



TCFM Soccer League Bylaws

Game Times

- U9 Boys and Girls: (4) 10 minute quarters, 1 minute break between quarters, 3 minute halftime.
- U12 Boys and Girls: (2) 25 minute halves, 5-minute halftime.
- U15 Boys and Girls: (2) 30 minute halves, 5-minute halftime.

Division Parameters

- U9 Boys and Girls: Play 7 v 7 Field Size 55 x 35 yds. Goal Size 6.5' x 18.5' Size 4 ball
- U12 Boys and Girls: Play 9 v. 9 Field Size 75 x 50 yds. Goal Size 6.5' x 18.5' Size 4 ball
- U15 Boys and Girls: Play 11 v 11 Field Size 120 x 60 yds. Goal Size 8' x 24' Size 5 ball

Start of Play

- The referee shall call opposing teams to the center of field for an equipment check.
- Flip coin to award kickoff & sides (visiting team calls coin toss).
- All bylaws are in accordance with the FIFA Laws of the Game.

Rules of the Game

- There is no grace period for the start of games. Games will start on time. Teams may play with 1 player less than the required number without forfeiting. The opposing team must play down as well. If a team has 2 less than the required number, then a forfeit will be called and the 2 teams can play for fun.
- On a goal kick, only 2 players from the team that is in possession of the kick may be inside the penalty box area. The ball must clear the penalty box area before it may be played by any other player on the field. If it is touched within the penalty box area, then it will be a re-kick.
- **Midfield Retreat Rule:** Only in U9 and U12 age groups; Once a goalie maintains possession of the ball, the opposing team must retreat back to the midfield line. This rule applies to any violation on the defensive half of the field, and goal kicks. Once the goalie releases the ball to their defense, or punts the ball, play can continue. If players do not retreat to the midfield line, it will result in a free kick for the other team.
- **Heading:** Is not allowed in the U9 and U12 age groups. If a player heads the ball play will be stopped by the official. The non-offending team will receive an indirect kick from the spot of the foul.
- **Offsides:** A player in an offside position is only penalized if, at the moment the ball touches or is played by one of his team, he is, in the opinion of the referee, involved in active play by: interfering with play, interfering with an opponent (too close to, and thereby distracting the keeper, for example) or gaining an advantage by being in that position.
 - **For example:** Player X may be in the offside position while his teammate dribbles in, shoots and scores from the center striker position. Player X was never part of that play and should not be penalized.

- No offside offence if a player receives the ball directly from a goal kick, throw-in, or corner kick.
- A legal throw-in means both feet on the ground until after the moment the ball is released. If the foot pops up immediately after the ball is released, it is not a foul throw. Additionally, the hands and ball must start behind the head and proceed directly over top of the head. Side spin on the ball does not mean a foul throw; however, throwing the ball sideways (not directly over top of the head) is a foul throw. Both feet must be either on or behind the touchline (half of either foot or both feet on the pitch is still legal). If one or both feet are completely off the line and on the pitch, it is a foul throw. Similarly, the entire ball must cross the 5 inch touchline to be out of play and for a throw-in to be awarded. If a throw-in never enters the field of play, it is to be re-thrown. A goal cannot be scored directly from a throw-in. An opponent must be 2 yards from the thrower and may not attempt to obstruct the thrower or an indirect kick will be awarded (i.e. jumping up or waiving arms).
- Referees may add stoppage time when the stoppage is safety related (i.e. shoes untied, shoe flies off, another ball enters the field, a child runs onto the field, etc.)
- If a game is tied after regulation time has expired, no additional time will be added to the game to decide a winner during the regular season. The game will be concluded as a tie.

Fouls

- No sliding when another player is within 4' of the ball. Result is an indirect free kick.
- Fouls in the penalty box will result in a penalty kick except for the following fouls:
 - 1) Playing in a dangerous manner (i.e. high kick w/ cleats up)
 - 2) Impeding the progress of an opponent
 - 3) Illegal handling of the ball by the goalie (i.e. back pass)
 - 4) The goal keeper taking more than 6 seconds to release the ball.
- These fouls will result in an indirect kick. An indirect free kick awarded inside the goal area must be taken on the goal area line (6 yards) parallel to the goal line at the point nearest to where the infringement occurred, but no closer than 6 yards for younger leagues playing on smaller fields. The defending team may put their wall directly on the goal line.
- If there is an instance where both players are guilty of a foul, an injury occurs or possession is unclear a drop ball will be used to resume play.

Play Time & Substitutions

- All players are required to play 1 half of the game, unless a player is injured, arrives late or leaves the game early.
 - Coaches who fail to play a player the required amount of playing time may be subject to suspension.
- Substitutions - There is no limit to the number of players that may be subbed at one time. All substitutes must be standing at the midfield line and recognized by the referee before they will be allowed to enter the game. Teams may only substitute on throw ins (regardless of possession), goal kicks (regardless of possession), after goal is scored or injury (for the injured play).
- No substitutes will be allowed in the last 2 minutes of the game.
- If a team does not have any substitutes, they may ask for a 2 minute water break per half.
- If a child arrives late to a game where a team is short players they can be subbed into the game at the next dead ball. At that time, both teams will increase to the regulation number of players on the field as required by their age group.
- Any sub must be on the team's roster.

Role of the Coach

- Coaches must remain on their half of the field, and may not cross over the mid-field line while coaching or the penalty box on their side. No more than 3 coaches are allowed on the sidelines during the game.
- Coaches are to keep their players under their immediate supervision while waiting for the game ahead of them to finish. Do not warm up on the sidelines while another game is in progress.
- Coaches are to move their team and equipment away from the field of play as soon as possible at the conclusion of their game so that the next teams can get on the field as soon as possible.

Role of the Player

- Player shirts must be tucked into their shorts.
- Players are required to wear shin guards. Mouthpieces are optional.
- All casts must be wrapped in a soft padding (i.e. bubble wrapped, then ACE bandaged) and inspected by the official before the start of the game to ensure safety to all players.
- No earrings-unless they are tapped, bracelets, rings, watches, etc. will be permitted during games.

Role of the Parent

- Parents must sit on the opposite side of the field from the teams and may not sit along the end lines.
- Cheering is encouraged; unsportsmanlike conduct of coaches, spectators or players will not be tolerated and will result in ejection. Coaches are responsible for their team and parents. Any player, coach, or parent being ejected from a game will have to meet with a league coordinator before they are allowed to play again. Additionally, coaches may not argue with the officials. Any arguing resulting from any call the official makes will result in a verbal warning followed by an ejection. Arguing with the official sets an unmistakably bad example for all of the players on the field. Asking the official to watch for certain infractions by certain players (“Sir/Ma’am, please watch #15’s pushing”) is acceptable.
- If a parent or coach refuses to leave the field area due to an ejection, then the referee will suspend the game until they do so. If after 5 minutes, the parent or coach has not left, then the game will be called and no further play will resume.

Tournament Play

- In tournament play, once regulation time has expired only players on the field may participate in the shootout. The goalie for the shootout come from any player that was on the field at the end of regulation.
- Each coach will select 5 players from their team that were on the field at the conclusion of the game.
- These 5 players will alternate penalty kicks against the other team’s goalie until a winner has been determined. Goalies may shoot as part of their teams’ 5 players. Once all 5 from each team have taken their shot, if the game is still tied, then we will go sudden death, meaning each team will take turns shooting until one team scores and the other team does not. Shooters from the original 5 may not shoot again until everyone on the team has shot.
- There will be a coin toss to determine which team shoots 1st. The winner of the coin toss can decide if they want to shoot 1st or 2nd. The loser of the coin toss will determine from which end of the field the shots are taken. All players chosen must be sent to the mid-field line before the shoot-out begins and will remain there until the shoot-out is completed.