

General Competition Rules

Playing Rules

All games under league jurisdiction shall be played according to the rules and regulations recognized by the Great Basin Youth Soccer League (GBYSL) which shall be the same rules set by FIFA/U.S. Soccer (USSF) except for those exceptions authorized by FIFA or USSF.

Equipment

1. Player Uniforms

Opponents must wear colors that distinguish them from each other, and also the Referee and the assistant Referees. It is recommended that the home team wears dark uniforms while the away team wears light uniforms. Each goalkeeper must wear colors that distinguish them from the other Players, the Referee, and the assistant Referees. All Players on a team except the goalkeeper shall wear identical uniforms (shirts, shorts, and socks).

- a. If there is a conflict in the uniform color, the home team shall change uniforms.
- b. Player numbers must be affixed to the back of the uniform shirt. Each Player on a team shall wear a unique number.
- c. If undershirts or shorts are worn, they must match the main color of the jersey or shorts. If tape or other material is applied externally to the socks it must be the same color as the part of the sock to which it is applied.

2. Safety

A Player must not use equipment or wear anything which is dangerous to themselves or another Player.

- a. **Casts** - No orthopedic (hard) casts, air splints, or metal splints may be worn. Players will be allowed to play in a soft cast at the discretion of the Referee. A referee may authorize a bubble wrap on a hard cast.
- b. **Jewelry** - Absolutely no jewelry, including rings, chains, watches, jewelry, hair clips, bobby pins, earrings, bracelets, rubber bracelets, or excessively long fingernails may be worn while participating in any GBYSL games. Only Medical Alert Warning Bracelets may be worn and shall be taped to secure them to the Player's body. Earrings and other piercings cannot be taped and must be removed.
- c. **Shin Guards** - All Players are required to always use shin guards. They must be worn properly and be professionally manufactured and unaltered. Socks must completely cover shin guards.
- d. **Braces** (e.g., knee, elbow) - It is strongly recommended for the safety of the Player, that a Player does not wear a brace during GBYSL games. Braces are allowed as long as the Referee decides that the brace will not or cannot hurt the Player wearing the brace or any other Player. All metal, metal-like, or plastic brace supports are to be properly covered for the duration of the match. Elastic-type supports without any metal, carbon fiber, hard plastic, or like devices are permitted provided the Referee does not deem the support to be potentially harmful to other Players.
- e. **Eyeglasses** - Players who must wear eyeglasses are encouraged to wear sports goggles. Lenses must be unbreakable, and frames must be unbreakable plastic or sturdy metal.

Match Officials

Match officials must be current year USSF licensed Referees. The match officials shall consist of the Referee and two assistant Referees, except 7v7 and 9v9 formats of play may be played with one Referee. A dual referee crew may be used if a third referee is not available.

Assignment of Match Officials

Match officials shall be assigned and paid by GBYSL for each match.

Protests

Protests regarding the match conditions (i.e., Field condition, etc.) must be made prior to the start of the match and be clearly written on the official game card. Protests regarding the use of illegal Players may be made prior to or following the match and be clearly written on the game card. Specific Referee decisions cannot be protested. All protested games should be sent to the League Office for a ruling.

Point System

All GBYSL league games shall operate under a point system. The point system shall award three points for a win, one point for a tie, and no points for a loss.

League Standings

Official standings of teams, the keeping of which is the responsibility of the League, are tabulated based upon the input of the referees at the end of each match and displayed on the "Game Schedule" section of the GBYSL website.

Ties

If a league game is tied after regulation, the tie stands and will be posted as a tie.

Tie Breakers

In case of a tie on points in the standings within the league, the following will be used as tiebreakers:

1. "Head to head" points (win/lose/draw) between teams
2. Overall Goal Differential (up to 6)
3. Goals for (up to 6)
4. Goals against (up to 6)
5. Most shutouts
6. Fewest red cards

If more than two teams are tied, the tie-breaking process will be used until a winner is determined. The tie-breaking procedure does not revert to previous criteria if one team is eliminated.

In a situation where a season/group cannot be completed due to exceptional circumstances, and teams have played an unequal number of games, GBYSL may use Points Per Game (PPG) to decide standings.

Playoffs for League

For matches that need a winner, the team with the most goals after regulation time will be the winner. If the match is tied after regulation for U10-U19 teams, two 5-minute periods will be played. Teams will have a 5-minute break before the first overtime. After 5 minutes, teams will change sides, with no break, and play the remaining 5 minutes. If the game is still tied after the two overtime periods, then kicks from the Penalty Mark per FIFA rules will determine the winner.

Please make sure you arrive for your game knowing if the game can end in a draw or if a winning team is required.

Incomplete games

In the event that a game cannot be completed, the game will stand if at least half of the game was played; provided, however, that if any team is directly responsible for the termination of the game, no matter how much of the match remains, due to poor sportsmanship towards a Referee, opposing fans, or opposing Players, the team will be required to forfeit the match. This could also lead to other sanctions set forth by the Great Basin Youth Soccer League Executive Board. If there is no result, and the match is suspended prior to the expiration of one half, the game shall be replayed at a time agreed upon by the competing teams in consultation with the GBYSL Scheduler and Assignor. *Referees are required to submit an incident report for all matches that end early.*

Heading Game Rule

For U10 and below, when a Player deliberately heads the ball in a game, an indirect free kick should be awarded to the opposing team from the spot of the offense. Exceptions: a) if the deliberate header is committed by a Player within their own goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred, b) if the deliberate header is committed by a Player within the opponents' goal area, the indirect free kick should be taken from anywhere in that goal area. *This rule shall apply to the age groups of U10 and below. Players who are playing up will play according to the rules of the age group in which they are playing.* It is the Club's responsibility to understand the effects of this rule on Players playing up.

No Re-Entry Protocol (for Head Injury and SCA)

In accordance with the US Club Soccer return to play guidelines, any Player removed from the Field for a suspected head injury or SCA (sudden cardiac arrest) will not be allowed to return to the Field of play unless cleared by a Licensed Healthcare Provider, an individual who is trained in the evaluation and management of concussions and is acting within the scope of the provider's practice for evaluation and management of concussions or other head injuries and/or an individual who is trained in the evaluation and management of cardiac conditions and is acting within the scope of that provider's practice for evaluation and management of sudden cardiac arrest, fainting, and shortness of breath.

Substitutions

As per FIFA guidelines, unlimited substitutions are allowed in all age groups. However, teams may substitute only with the Referee's permission. Substitutes must wait at the halfway line (off of the Field of play) until the Field Player has left the Field of play and/or the Referee has indicated the substitute may enter the Field of play.

Substitutions by either team are allowed at any stoppage of play with the permission of the Referee. Referees will be instructed not to allow substitutions that are deemed "excessive" or of a "time-wasting" nature. Please be respectful of the integrity of the game and do not use the free substitution rules as a means to disrupt the match.

Rosters

Player Registration

Players shall be registered through GotSport according to [US Club Soccer](#) rules.

US Club Soccer Player Pass

All Players and Coaches must present their US Club Soccer pass to the Referee prior to the match. If the individual picture is not on the ID card and the card is not laminated, the individual will not be eligible for the match. A director of coaching may coach any of his or her games with proper credentials.

Forgotten US Club Player Credentials

If a team forgets their US Club Player passes for a GBYSL game, the game should be played under protest. Any Players that wish to play must have a picture taken prior to the game by the protesting team and submitted to the League to verify that the Players were eligible to participate. If this is a continuous issue with a team or Club, the League Office may remove the team from the league.

Game Roster

Each team must create an official GBYSL roster in their GotSport account. Only Players who are listed on the official Game Card will be eligible to play in League matches. If any Player is not listed on the Game Card, he/she must be added electronically to the roster before the Player is eligible to play. *Names from an electronic Game Card may be handwritten by the Referee.* Team rosters may contain up to 26 Players, and there is no limit to the number of changes that can be made to the roster, provided the Players are active in the team's Club and are not on another Club's US Club Roster. No matter how many Players are listed on a team's roster, only 18 Players for U13 and up (11v11), 16 Players for U11-U12 (9v9), and 14 Players for U9-U10 (7v7) may be used for GBYSL matches. All other players sitting on the bench shall not be dressed out.

Players may not play for 2 teams in the same division of play (a division of play is a combination of age group and level, ie: two teams from the same Club may not share Players if they're playing in the same set of division standings).

A coach holding a valid US Club pass may coach ANY team in the club for which they hold the card. It is not required that they be printed on the game card.

Guest Players

No guest Players.

Illegal Players

Any Player who does not appear on the official GBYSL Game Card or have a valid US Club Soccer Player Pass issued by the same Club at the time of the match shall be considered an illegal Player. Any team using, or attempting to use, an illegal Player shall forfeit the game, the Coach of the team using the illegal Player will be suspended from all GBYSL competitions for at least one season, and the Club will incur a \$500 fine.

Game Day Procedures

Pre-Game (ALL Comps)

Home Team Responsibilities:

1. Provide a copy of the Game Card to the center Referee.
2. Provide a US Club Soccer Player pass for each Player and non-Player in the technical area. All other players must sit outside of the technical area.
3. Change jersey colors if there is a color conflict (GBYSL encourages home teams to wear their dark colors, while away teams wear light colors).
4. Provide game balls.
5. Home team is responsible for setting up corner flags.

Visiting Team Responsibilities:

1. Respond to any communication requests from the home team in regard to match scheduling within 24 hours.
2. Have a copy of the Game Card in case it is needed.
3. Provide a US Club Soccer Player pass for each Player and non-Player in the technical area. All other players must sit outside the technical area.

Post-Game (ALL Comps)

Home team Responsibilities:

1. Coach or manager must sign the Game Card following the game.
2. Home team is responsible for removing corner flags and placing them in the lock box.

Visiting team responsibilities:

1. Coach or manager must sign the Game Card following the game.

Field Set-Up

Personnel on the Bench

A maximum of 3 team officials are allowed in each team's technical area. Team officials must have a US Club pass to sit in the technical area. It is highly recommended that teams have several credentialed Coaches or managers with passes for the team just in case something happens to the head Coach. A US Club pass makes a person eligible to Coach any team in the Club for which that Coach or manager is credentialed.

Technical Area

GBYSL encourages both team benches to be on the same side of the field.