

2012 Anne Arundel Youth Soccer Association Rules

Proposed Version 4.0 (12/13/2011)

Unless a rule is specifically superseded by this document, the Anne Arundel Youth Soccer Association (AAYSA) follows the laws of the game as outlined in the Federal International Football Association rules. These rules are available at the following location:

http://www.fifa.com/mm/document/affederation/generic/81/42/36/lawsofthegame_2011_12_en.pdf. The league also follows ALL Anne Arundel County Department of Recreation & Parks policy as stated in its *Guidelines and Reference Manual* with the addendums and clarifications documented below. AAYSA does not follow the National Federal High School Soccer rules or other league/association rules. These rules apply not only to all spring and fall “regular season” games but also to any AAYSA-sponsored tournament.

Throughout this document, references are made to “coaches”; this includes both head coaches and assistant coaches (unless otherwise indicated.)

1. **TOBACCO, DRUG AND ALCOHOL PROHIBITION** (See page 24 of 61 in the *Guidelines and Reference Manual*)

- a. No tobacco products, drugs or alcohol of any kind are permitted in or on any Board of Education owned or leased buildings or grounds at any time.
- b. No drugs or alcohol of any kind are permitted in or on any Department of Recreation and Parks buildings or grounds at any time.
- c. No tobacco product of any kind is permitted in restrooms, spectator and concession areas, dog parks, aquatic facilities or playgrounds in any County recreational facility or park. Tobacco use of any kind is prohibited within 100 yards of an organized activity at a County recreational facility or park. An organized activity is defined as an event with a defined start and end time that is held in a designated or permitted area. Examples of organized activities include athletic events, concerts, etc.

2. **PARTICIPATION AND ELIGIBILITY**

- a. Girls may play in the boys' program, but boys may not compete in the girls' program.
- b. The age group a player can participate in is based on his/her birth date. The following birth date ranges are in effect for the **Spring 2012** season:

Age Group	From	To
U18	08/01/1993	07/31/1997
U14	08/01/1997	07/31/1998
U13	08/01/1998	07/31/1999
U12	08/01/1999	07/31/2000
U11	08/01/2000	07/31/2001
U10	08/01/2001	07/31/2002
U9	08/01/2002	07/31/2003
U8	08/01/2003	11/01/2004

- c. The following birth date ranges are in effect for the **Fall 2012** season:

Age Group	From	To
U18	08/01/1994	07/31/1998
U14	08/01/1998	07/31/1999
U13	08/01/1999	07/31/2000
U12	08/01/2000	07/31/2001
U11	08/01/2001	07/31/2002
U10	08/01/2002	07/31/2003
U9	08/01/2003	07/31/2004

* Note: Players must be 8 years old before they are allowed to participate in games in the fall season. No exceptions to this rule will be entertained. However, players who turn 8 during the fall season are allowed to practice with their teammates up until they turn 8 and then play in games once they actually are 8.

- d. Public, private, parochial, and/or home-schooled high school (HS) students who play (participate and/or are on the roster) on a fall HS soccer team are not eligible to play on an AAYSA team in the fall season. HS students who play on a fall HS team ARE permitted to participate in the spring AAYSA season. In addition, youths who are no longer in high school but still fit in the U18 age group ARE permitted to play on an AAYSA U18 team so long as they do not participate on a college team.
- e. Players may only be on the roster of one team playing within the AAYSA during a season. Players ARE permitted to be on the roster of an AAYSA team and a “travel” (WAGS, BBSL, NCSL, etc.) in the same season. (Please note section 4.c. for more information, including the appropriate division placement of teams with carded players.)

3. LEVELS OF PLAY

Divisions will be established, by skill level, to accommodate all teams participating.

- a. **DIVISION 1** is highly competitive, composed of experienced and skilled players. Teams are usually selected by tryout or skill comparisons by the sponsoring Community organization. Coaches are required to play each player on the team at least 25% of the total game time.
- b. **DIVISION 2** is not as competitive as Division 1, yet participants are skilled and experienced. Coaches are required to play each player on the team at least 50% of the total game time.
- c. **DIVISION 3+** is primarily designed for recreational players and should be less competitive in nature. Most teams are fielded by random assignment of players rather than by a grading process. In the event that an organization fields more than one team per age/sex group in these levels, it is recommended that the organization attempt to level the teams by skill and avoid placement of two teams in the same division. Coaches are required to play each player on the team at least 50% of the total game time.
- d. **DIVISION A** is the “select” division, and is intended primarily for BBSL, NCSL, and WAGS teams who are interested in participating in the AAYSA season. Teams that won Division 1 in the prior season are also encouraged to participate in this division, as are any other AAYSA teams interested in “testing the travel league waters” prior to moving to a select league. This division will

be formed only if at least 4 travel teams in an age group sign up to participate. This division will play their games on magnet fields and on coordinated days/times to minimize conflicts with their travel league schedules. Coaches are required to play each player on the team at least 25% of the total game time.

To address parent concerns about the costs of traveling to games at distant fields, AAYSA may also implement Regional Divisions in addition to “skills-based” divisions outlined above. The decision on whether this will be done in a given season will be made by the league board prior to the team division placement process and then approved by the organization commissioners. The only age groups that will be eligible for this organization will be those with enough teams registered to field at least two (2) skills-based divisions and three (3) regional divisions. The individual organizations grouped into these 3 divisions (North, Central, and South) will be determined via the same process as above.

4. **PLACEMENT OF TEAMS**

- a. Placement is primarily based on the standings from the previous spring and/or fall season, which are carried forward from the previous season during the team registration process. In Division 1, the two highest placing teams are advised (though not required) to move up to Division A and the lowest placing teams are typically moved down to Division 2. The two highest Division 2 teams are typically moved up to Division 1. All other divisions will be handled in the same manner. Requests for exceptions to this policy must be justified in writing at the time of team registration.

Note: The yearly addition or loss of teams in an age group can affect placement in such a way as to make it unreasonable and contradictory to the intent of the rule to place certain teams according to the above procedures. In addition, roster changes of the teams in an age group can also affect its division placement. A change in the coaching staff of a team (with no change to its roster) does NOT constitute a new team, but a 50% or more change in the roster of a team (player additions and deletions) does. The league board and commissioners will make reasonable team placements where the former league and team structure has changed.

- b. To assure as fair and even a schedule as possible, all divisions will be created with 6 teams in them except for the lowest division in each age group (which will have at least 6 but no more than 13 teams in it.) However, the league board and commissioners can make exceptions to this 6-team division rule as needed and appropriate based on the teams registered. In these cases, the commissioners must also agree that in doing so they may end up with unbalanced game schedules.
- c. **Carded Players** (Team players from “select” teams): If a team is playing with player(s) that also play on select teams (for example, WAGS, BBSL, or NCSL) in the same season, the following division placement rules are in effect:
 1. For all 7v7 and 9v9 age groups (U9 thru U12 and GU18), 1 carded player would force the team into division 1 or 2 depending upon the previous spring and/or fall season record. 2 or more carded players would force the team into Division 1 and more than 50% carded players would force the team into Division A. Registration fees would be refunded if no Division A can be formed unless there is another solution that the board/clubs finds appropriate.
 2. For all 11v11 age groups (U13 and U14 and BU18), 1 or 2 carded players would force the team into division 1 or 2 depending upon the previous spring and/or fall season record. 3 or more carded players would force the team into Division 1 and more than 50% carded players would

force the team into Division A. Registration fees would be refunded if no Division A can be formed unless there is another solution that the board/clubs finds appropriate.

Note: No special exemptions or allowances will be made to these rules based on the position played by the carded player (i.e. goal keeper), whether the carded player is “playing up” or in his/her correct age group, or whether the carded player is a girl playing on a boy’s team. However, the league board has the authority to make other exceptions to the rules above (and interpret these rules) depending on the individual circumstances.

5. **PLAYER DOCUMENTATION**

- a. All players must be properly rostered before participating in any game. Each coach must have a copy of the official team roster available for inspection by the other coach. If a valid roster is not produced when requested, the team and/or coach may be subject to disciplinary action. A player who is not on the official roster may not play in a league game. A coach, who permits a non-rostered individual to participate in a game, will forfeit that game and may be subject to further disciplinary action.
- b. Roster changes or additions will be allowed for the purpose of balancing team strengths, realigning team imbalances, and for other good and valid reasons. An updated team roster and signed contracts for the affected players must be submitted to the county no later than 5:00pm on the Wednesday prior to the fourth weekend of the season.
- c. A roster may be challenged on the field, but the continuation of the game is not dependent on the removal of an ineligible player. If the coach of the team being challenged is unable to produce a roster or if the players on the field do not match those on the roster, the challenging coach should inform his/her organization commissioner. He/she will then inform the league board and Anne Arundel County Sports Supervisor who will then determine if any sanctions are warranted. (These sanctions could include forfeiture of already-played games and/or suspension of the coach.) Referees are not involved in player eligibility (including allowing unrostered players to participate) unless the player in question has been disqualified and the official is aware of such disqualification. In such a case, the referee will ask the player, (or disqualified coach), to leave before continuing play.

Roster maximums consist of the following number of players:

- a. twelve (12) players for 7 vs. 7
- b. fifteen (15) players for 9 vs. 9
- c. eighteen (18) players for 11 vs. 11.

Any number players over these amounts will require a written waiver prior to the first game of the season. Over-sized roster waiver request should be submitted to the Anne Arundel County Sports Supervisor by that organization’s Commissioner or President.

6. **REGISTRATION AND FEES:**

- a. Fees must be paid at the time of the team placement meeting or the team will be dropped.
- b. Teams that are dropped after the placement meeting are subject to a fine of \$300 per team in addition to the forfeiture of all team registration fees.

- c. Teams may be added after the placement meeting only in exceptional circumstances as approved by the league board.

7. **STANDINGS AND CHAMPIONSHIPS**

- a. Each regular season game is worth three (3) points, awarded to the winning team or one (1) point per team in case of a tie. The number of points earned, except when an unequal number of games have been played will determine divisional standings and placements. In that case, percentage of points earned out of the total possible points, which could have been earned will determine final placement. Total of points shall determine standings, not head to head or number of wins.
- b. In the event of a tie between two or more teams (as determined by points or percentage above) the teams will be declared co-champions.
- c. Within each Age Group and Division, the first place team will receive 1 Team trophy. In the fall season, each player on the submitted roster will also receive an individual trophy. In case of ties (see above), trophies will be awarded to both teams. Trophies are not awarded in the spring season.

8. **GAMES**

- a. The HOME TEAM (the team identified as “T1” and in the first column in the game schedules) is responsible for providing the game ball and is required to wear pinnies in cases where the opposing team uniform colors and their team colors match. Teams can wear tie-dyed jerseys. If the referee decides that the uniform colors, underlying garments or number heights worn by a team are illegal, but not a safety issue and the team cannot correct the infraction, the game shall be played. The referee will notify his organization of the infraction. That organization will notify AAYSA.

The home team is also entitled to choose the side of the field their team and supporters sit on. If both teams and their supporters want to sit on the same side, the home team has the option of requesting the referee[s] to order the visiting team and its supporters to move to the other side of the field.. Also see AAYSA Rule 10.a.

- b. Both the home and away team coaches are responsible for reporting the game score and referee count to their commissioner for entry into the league database by midnight on the Tuesday following the game date (or approximately 96 hours of the scheduled game time.)
- c. If an error in the recorded game results and/or referee count is identified, it must be brought to the attention of the league board. The change will only be made after verifying the correction with both coaches and with the official(s) at the game. No corrections to game results will be made after the Friday following the last game of the season.
- d. The final outcome of a game can not be challenged or protested based upon whether scores should have been allowed, penalties should or should not have been awarded, or for similar reasons. However, the league board will review challenges based on rules interpretation issues, except when volunteers are officiating in place of the contracted referees who did not show (see AAYSA Rule 9a). Any challenge should be submitted in writing by the coach to his/her organization’s commissioner for distribution to the league board within 72 hours of the game time.

- e. The organization that is directly responsible for the field must ensure that the field is marked with an approved athletic field marking material, that corner markers are placed, that nets are installed, that the goals are properly anchored, and that the field is properly mowed and ready for safe play.
- f. If the game officials deem the field unsafe for play, the game will be canceled; alternate arrangements may be made at the discretion of the two coaches and the league board. Unless the entire schedule is canceled, the game officials have full powers to play or cancel games. If a field has been closed due to weather, teams MAY NOT play the game without the designated officials. The league board at their discretion will only conduct game rescheduling; teams are prohibited from rescheduling games themselves.
- g. A head or assistant coach who is at least 18 years old must be present at each league game. The coaches from both teams (heads or assistants) should meet with the referee(s) prior to the start of the game to verify length and number of periods, ball size, as well as age group and local ground rules. The coaches will be reminded of their responsibility to control their players, all coaches, and spectators before, during, and after the game.
- h. All players will be inspected by game officials prior to the start of play for adherence to the following safety and uniform rules.
 - a. No jewelry (including watches, neck chains, bracelets, and earrings) may be worn. Hair scrunchies on wrist are not allowed.
 - b. All team members, except the goalkeeper, must wear shirts, shorts, and socks, which are uniform and distinct from the opponents' uniforms (see AAYSA Rule 8.a if both teams have uniforms that are too similar in color).
 - c. The goalkeeper must wear a shirt that is distinct from both the opponents' and his/her own team's uniforms. However, the shirt does not need a number.
 - d. Both socks must be the same color, and single-color tie-dye is allowed.
 - e. A soft cap may be worn during cold weather.
 - f. Players wearing braces or other oral appliances are highly urged to wear protective, commercially available mouthpieces specifically designed for such purposes to cover those appliances.
 - g. Players wearing glasses are highly urged to have their glasses secured to the head in an appropriate manner using soft material.
 - h. Only soft hair control devices are allowed
 - i. Face paint and sprayed on hair color is allowed so long as it is not considered offensive or objectionable by the officials.
 - j. Players may participate in games wearing a cast, but it must be sufficiently protected (with bubble-wrap or foam or other padding at least ½ inch thick) so as to not injure another player. The player must also have an original doctor's note (to be shown to the officials before the start of the game) that indicates, "Athletic participation in soccer is allowed
 - k. Shoes must be worn by all players. No metal cleats are allowed and front cleats (for example, baseball shoes) or anything the referee considers dangerous will not be allowed.
 - l. All players are required to wear age and size appropriate shin guards that have not been modified from the original manufactured state and are worn in the manner the manufacturer intended. The shin guard needs to be worn no more that 2 inches above the ankle. The NFHS Rule 4 Player Equipment, Section 1 Required Equipment, Article 1 (that requires that beginning in 2008 fall season shin guards must meet the National Operating Committee on Standards for Athletic Equipment (NOCSAE) specifications) does not apply to AAYSA.

A referee has the duty to exclude a player from participation until he or she conforms to the safety standards. Any player, who missed the pre-game inspection or was not in compliance with the safety standards during the pre-game inspection, must report to the referee before entering the game.

If a referee notices a safety standard infraction once the game starts, the violator will be instructed to leave the field of play when the ball next ceases to be in play unless there is a dangerous situation. No caution (Yellow Card) will be given to the player or to the coach. The removed player can be replaced. The removed player may return during a dead ball situation after reporting to the referee and demonstrating compliance. . Also see AAYSA Rule 11.f.

i. A player must be removed from the field if he/she is bleeding. Any wound must be adequately bandaged in order to prevent further exposure of blood before the player may return to a game. Any clothing or equipment contaminated with blood must be replaced. Players who exhibit signs of concussion (e.g. Confusion, headache or dizziness) are required to sit-out for the remainder of the game. The Coach must receive medical clearance in writing before allowing the player to return for another game.

j. If a team is unable to make their game (for any reason) and must forfeit the game, the coach is required to contact the opposing team's coach to inform him/her of the forfeit. The coach of the forfeiting team must also inform his/her organization's commissioner or AAYSA representative of the forfeiture. That person then should contact the AAYSA president who will notify the County sports supervisor.

The forfeiting coach is also responsible for the ref fees for both teams, and must pay the referee(s) at the originally scheduled date, time, and field, unless the forfeit notice is received soon enough to avoid the scheduling of a ref for the first or last game slot at a field. If the coach or team rep does not show to pay the referees, that coach's organization will be billed the ref fees by AAYSA and must pay a penalty of \$100 to the AAYSA.

In the fall and spring, if a team is a total no-show and did not notify the opposing coach or the AAYSA president was not notified by the forfeiting team's organization, AAYSA will bill the organization a \$100 forfeit fee. If notified in advance of a forfeit, the team not forfeiting does not need to show at the game.

- k. Any team, which forfeits two games without notifying the league president and sports supervisor (via their organization's commissioner) of any extenuating circumstances within 24 hours of the scheduled game date/time, will be dropped from the league for the remainder of the season. The team will be subject to the \$300 late-drop fine and the registration fee will not be refunded. The team will also be responsible for any and all referee or scheduling fees as appropriate. The results of all games played by the dropped team will be nullified, and standings of that division will reflect byes for games that were originally scheduled for the dropped team.
- l. A game shall be forfeited whenever one team fields fewer than seven (7) players for 11 vs. 11, six (6) players for 9 vs. 9, or fewer than five (5) for 7 vs. 7. Teams are prohibited from fielding "guest players" (players not on the coach's copy of the roster submitted to the County) in order to have enough players to play the game. The forfeiting coach is also responsible for the ref fees for both teams, and must pay the referee(s) at the originally scheduled date, time, and field. The game will be recorded as a 1-0 decision. In the event that a game is terminated by the officials as the results of actions of either team, the League may declare a forfeit loss to one or both teams, regardless of whether the first half has been

completed.

- m. Lightning/Thunder Policy – To ensure player and spectator safety, all activities must come to a stop and the playing field cleared at the first sound of thunder or sign of lightning. Play may resume after a 30 minutes delay after the last sound of thunder or sign of lightning. During the stoppage of play, the game clock continues to run, and the playing time is not made up when play resumes.
- n. Since the fall season is only 9 weeks long but includes 10 games in the season, each team will play a second game on either the 2nd or 3rd weekend of the season (a “double-header”). (Double-headers may be scheduled for the spring season depending upon the schedule.) In addition, for fall season age groups that have an odd number of teams in their lowest division, additional games will be scheduled on a weekend of the season to give them at least 10 games. The spring season will end before Memorial Day.
- o. No electronic or mechanical noise-makers (including whistles, horns, cow bells, air horns, etc.) are permitted at any game.
- p. Though AAYSA does not formally recognize any “slaughter” rules or policies, coaches should take reasonable steps to keep game scores in check in cases where teams are obviously mismatched. This is to preserve the role and standing of AAYSA as a recreational league and program in Anne Arundel County. These reasonable steps include (but are not limited to) flipping the team’s offense and defense, instituting a minimum number of passes before shooting, and shooting with the players “weak foot” only.

9. **OFFICIALS**

- a. IF REFEREES DO NOT ARRIVE by game time, the coaches (heads or assistants) are encouraged to use volunteer officials but they are not required to do so. This, in itself, is not ground for protesting a game. However, the coaches must notify their respective commissioners that the appropriate number of referees did not show up. If volunteer officials are used, the following rights and responsibilities should be followed:
 - 1. The head coach should not volunteer unless he/she has a qualified assistant coach to run the team. The volunteer officials should follow the same code of conduct as would be expected from a “regular” referee. This includes refraining from coaching or cheering on their players while acting as the referee.
 - 2. Likewise, these volunteer officials have the same responsibility to officiate the game to the best of their ability, following the rules outlined herein. However, since they would not have the equipment a normal referee would have, they are unable to issue yellow or red cards. Therefore, if the volunteer referees feel at any time during the game that the play is moving outside of their control, they have the right to end the game.

If game officials arrive after play has commenced, the game will be turned over to them at a stoppage of play. Elapsed time will NOT be repeated or replayed. The game will be continued or resumed from the point at which play was stopped.

- b. All season games will be played as scheduled, unless postponed for such reasons as adverse weather, darkness, or unplayable fields. Conflicts with a religious holiday or with school or scout-sponsored events that result in enough players missing to not allow the team to field a legal team are possible

grounds for postponements or rescheduling of games. Affected teams must notify the sports supervisor and league board of their particular situation as soon as it is known, but no later than 2 weeks prior to the scheduled game date. The League Director will evaluate requests for rescheduled games for reasons other than religious, school, or scouting events on a case-by-case basis.

- c. The Department of Recreation & Parks or the league board may postpone or cancel the entire schedule for a game day based on inclement weather up to two hours before the first game that day. In the fall season, the first league-wide game cancellation of the season is automatically rescheduled on the same field for the weekend after the end of the regularly scheduled season (the make-up weekend). These make-up games are considered mandatory and are treated like any other game, so organizations must be aware of this contingency and be prepared to account for it. There is only one makeup weekend in the fall season, and no games are made up in the spring season.
- d. If an alternate field must be used, it is up to the organization that maintains the field to notify both teams of the change, and to adequately prepare the field for play in accordance with the league and Recreation & Parks department rules.
- e. If the entire schedule is NOT postponed by Recreation & Parks, the referees have authority, based on their judgment, to cancel any games based on the playability of the field. Teams are not to play games on canceled fields in the absence of the officially scheduled referees. Whether individually cancelled games will or will not be made up will be determined by the League Director based on field and referee availability and other factors.

10. **RULES OF PLAY**

- a. **FIELD OF PLAY:** Reasonable variations in field dimensions are permitted; recommended field dimensions are shown in the table on the following page and in Attachment A.

Unless it is impractical to do so, each team and their supporters shall be located on **OPPOSITE** sides of the field; the referees are responsible for enforcing this policy. (See AAYSA Rule 8.a) The home team has the choice of side. Team members and coaches are restricted to the coach's box. Parents and spectators are not allowed in this box. No spectators may be positioned behind either end line, or from the end line to the top of the penalty box. All spectators and players must stay **THREE YARDS** from the touchline and may not interfere with any replay or re-start.

The coaches are expected to help in the enforcement of this margin.

The organization supplying the field will be required to designate by paint the coach's box, which extends **10 YARDS** each side of the half and **THREE YARDS** from the touchline.

- b. **THE BALL:** The **HOME TEAM** must provide one suitable game ball of the appropriate size. These sizes are shown in the table on the following page.
- c. **GAME OFFICIALS:** The number of referees scheduled for each age group is shown in the table below. For U11 thru U14 and U18B, if only one referee shows for a game, the game will be played and volunteer line judges may be used. The referee will assign other duties, as he/she deems necessary. The referee will declare the game a forfeit if a team does not appear for a scheduled game within 15 minutes after the official start time. Time will be subtracted from game time.

- d. **DELAYS:** If a game official determines that a coach, parent or spectator unreasonably prolongs a discussion with the referees, or refuses to leave the field when requested by the official, the game may then be suspended/terminated. A referee may terminate the game in the event of a grave disorder. However, the game will not be ruled a forfeit until the referee’s written report is reviewed by the sports supervisor.
- e. **DURATION OF THE GAME:** The referee will keep the official game clock. Duration of games and lengths of periods are shown in the table below. Games are considered complete if half the game has been completed. The clock will be stopped for on-field medical treatment, or when otherwise ordered by a referee. No coach may call time out to “coach” the team.

	AGE	PERIODS	PERIOD LENGTH	FIELD SIZE	BALL SIZE	# REFS.	
7 vs. 7	U8	Two (2) halves	25 minutes	60 x 40 yds.	4	1	
	U9						
	U10						
9 vs. 9	U11		80 x 50 yds.	30 minutes	110 x 60 yds.	5	2
	U12						
11 vs.11	U13		25 minutes	80 x 50 yds.			2
	U14						
	Boys U18						
7 vs. 7	Girls U18					2	

- f. **GIRLS U18:** The goalkeeper may not punt the ball past midfield. In the event the goalie punts the ball past the midfield line, the opposing team receives an indirect free kick at the point the ball passed the midfield line. A ball drop-kicked by the goalkeeper is not considered to be a punt even if it crosses the midfield line in the air. Off sides will be called beginning Spring 2010 and hence the rationale for two referees.
- g. **SLIDE TACKLES:** To ensure safe play, slide tackles are prohibited for all 7v7 and 9v9 age groups, but are allowed for all 11v11 age groups and GU18. Slide tackles performed by 7v7 or 9v9 age groups will be treated as a foul and may result in a direct kick or (if judged to be egregious enough) a yellow or red card.
- h. **SUBSTITUTIONS:** Will be allowed as follows
- (1) No limit on the number of substitutions or substitute.
 - (2) A player who has been substituted for may return to the game.
 - (3) Substitutions can be made only at the following times:
 - (a) Prior to a throw-in in your favor;
 - (b) Prior to a throw-in for your opponent, **only if your opponent is making a substitution at that time;**
 - (c) Prior to a goal kick by either team;
 - (d) After a goal; or
 - (e) At half time.
 - (4) Substitutions **MUST** be made:
 - (a) After an injury, by either team, when the referee stops play, unless it is the goalkeeper.
 - (b) Following a yellow card. The opposing team may also substitute.

11. FOULS AND MISCONDUCT:

- a. Coaches are responsible for maintaining reasonable and proper control over the behavior and actions of his/her team and their spectators (including parents, relatives, friends, etc.). Coaches may be cautioned or disqualified at the referees discretion if a member of his/her team or team's spectators becomes disruptive, abusive, derogatory or makes threatening comments to the referee, members of the opposing team, their team staff, or their spectators, BEFORE, DURING AND/OR AFTER THE GAME if the coach is aware of and fails to assist in helping to control the situation. Individual spectators may also be ordered by the referee to leave the area in the event of disruptive behavior.
- b. COACH YELLOW/RED CARDS - No "soft yellow" cards will be given to any coach. If a coach receives a yellow card, the next card will be a HARD Red card. The coach is removed from that game and suspended for the next two (2) games. If the infraction occurs at the end of one season, the coach would serve the suspension at the start of the next season. Likewise, if the person coaches 2 or more teams, the suspension is served at the coach's next 2 games. The coach will not participate in any game. The coach must completely leave the park/school, and may not be on the sidelines, the parking lot, or have any communications with the team during the game. If caught at the field by either the officials or the opposing team coaches, the sports supervisor or league board may impose additional disciplinary action as appropriate.
Receipt of a DIRECT Red card is an automatic TWO game suspension from the next two games his/her team plays, and further penalties may be imposed.

Receipt of a second red card to a coach within a single season will be ground for a one-year suspension.

- c. PLAYER RED CARDS – If a player received a red card, he/she is suspended for the remainder of the game and for the next game. He/she may not be on the sidelines during the suspended game or have any communication with the team.
- d. PLAYER YELLOW CARDS – If a player receives a Yellow Card, the player must leave the field until the next legal substitution opportunity. The coach may elect to play short-handed or send in a substitute. Players who have violated the AAYSA safety rules must leave the game until the infraction is corrected, but neither the coach nor the player will receive a Yellow Card. See AAYSA Rule 8h, after the list of safety rules.

Appendix A – Field Dimensions and Specifications

The following are the main field dimensions and other specifications for the 3 field sizes utilized by the Anne Arundel Youth Soccer Association (AAYSA) for our Spring and Fall 2012 seasons. While some flexibility in these field dimensions is allowed organizations should make every attempt to follow these as closely as is possible.

Dimension of Fields	7v7 (U8 – U10)	9v9 (U11, U12, GU18;	11v11 (U13, U14, BU18)
Length	180'	240'	360'
Width	120'	150'	210'
Goal Area / Box	36' W x 12' D	54' W x 18' D	60' W x 18' D
Penalty Area / Box	72' W x 36' D	96' W x 45' D	132' W x 54' D
Penalty Spot	30' from goal line	30' from goal line	36' from goal line
Penalty Arc	30' from Spot	30' from Spot	30' from Spot
Center Circle (radius)	24'	30'	
Corner Arc (radius)	3'		
Coaching Area	60' (30' on either side of midfield line)		
Goal Size			
Goal Size	6' H x 18' W	6' H x 18' W (GU18: 8' H x 24' W)	8' H x 24' W

**** For spring U8/9 and Fall U9 goal kicks will be taken from the penalty box line as opposed to the goal box.**