with different players/goalies until advantage has been reached after an equal number of shots.*
- (5) Only players who were on the field at the conclusion of the game can participate in the shoot out.*

Ties in the Standings - Ties in the standings at season's end are resolved using two different methods.

First-Place/Division Champion - Section 16(c) of the Bylaws defines the specific procedure for resolving a tie for First-Place/Division Champion at the end of the season.

The division champion will be determined by the best won/lost record for the season. If two teams tie for first, the division champion will be determined by the head-to head competition during the season, If still tied there will be a playoff game for the division championship. If 3 teams tie for 1st place, the division champion will be determined by the head-to-head competition during the season. If a tie still exists, flip 3 coins to determine which team gets a bye. The other two teams enter playoff with the winner playing the bye team for the division championship.

Note that "won/lost record" in this paragraph is determined by Points, as described in Section 27 of the Bylaws.

Second through Fourth Place - The Bylaws do not address ties for standings other than First-Place, however, ties for Second through Fourth place must be resolved for the purpose of qualification and seeding for postseason play in the Glendora Cup for each division. In these cases, ties are resolved in the following manner.

1. Overall Points (by definition, teams are tied on points)

2. Head-to-Head record among tied teams (see “Resolving Ties via Head to Head Record” below)
3. Team with Most Wins (in Division, not just against other tied teams)
4. Team with Fewest Losses (in Division, not just against other tied teams)
5. Coin Flip (see “Resolving Ties via Coin Flip” below)

RESOLVING TIES VIA HEAD TO HEAD RECORD

The Head-to-Head (H2H) method for resolving ties in the standings makes use of the points method as it applies to only those games played between the teams involved in the tie. The team with the most points in H2H games with other tied teams is given the higher standing.

Example 1 (Clear points winner among tied teams):

Team	Gms	W	L	D	GF	GA	Win %	Pts
Rapids	10	8	0	2	23	13	.900	26
Puppies	10	5	2	3	16	15	.650	18
Revolution	10	5	2	3	22	13	.650	18
Kittens	10	6	4	0	18	18	.600	18
Crew	10	3	4	3	21	20	.450	12
Fire	10	2	5	3	20	23	.350	9
Galaxy	10	1	8	2	16	31	.200	5

During this season:

- Puppies beat Revolution once and tied once
- Revolution beat Kittens twice
- Kittens beat Puppies twice

Team	Gms	W	L	D	Pts	
Revolution	4	2	1	1	7	- Second Place
Kittens	4	2	2	0	6	- Third Place
Puppies	4	1	2	1	4	- Fourth Place

Revolution receives the highest placement, then Kittens, then Puppies.

Example 2 (Points tied within tied teams):

Team	Gms	W	L	D	GF	GA	Win %	Pts
Rapids	10	8	0	2	23	13	.900	26
Puppies	10	5	2	3	16	15	.650	18
Revolution	10	5	2	3	22	13	.650	18
Kittens	10	6	4	0	18	18	.600	18
Crew	10	6	4	0	21	20	.600	18
Fire	10	3	7	0	20	23	.300	9
Galaxy	10	1	8	2	16	31	.200	5

During this season:

- Kittens beat Revolution once
- Kittens beat Puppies twice
- Kittens beat Crew once
- Puppies beat Revolution once and tied once

- Puppies beat Crew once
- Crew beat Revolution twice
- Crew beat Puppies once
- Crew beat Kittens once
- Revolution beat Kittens once

Team	Gms	W	L	D	Pts	
Kittens	6	4	2	0	12	- Tie for Second
Crew	6	4	2	1	12	- Tie for Second
Puppies	6	2	3	1	7	- Fourth Place
Revolution	6	1	4	1	4	- Fifth Place

Kittens and Crew the highest placement, then Puppies, then Revolution. The tie between Kittens and Crew is resolved with another round using the same method, but only looking at the teams that are still tied.

During this season:

- Kittens beat Crew once
- Crew beat Kittens once

Team	Gms	W	L	D	Pts	
Kittens	2	1	1	0	3	- Tie for Second
Crew	2	1	1	0	3	- Tie for Second

Since the teams are still tied, the tiebreaker moves to the next criteria in the list.

RESOLVING TIES VIA COIN FLIP

The actual flipping of the coin will be done by the Division Director. If the Director is unavailable, another Board Member who is not currently coaching in the Division may flip the coin. All teams involved in the coin flip must be represented at the flipping of the coin. The team's representative may be the Head Coach, an Assistant Coach, or another representative that has been explicitly assigned by the Coach.

Two-Team Flipping Procedure:

1. The two team representatives will discuss and agree on who will call 'heads' or 'tails'. The flipper will show the coin to both representatives, and will identify which side is heads and which side is tails.
2. The calling representative will call either 'heads' or 'tails' before the coin is flipped, and the flipper will be sure that everyone is in agreement as to what was called.
3. The flipper will toss the coin into the air and let it land on the ground, or other horizontal surface (such as a table).
4. A single coin flip will be used. There will be no two-out-of-three, etc.
5. If the outcome of the flip is unclear (e.g. the coin lands on its edge, or goes down a sewer), the coin can be re-flipped. Re-flipping is at the sole discretion of the flipper. The previously established 'heads' or 'tails' call cannot be changed.
6. The outcome of the flip is final.

Flipping Procedures when more than two teams are involved:

Three-Teams

If there are three teams involved in the coin flip, an odd-out procedure will be followed.

1. The representatives from each of the three teams will flip a coin at the same time. If all three coins come up the same, the flip will be repeated.
2. The team with the non-matching (odd) coin will be eliminated.
3. The two teams whose coins match will proceed to the Two-Team Flipping Procedure described above.

Four-Teams

If there are four teams involved in the coin flip, the Division Director or Board Member that is presiding will assign the teams to two pairs at his or her discretion. Each pair will follow the Two-Team Flipping Procedure described above. The two teams that win their flips will then flip against each other for the top two spots, and the other two teams will flip for the lower two spots.

Five-Teams

If there are five teams involved in the coin flip, the Division Director or Board Member that is presiding will assign the teams to one pair, and one triad. The triad will follow the odd-out procedure described above to eliminate one team. The remaining pairs will follow the four-team procedure described above.

The four and five-team models can be followed for any larger even or odd number of teams.

INSTRUCTIONAL DIVISIONS

GYS has designated the C5, B6 and G6 divisions as Instructional Divisions. These divisions have some different rules and formats that are described in this section.

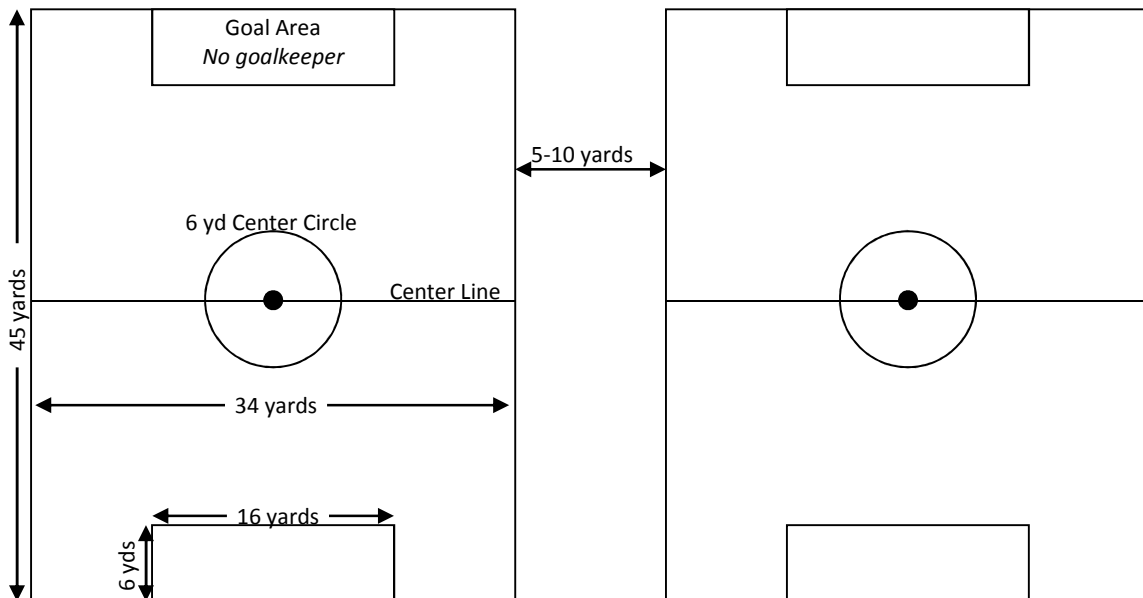
Purpose: The reason for establishing the GYS Instructional Divisions is to allow the players more contact with the ball in a non-competitive environment. Instructional Divisions allow players to learn basic, fundamental soccer skills in a less intimidating environment and should allow players more interaction with the ball and teammates on the field of play. This will allow the teaching of good, fundamental soccer, such as ball control, trapping, and dribbling. This type of soccer should open up the field of play, give the players a better understanding of the game and provide more fun for the players and the spectators.

The Laws of the Game as amended in the GYS Guidelines apply, except as stated in the changes that follow.

LAW 1 – THE FIELD OF PLAY

Instructional Divisions play on a smaller field. There will be two fields nest to one another with a coach's strip in between the two fields. The coach's strip will be 10 yards maximum and 5 yards minimum wide.

Field size:
End lines will be 34 yards wide
Touch lines will be 45 yards long
The goal will be 4 ft. high by 6 ft. across
The goal area will be 16 yards wide by 6 yards long
The center circle will be a 6 yard radius from the center point of the field.



LAW 2 – THE BALL

The ball size will be size 3.

LAW 3 – NUMBER OF PLAYERS

- Each team will consist of a maximum of 14 players.
- Each team will have two squads for each game. Squad A and Squad B. Each squad will be as close as possible to an equal division of the available players.
- Each squad will field no more than seven (7) players. Coaches should field evenly sized squads on each field.
- All players will play the entire game. There are no substitutes in Instructional Divisions.
- Players cannot be switched between squads during a game for any reason
- If a player is injured during a game and the player leaves the field of play and is subsequently able to return, he or she must return to the same squad during the game. He or she cannot be substituted by a player from the other squad.
- It is recommended that the players on each squad be changed between games (from week to week) so that all their team players learn to play together.

- Goalkeepers
 - In the C5 division there will be no goalkeepers
 - In the C6 division, each team will field goalkeeper

LAW 4 – EQUIPMENT

All players must wear shirts, shorts, shin guards, socks and shoes.
There is no goal keeper, so goal keeper shirts are not used.
Portable goals 4' x 6' are used along with standard corner flags.

LAW 5 – THE REFEREE

In the Instructional Divisions each team will provide a coach that will serve in the referee role for that game. While enforcing the Laws of the Game, the coach/referee will also help teach the players the rules of the game, and may stop the game at his or her discretion for this purpose.

LAW 6 – THE ASSISTANT REFEREE

Instructional Divisions have no Assistant Referees, though the coach/referee on the field may ask one parent from each team to help if he or she desires.

LAW 7 – LENGTH OF THE GAME

Games will be 32 minutes: two 16 minute halves with a 5-7 minute half-time break.

LAW 10 – SCORING

In the Instructional Divisions, if an intentional or deliberate hand ball occurs by a defending player in his or her goal area a goal is awarded to the attacking team. This rule has been established to teach players not to use their hands in front of the goal to prevent a goal.

No scores or league standings are kept for Instructional Divisions.

LAW 11 – OFFSIDE

The offside rule is not enforced in Instructional Divisions. However, no player is allowed to simply stand in front of the goal area, either an offensive player (cherry-picking) or a defensive player (goal-tending). Players may move through the goal area at any time, or when the ball is being played in this area.

LAW 12 – MISCONDUCT

In Instructional Divisions there are no permanent ejections. The referee may stop the game to talk to a player or a coach about a player's unacceptable behavior or actions. The referee can remove a player from the field of play if it is required and have the coach correct the behavior. The coach will inform the referee when the child is ready to re-enter the field of play. The child will be allowed to resume play at the referee's discretion or at the next stoppage of play. The referee must give permission for the player to re-enter the playing field.

If a child continues with the unacceptable behavior, the child will be asked to leave the field of play and will not be allowed to return for that game, but will be allowed to play in the next regularly scheduled game. The referee may indicate this determination with a red card, but is not required to do so.

There is no slide tackling allowed in Instructional Divisions.

LAW 13 – FREE KICK

All free kicks in Instructional Divisions are indirect.

LAW 14 – PENALTY KICK

There are no penalty kicks in Instructional Divisions

LAW 15 – THROW IN

In Instructional Divisions, if a player makes an error during the throw in, the referee will instruct the player how to properly throw the ball onto the playing field. The ball will not be awarded to the other squad.