



# YOUNG LIONS SOCCER CLUB INC.

## 2019 Carnival Rules

1. Games will be played under normal soccer rules. Modified rules will apply in Under 8's and 10's..  
(See page 2)  
Team Registration Sheets to be at the official's room 30 minutes prior to the team's first game.
2. Teams in the 8's age group are to consist of no more than 10 players with 7 on the field. Teams in the 10's age group are to consist of no more than 14 players with 9 on the field and all other age groups are allowed 14 players with 11 on the field.
3. Teams may consist of both boys & girls except in the 12's & 14's girls age groups.
4. Players may only play in the team in which they are nominated.
5. All players must be of the correct age or lower to play in their nominated team.
6. **All games will be of unlimited interchange & no stoppage in play will occur at an interchange to maximize playing time. Must be at half way and after player leaves the field.**
7. Games will be of two (2) 14 minute halves with straight turn around at halftime. The siren will signal at the start, halftime & fulltime of all round games. Teams not on the field after 5 minutes will forfeit the game.
8. The official start and stop of a game will be determined by the siren in Pool games and by the referees whistle in Finals games. Example being if the ball is kicked as the siren goes but is not over the goal line than no goal shall apply.
9. Finals including semis will be two (2) 14 minute halves with a 2 minute halftime break.
10. In an age division playing with two or more pools the semis will be decided by a) the winner of the pools, b) the winners plus the 2<sup>nd</sup> highest team overall, c) the top four highest point scoring teams.
11. In the event of a tie at the end of the games in any pool the finalists will be decided by a) the highest goal average determined by subtracting the number of goals conceded from the number of goals scored. The team with the highest average to proceed to the finals. b) If teams are still equal on goal average the team with the highest goals scored will proceed. c) If teams still equal the team with the least goals conceded will proceed. d) If teams are still equal a count back on corners for will be used. e) If teams are still equal a penalty shoot will occur to determine who will progress.
12. If at the end of normal time in any final the scores are equal, there will be 5 minutes extra time each way played with straight turn around at halftime, with the team scoring first declared the winner. In the event that scores are still equal a penalty shoot out will occur to determine the winner.
13. Teams will receive 3 points for a win, 2 points for a scored draw, 1 point for a scoreless draw & nil points for a loss. In the event of a forfeit or bye 3 points & 2 goals will be awarded.
14. Teams must be ready to take the field of play at their allotted game times to allow the day to run smoothly.
15. All players must be affiliated with their NSW Soccer or ACT Soccer Associations & Clubs.
16. Any player that receives 2 yellow caution cards or a red send-off card is ineligible to play for the remainder of the carnival.
17. Any protest must be lodged at the official's room within ten (10) minutes of the completed match along with a \$50.00 protest deposit, which will be refundable if the protest is upheld. Protest forms are available from the official's room.
18. The decision of the Referee in any game is final.
19. In the event that a Referee is unavailable for any game the competing teams are to appoint a coach/ manager or parent to referee half of the match each.
20. All teams to supply one match ball at the commencement of there games.
21. The Young Lions Soccer Club promotes FAIR PLAY & it is hoped that at the finish of all games all due respect & handshakes are given & received with all involved in that match. Unruly & disruptive behaviour by any person or player will NOT be tolerated & that person will be removed from the grounds.
22. Decisions of the Carnival Committee will be final.
23. In the event of bad weather a duty of concern is to be shown by all parents, managers, coaches and ground officials to provide safe playing conditions.

## Young Lions Soccer Club - Under 8's Modified Rules Game Info

**Players per team: 10 with a maximum of 7 on the field at any one time**

### **Goalkeeper:**

- **Recommended to wear headgear**
- Is allowed to pick up ball inside own Penalty area
- Must **throw or place-kick ball** (no kicking out of hands) within 6 seconds
- All other players to be 5 metres outside Penalty area
- Ball is in play once it goes outside Penalty area

### **Start of play & restart after goal:**

- pass forward to a team mate from middle of halfway line
- all opposition players must be 5 metres away and in their own half
- ball must touch team-mate before goal can be scored

### **Ball crosses touchline:**

- **throw-in** (2nd chance if not thrown-in correctly)
- thrower cannot touch ball until it has been touched by another player
- opposition players must be 5 metres away
- ball must touch team-mate before goal can be scored

### **Ball crosses goal line (outside goal) after last touching attacker:**

- **goal kick** – anywhere inside Goal Area
- ball must be kicked directly out of Penalty area
- Ball is in play once it is outside Penalty Area
- opposition players encouraged to be 5 metres from Penalty area – to avoid delays for extra goal kicks
- ball must touch team-mate before goal can be scored

### **Ball crosses goal line (outside goal) after last touching defender:**

- **corner kick**
- must be kicked or passed directly into play (cannot touch ball consecutively)
- opposition players to be at least 5 metres away

### **Offside:**

- there is no offside in general play, but **FAIR PLAY** rules apply

### **Handball:**

- For blatant Hand Ball (that significantly effects the current flow of the match) Free Kick will be awarded. If it occurs in the Penalty area, Free Kick is awarded 5 metres outside the Penalty area.

## Young Lions Soccer Club - Under 10's Modified Rules Game Info

**Players per team: Up to 14 with a maximum of 9 on the field at any one time**

**The only other modifications are as per rules 1 to 23 on Page 1 of these rules.**

### **Goalkeeper:**

- **Recommended to wear headgear**
- Is allowed to pick up ball inside own Penalty area
- Must **throw or place-kick ball** (no kicking out of hands) within 6 seconds
- All other players to be 5 metres outside Penalty area
- Ball is in play once it goes outside Penalty area
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**Offside:** there is no offside in general play, but **FAIR PLAY** rules apply.