

Under-11/12/14 Age Group
2006/2007 Season Playing League Rules

Revised June 2006

1. Field size: U11/12 - 210' W (min 180'/max 240') x 330' L (min 290'/max 360')
U14 – 225 W (min 210'/max 240') x 345' L (min 200'/max 360')
2. Goal size: 8' x 24'
3. Ball size: U11/12 - #4, U14 - #5
4. Maximum number of players on the field: 11 maximum
5. Minimum number of players on the field: 7 minimum
6. Maximum number of players on a team: 18
7. Game duration: U11/12 - 60 minutes; each half is 30 minutes with a 5-minute halftime.
U14 – 70 minutes; each half is 35 minutes with a 5-minute halftime.
8. Head coaches' license level (desired): E minimum (clubs may have other mandatory requirements)
9. Assistant coaches' license level (desired): F minimum (clubs may have other mandatory requirements)
10. Head coach referee certification desired.
11. Game day sequence of events:
 - a. Coaches shall have their team roster, player medical releases, and team passes at all events.
 - b. Teams shall show for every game, rain or shine.
 - c. In adverse weather, the referees shall decide if conditions are safe for games to commence.
 - d. Make-up games shall be rescheduled only if the result will affect the outcome of the bracket standings.
 - e. No games shall be rescheduled by EGYSL unless a conflict was created at the EGYSL level.
 - f. The home team shall occupy the south or east side of the field.
 - g. Spectators must stay in the technical area (10 yards each side of center approximately 3 yards off the touch line). Spectators must conduct themselves in a supporting manner with no negative comments to players, coaches, or referees of either team. Disruptive spectators may be directed by a referee to leave the area, which is defined as movement to the nearest sidewalk. The spectator's name shall also be recorded on the game card. Disruptive coaches or coaches shall have their name recorded on the game card and their pass withheld and forwarded to the age group coordinator.
 - h. For the first and last game of the day, the home team shall put up the south or east goal and net and the visiting team shall put up the north or west goal and net. These are also the goals you may use for your team pre-game warm-up.
 - i. The home coach shall initiate a game card for each game and pass to the visiting coach for completion then providing to a referee.
 - j. Each team provides a referee to the referee pool.
 - k. EGYSL, via club referee coordinators, shall assign the referees for each game. In the event the assigned referee(s) fail to show, volunteers may be used for assistant referee positions.
 - l. A referee shall check a team prior to the start of the game (approximately 15 minutes prior to scheduled game time) by performing the following:
 - i. Line up the players, shoulder to shoulder along the penalty area line (or away from the field if a game is in progress) and, while using the game card, verify a player pass is available for each player. Having players and passes in alphabetical order will make this go a lot faster!! A player pass is required for each player. Verify a coach's pass for at least one of the coaches present. There will be NO exceptions to passes – NO pass – NO play.
 - ii. Call the name of the player and have them step forward, check for jewelry, hair barrettes, and other potentially hazardous items. Players must remove all unauthorized items. Players may not play with casts, soft or otherwise.
 - iii. Players will tap on their shin guards to ensure their wear. All players must wear shin guards at all times.
 - iv. Players will turn and show the bottom of their cleats to verify there is no presence of a toe cleat. Remove toe cleats by having them cut off.
 - v. Verify the number on the jersey matches the number on the game card.
 - vi. After the player has passed the check they should gather behind the referee until all players have been checked.
 - m. Teams shall begin to warm-up off the field and, if time permits, on the field. At no time shall the start of a game be delayed for team warm-up.

- n. After check-in of both teams (which can be done simultaneously by two referees), the referees shall ask for the captains at the center circle.
 - o. The captains shall shake hands with the opposing captains and referees.
 - p. A coin toss will commence with the visiting captain calling "heads" or "tails" while the coin is in the air. The winner of the coin toss selects which goal to defend and the loser has kick-off.
 - q. Games shall start PROMPTLY ON TIME or earlier if teams are ready.
 - r. Teams are not required to match (lower their number of players) the opposing teams number of players in the event of player shortages. This shall be at each coach's discretion.
 - s. Referees shall apply all laws of the game.
 - t. All players who attended practice the week prior shall play a minimum of one half the game. Exceptions to this shall be for illness, school conflict, etc., which shall be at the coaches discretion. All players shall be afforded playing time in every game.
 - u. Substitutions shall occur at a throw in for the team wishing to substitute, at a goal kick for either team, at a kick off for any team, at half time and at a stoppage for injury. Injured players shall be substituted when removed from the field; the opposing team may substitute one for one.
 - v. When an injury occurs on the field and the referee stops play, all players remain in place and a referee shall motion to have a coach enter the field to care for the injured player. Coaches shall assess the player to determine if safe for them to get up on their own or to move them. If unsure due to the extent of the injury then call 911 for emergency services. At no time shall a spectator enter the field unless cleared by a referee. Non-injured players shall remain in place however, it is discouraged to have them sit or kneel as this can tighten up muscles and be harmful to players. Instead players should continue to move around IN PLACE.
 - w. At the conclusion of the game all scores will stand and shall be recorded on the game card. There shall be no overtime for ties.
 - x. Games may be protested only if based on the referee's interpretation of a law of the game. Protests must be declared at the field and so annotated on the game card. Also, promptly notify your age group coordinator. No after-the-fact protests will be considered.
 - y. The center referee shall ensure the game card is completed and turned-in at the weekly referee meeting.
 - z. Scores shall be promptly called in to your club scorekeeper NO LATER THAN 9 PM on SATURDAY. Scores are monitored for significant imbalances in team seeding and mid-season adjustments in brackets may occur.
12. League standings shall be kept for the purpose of assisting seeding into the end of year tournament. The league season will be approximately 8 games and the end of year tournament will be at least two games.
 13. Trophies shall be awarded to the first and second place teams in each tournament bracket. Delivery should be expected on or about November 25th. Engraving on the trophy shall include the age group and bracket place. Coaches can arrange nameplates through the trophy vendor after delivery at no charge to the team.
 14. Incident reports shall be completed for all injuries and mailed to EGYSL, P.O. Box 63, Elk Grove CA 95759.
 15. Home teams shall report field problems to their club coaching coordinator.

Important Information –

U11 Age Group Coordinator: egyslu11@mail.elkgrove-soccer.com
U12 Age Group Coordinator: egyslu12@mail.elkgrove-soccer.com
U14 Age Group Coordinator: egyslu14@mail.elkgrove-soccer.com

EGYSL Web Site: www.elkgrove-soccer.com

Email the age group coordinator, check schedules, and download field directions

For uniforms, fields, equipment, pictures, etc., contact your home club!!