

Paradise Soccer Club SunSplash Tournament



U13 C/D Rules of Play

- Teams will register as a C or D team.
- 2 x 30 minute halves, with a 5-minute half time.
- Substitutions are unlimited. Players who are substituted out are permitted to re-enter. Unlimited substitutions however stoppages will be limited to two per half per team to prevent disruption to the flow of the game. No substitutions between the end of extra time and kicks from the penalty mark are permitted.
- Coaches will be able to substitute one player at a time “on the fly”. Players will not need to wait for a stoppage in play or to be directed on the field by the referee.
- Fair playing time is expected.
- No second tries on throw-ins.
- Coaches MUST utilize all players on their roster.
- 9-aside (8 players plus GK).
- Teams shall consist of twelve (12) to approximately eighteen (18) players and must dress a minimum of eight (8) to play a game. Teams will play nine-a-side soccer, one of whom will be a goalkeeper. The minimum number of participants needed to play is 8. If at any time during the game this number becomes less, then the other team will be declared the winner by default.
- Changes to team rosters will be accepted until July 17th.

- There are offsides in this league as per FIFA laws of the game. Will use modified offsides rule with the retreat line being used as the offsides line. The retreat line will be approximately $\frac{1}{3}$ distance from either end of the field.
- Direct and indirect free kicks are used as per FIFA Law. The distance required on free kicks is 9m. Penalty kicks are permitted on offences by the defending team in the penalty area.
- Cards will be used, as per FIFA Law.
- Nets and field size to follow LTPD guidelines as closely as possible. Nets will be no larger than 6.5x18 and the field size will be approximately one half of a full field.
- All games will be played using size 4 balls.
- Slide tackling will be permitted.
- Players are NOT permitted to wear any type of jewelry while playing, with the exception of medical alert bracelets.
- When two teams have the same or similar color jerseys, a coin toss will take place to determine who must wear pinnies or change uniforms.
- Any player who is bleeding or has an open wound will not be permitted on the field. Once the bleeding has stopped and the wound is covered, then the referee will decide if the player is permitted back onto the field. Any player who has blood on their uniform will not be allowed to wear it onto the playing field. Any player re-entering the field after an injury must be given expressed permission to do so by the referee.
- At least one (1) coach per team must be educated in injury and first aid. A coach is responsible for ensuring that any injured player on his/her team receives the proper medical attention.

- Only three coaching staff are permitted on the bench, with only one coach standing and directing players on the field. Coaches are not permitted on the field; they must coach from their respective coaching areas on the same side of the field, behind the sidelines of play. No coaching is to take place from behind the net.
- All other FIFA Laws of the Game apply.

The referee has authority over the field from the moment he/she enters until he/she leaves. The referee must be respected by all players, coaches and spectators and his/her decisions are final. The referee has the authority to stop, suspend or terminate play for any infringement of the rules, interference by spectators or any other reason where he/she deems it necessary. The referee also has the authority to eject any player, coach, or spectator who is not abiding by the rules or who is acting in an inappropriate manner.