

Hub City Soccer League

Official Bylaws

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1. Roster Size

- The roster for **U7, U8, U9, AND U10 (7v7)** will be **13 players**.
- **U9 – U12 (9v9)** will be **16 players**.
- **U12 and above (11v11)** will be **18 players**.

Email Director for any specific accommodations/requests around roster limits.

- **Guest Players:**
 - 3 Guest Players are allowed written on official roster on top of max roster limit.
 - These players are **not eligible for playoffs/finals**.
 - Clearly mark **GUEST**.
 - Guest players are solely for completing a full team to avoid forfeit.

Please talk with league director in the event of long-term player injury replacement.

2. Division Standings

Division standings will be determined by the following point system, and in the event of a tie, bracket winner and runner-ups will be determined as follows:

- 3 points for a win
- 3 points for forfeit win
- 1 point for a tie
- 0 points for a loss

If tied, standings will be determined:

- Goal differential
- Final Game
- PK shootout

- In no particular order, case to case.

3. Game Lengths

- **5v5:** Four 8-minute quarters (2 minute breaks).
- **7V7 U7 Developing Division:** Four 9-minute quarters (2 minute breaks, 5 minute half-time).
- **7V7:** Two 25-minute halves (5 minute half-time).
- **9V9:** Two 30-minute halves (5 minute half-time).
- **11V11 (U13, U14, U15):** Two 35-minute halves (10 minute half-time).
- **11V11 (U15–U18):** Two 40-minute halves (10 minute half-time).

4. Championship Tiebreakers

In the event of a tie in a championship game:

- 5 PK Shootout.
- Sudden death will follow after the initial five and cycle through the remaining roster line up with eligible players.

5. Zero Tolerance for Violence

Players

- FIGHTING or MAJOR PHYSICAL ASSAULT will not be tolerated for any reason.
- Players sent off for fighting (striking or attempting to strike another coach, team official, player or spectator) will receive a minimum **3 game suspension** and are subject to a longer suspension based on severity of aggression and pending league official's decisions, even full league ban.
- Referees will do their best to identify players that are involved in violent conduct and only those players will be punished.
- If violent conduct turns into a larger altercation the whole team will be subject to disciplinary actions.
- If, in the opinion of the Center Referee, a match must be terminated due to violent conduct, the offending team forfeits that match.
- If no offender can be clearly identified the game will be called a NO CONTEST and no winner will be named regardless of match type or score (INCLUDING PLAYOFFS AND FINALS).
- These instances may lead to point reductions.

Fights or Uncontrolled Violent Situations

- **Field Invasion:**
 - Any field invasion by a spectator to incite or participate in a violent act will result in the offending team forfeiting the match regardless of the score or match type.
 - A spectator must refrain from entering the field and let match officials and coaches handle in-game situations.
 - Team will be subject to suspension from the event with no refund in the event of any pitch invasion.

Zero Violence Against Match Officials

- Any violence whatsoever by a player, coach, or spectator against a match official will result in the immediate ejection of the team involved from the event.
- No refunds will be issued.
- Coaches must talk to their players on the severity of violence.

6. Behavior Towards HCSL Staff

- HCSL staff is here to provide a service to you and your team. This service is a privilege and not a right.
- Any person that verbally assaults, harasses, or threatens an HCSL staff member will be subject to suspensions for not only themselves but also their player and their team.

“WE RESERVE THE RIGHT TO REFUSE SERVICE TO ANYONE.”

7. Coach Behavior and Consequences

Coaches will be held to the highest standard and we expect every single coach to behave in a manner that aligns with the values of this league.

- Coaches will be respectful, supportive, and will do their best to promote good sportsmanship and fair play, so that in return they may instill in their players the same values.

If a coach is being disrespectful, rowdy, or showing poor sportsmanship:

- Coach will be given a **verbal warning** and will be shown a **yellow card (caution)**.
- If behavior continues, coach will be shown a **red card** and asked to leave the fields.
- If coach does not leave, the game will be **forfeited by the offending team** regardless of the score or match type.
- If there is no other coach present or parent, the game will be forfeited by the offending team regardless of the score or match type.

Law enforcement will be on site. Any unsportsmanlike behavior will result in immediate removal, this includes spectator behavior.

8. Discipline & Penalties

- **Card System:**
 - HCSL uses a cumulative card tracking system.
 - All red cards will be reviewed on a case-by-case basis.
- **Appeals:**
 - May be submitted in writing for formal review.
- **Red Card Consequences:**
 - RED CARD for Coaches/Managers/Players = 2-game suspension.
 - Suspension starts midnight of the issued date.
 - If you coach multiple teams, you cannot continue coaching that same day.

- If player has remaining games in the same day, you cannot continue playing that same day.

- **Incident Reporting:**

- All red cards or ejections must be reported to:
 - **Ivan Navarro, Founder**
 - 806-893-5479
 - HubCitySoccerLeague@yahoo.com

9. Parent Behavior and Consequences

Parents and Spectators are expected to behave in a manner that aligns with the values of this league. Parents and Spectators will be respectful, supportive, and will do their best to promote good sportsmanship and fair play.

- Coaches are responsible for their own team's fan base and their actions can directly affect your team during the game.

If a parent or group of parents are being disrespectful, rowdy, or showing poor sportsmanship the following will apply:

1. Referee will verbally warn head coach and ask them to control their spectators.
2. If behavior continues, coach will be shown a **yellow card (caution)**.
3. If behavior continues, head coach will be shown a **second yellow card → red card** and will be sent off.
4. Game will continue if coach leaves and spectators improve their behavior.
5. If those two things do not happen, game will be **stopped and forfeited** by the offending team regardless of score or match type.
6. If there is no other coach present or parent to step in, the game will be forfeited.

10. Field & Spectator Guidelines

- **Sideline Policy:**
 - Home and Away teams may be on the same side unless directed otherwise by the referee.
 - Coach can make request to REFEREE.
 - Coaches, substitutes, parents must remain on their designated side.
- **Spectator Restrictions:**
 - No spectators allowed behind goals.
- **Clean-Up:**
 - Teams are responsible for removing trash from their sideline area.
- **No Sunflower Seeds left behind.**

11. Cheating / Protests / Consequences

Cheating

- There will be no tolerance for cheating in this league.
- A team caught cheating will suffer the following consequences:
 - On the first offense, the offending team will be removed from the season.
 - An email will be sent out to all participants notifying them of the team's removal.
 - No refunds will be given.
 - This includes purposely playing a player **not on the roster** and **over-age players**.

Protests

- Player protests must be handled at the site of play and must occur before the game, at half time, or right after the game before signing the game report.
- If a coach has reason to believe a player is not eligible, they may approach the referee and ask for a roster check.

12. Forfeits

- Teams will receive a **5-minute courtesy period** if they are not present or do not have enough players to start a match.
- The 5-minute courtesy period starts at the scheduled game time.
- At the end of the 5-minute courtesy period, if the team is not ready to start, the game will be forfeited.
- Referees will declare all forfeits.

Minimum players required to field a team:

- **7v7 = 5 players**
- **9v9 = 6 players**
- **11v11 = 7 players**
- A game that is forfeited will be scored **3–0** and will count towards the 8-game guarantee.

13. Jersey Color Conflict, Player Credentials, and Uniforms

- **Home team** is responsible to change on request of the referee.
- **Roster Validation:** Copies on hand to validate any roster check inquiries must be present and available before each game.

Uniforms

- Every player must have the same uniform or similar.

- If a player does not have the uniform, they must wear a solid-colored jersey or t-shirt that matches the rest of the team.

14. Player Equipment

- **Shin guards** are required for all players (**NO EXCEPTIONS**).
 - **No hard casts are allowed.**
 - **Soft casts** are allowed with the permission of the League Officials or head referee.
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15. No Jewelry Allowed

- This is for the safety of all players.

16. Game Ball

- Each team must provide an approved game ball.
 - The game ball must be presented at game time.
 - There is **no courtesy period** for a team not having a game ball.
 - The opposing team will provide the game ball at the beginning of the match if a team fails to present one.
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17. Awards

- For Division Titles: Custom medals for **1st and 2nd place** for **U8 and above**.
- All **U7 and younger** will receive **participation medals**.

18. Protests and Disputes

- Decisions by field officials (Referee) are **FINAL**.
 - Any further protest or dispute will be handled by the league director, and their decision is **FINAL**.
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19. Female Players in Male Teams/Brackets

- A female player is allowed to play in an all-male team only if she does not exceed the male team's age.
- A female player may not play **down** an age group.

20. Rules and Limitations

- A player may not play on two teams in the same division/age group.
 - They may be listed as a **guest player** (as defined above) only to complete a game to avoid forfeit matches. Guest players are not eligible for playoffs/finals.
 - **Guest Players:**
 - All guest players must have age documents submitted by the listing team.
 - Guest players are to be used on minimal occasions as stated above.
 - A player may only play in their age group as their primary team.
 - **High School Player Exception (U15–U18):**
 - If a player is playing on their attending school-enrolled team and also belongs to a private club, they must discuss arrangements with the league director and both coaches.
- These are young adult athletes entering the college-level portal and should have these discussions with all involved.
- This exception **does not** allow a player to register for two private clubs.

21. Inclement Weather or Unexpected Termination of Play

- Matches will be played in all weather conditions unless the Center Referee or League Director determines the conditions are dangerous and/or life-threatening.

Lightning Policy

- Suspend outdoor activities immediately when thunder or lightning is present.
- Seek proper shelter in personal cars.
- Do not resume play until at least **30 minutes** after the last recorded thunderclap or lightning flash.
- After a second lightning delay, the match will be canceled. The remaining schedule will be reviewed for resuming once the storm is projected to pass.

Match Cancellations

- All matches reaching **halftime** will be marked complete and final scores recorded.
- Cancelled matches **before halftime** will be attempted to be rescheduled.

Contingency Plan

- **Plan A:** Matches will be rescheduled but shorter matches will be played (15–20 min halves).

- **Plan B:** Penalty shootout to determine winner.
- **Plan C:** Match is scored **0–0** and recorded as a tie.

22. Gameplay

- All matches will be played in accordance with **FIFA Laws of the Game**, except for what has been modified in this rules sheet and the **new USSF modifications**.

Team Check-in Prior to Games

- Coaches should always have a physical roster submitted and/or player documents ready on hand for official review before every game.

Substitutions

- Allowed with referee's approval at the following times:
 - Throw-in from possessing team.
 - Any goal kick.
 - Injury.
 - After a goal.
 - At half time.
 - As a substitute for a yellow-carded player.

Mercy Rule

- A **10-goal mercy rule** will allow a game to end if one team is leading by 10 or more goals once halftime has been reached.
- This does not apply prior to halftime.

Offsides

- U7 and up (7v7, 9v9, and 11v11) DO have offsides.
- **U7 Developing 7v7:** Will throw-in without penalty and be coached for offsides without penalty.

23. Rules of the Game – By Format

7v7 Format

- Ball Size: 4
- Each team must provide 1 game ball.
- Game Time: Two 25-minute halves, 5-minute half-time.
- Goalkeeper: Yes

- Headers: Deliberate heading is not allowed.
 - Indirect free kick will be awarded to opposing team at spot of offense.
 - If within goal area → indirect kick awarded outside the goal area.
 - PKs: Yes
 - Slide Tackling: Not allowed.
 - All fouls = indirect free kick at the spot of the foul.
 - If inside goal area → penalty kick awarded.
 - Build Out Line: Yes
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- During goal kicks or when GK has ball in hands, all opposing players must retreat behind build-out line.
 - GK can drop-kick ball but **not punt**.
 - Once ball is in play, opponents may cross build-out line.
 - Offsides:
 - Player cannot be penalized with offside between halfway line and build-out line.
 - Player can be penalized with offside between build-out line and goal line.

9v9 Format

- Ball Size: 4
- Each team must provide 1 game ball.
- Game Time: Two 30-minute halves, 5-minute half-time.
- Headers:
 - U11: Not allowed. (Indirect free kick awarded; if inside goal area → indirect kick outside goal area).
 - U12+: Allowed.
- Slide Tackling: Not allowed.
- PKs: Yes
- Offsides: Yes

11v11 Format

- Ball Size: 5
- Each team must provide 1 game ball.
- Game Time:
 - U13–U15: Two 35-minute halves, 10-minute half-time.
 - U15–U18: Two 40-minute halves, 10-minute half-time.
- Headers: Allowed
- Slide Tackling: Allowed

- PKs: Yes
- Offsides: Yes

24. Score Reporting

- League Director and/or League Officials are responsible for reporting scores and posting them online.
- Referees turn in game cards to field marshals.
- Official scores are kept on score cards at HCSL Headquarters.
- An official team representative is required to sign and approve game cards after each match.

25. Referee Discretion and Concussion Protocol

- Referees determine if a player may return after injury.

Concussion Protocol

- No same-day return for suspected concussions.
- Must receive written clearance from a licensed healthcare provider.
- All concussion cases must be reported to HCSL committee.

26. Contact Information

For More Information:

- Email: HubCitySoccerLeague@yahoo.com
- Phone: 806-893-5479
- Director: Ivan Navarro, League Director