Hub City Soccer League (HCSL) Youth Soccer Bylaws Divisions: U8 through U18 | Recreational and Competitive Formats

These bylaws govern all league divisions and formats across age groups U8 through U18. Certain rules and game structures are specifically tailored to age-appropriate play to ensure safety, fairness, and proper player development. Please refer to the individual section headings for age-specific variations.

Please Note:

Rules are reviewed and updated as the league develops for the benefit of teams and families. We appreciate your patience with the process as we work to grow a league our entire community can enjoy and be proud of.

1. GAME FORMAT & DURATION

Game Length:

- 7v7: Two (2) 25-minute halves, 5-minute halftime
- 9v9: Two (2) 30-minute halves, 5-minute halftime
- 11v11 (U11–U14): Two (2) 35-minute halves, 5-minute halftime
- 11v11 (U15–U18): Two (2) 40-minute halves, 5-minute halftime

Other Game Rules:

- Start Time: Teams must be ready within five (5) minutes of scheduled start. Delays may result in forfeit.
- **Ball Size:** Size 4 (U8–U12), Size 5 (U13 and up)
- **Timeouts:** None allowed, except in extreme heat or medical emergency, per referee discretion
- **Overtime:** Only for championship/trophy matches
- **Punting:** Allowed in all age groups

2. TEAM REQUIREMENTS & ROSTERS

Minimum Players to Start:

- 7v7: 6 players (incl. goalkeeper)
- 9v9: 7 players (incl. goalkeeper)
- 11v11: 8 players (incl. goalkeeper)

Maximum Roster Size:

- 7v7: 13 players
- 9v9: 16 players
- 11v11: 18 players Roster size may be adjusted at the discretion of the HCSL Director.

Player Eligibility & Registration:

- Players may not be registered on multiple teams within the same division
- Players may play up in divisions if birth year qualifies, but not down
- Teams may use up to three (3) guest players per match under these conditions:
 - Must be registered with HCSL
 - Must wear their original team jersey
 - Must be from the same or younger age group
 - Must be announced to the referee before kickoff
 - Cannot join once the match has started
 - Must not replace available rostered players

3. RULES OF PLAY

- Offside: Enforced in all divisions
- Heading: Prohibited U12 and below; allowed U13 and up
- Slide Tackling: Prohibited U12 and below; allowed U13 and up
- Build-Out Line: Enforced U10 and younger
- Ball in Play: Restart required within five (5) seconds
- Fouls Include (not limited to):
 - Holding
 - Handling (except by goalkeeper in box)
 - Dangerous play
 - Slide tackling (where not allowed)

Substitutions: Unlimited, with referee approval:

- On throw-in (team in possession)
- On goal kick (either team)
- After a goal (either team)
- For injuries (either team)

Free & Penalty Kicks:

• All opponents must be 8 yards from the ball

4. EQUIPMENT

- Uniforms: All players must wear matching uniforms. Home team must change if color conflict arises (white pinnies acceptable).
- Shin Guards: Mandatory, worn under socks
- Goalkeeper Jerseys: Must be distinguishable from all other players

5. FIELD & SPECTATOR GUIDELINES

- Sideline Policy:
 - Home and Away teams may be on the same side unless directed otherwise by the referee
 - o 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

6. LEAGUE STANDINGS

- Points System:
 - \circ Win = 3 points
 - \circ Draw = 1 point
 - \circ Loss = 0 points
 - \circ Forfeit = 1-0 result awarded to opponent
- Postponements & Weather:
 - If suspended before second half, match will be replayed
 - o If second half has begun, score stands
 - Rescheduling is subject to City Parks availability

7. CODE OF CONDUCT

- Zero Tolerance Policy:
 - No alcohol, sunflower seeds, or littering
 - No abuse toward referees, players, staff
 - Misconduct may lead to ejection and/or ban
- Ejection Policy:
 - Must leave premises immediately
 - Law enforcement may be involved if necessary
- Incident Reporting:

• All red cards or ejections must be reported to: Ivan Navarro, Founder – (806) 893-5479

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

9. INJURY & SAFETY PROTOCOLS

- **Referee Discretion:** 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 Founder

10. FACILITY RULES (Berl Huffman Turf Complex)

• Cleanliness & Respect:

- Keep sideline areas clean
- Treat all facilities with care and respect

Hub City Soccer League

Built for Players. Priced for Families. Just Soccer.

Website: <u>www.hubcitysoccerleague.com</u> Contact: Ivan Navarro – Founder & Director Phone: 806-893-5479

Hub City Soccer League (HCSL) - Misconduct Guidelines

Reviewed and updated as the league develops for the benefit of teams and families. Please be patient with the process so we can all enjoy this opportunity in our community.

General Misconduct Policy

Hub City Soccer League (HCSL) is committed to creating a safe, respectful, and competitive environment for all players, coaches, referees, and families. The league maintains a record of all cautions and ejections to enforce fair play and accountability.

All disciplinary decisions and reviews will involve the **League Director** and **two unaffiliated coaches** (not involved in the division, team, or incident) within the Hub City Soccer League. Their role is to ensure impartial evaluation and appropriate follow-up.

Appeals of cards issued by referees will not be accepted, except in the rare case where a referee submits a written statement acknowledging an error.

Sanctions are to be enforced within the competition where they are earned. If misconduct occurs during the final match of a season or tournament, additional sanctions may carry over to future HCSL events if deemed appropriate by the League Director and review panel.

CUMULATIVE CARD SYSTEM – League Play

Yellow Cards

- **2 Yellow Cards in a single game**: Immediate ejection from the game and **suspension for the next match**. These do *not* count toward the cumulative yellow card total but are recorded as one red card.
- 3 Yellow Cards in separate games: 1-game suspension
- 5 Yellow Cards: 2-game suspension
- 6 Yellow Cards: 1-game suspension
- **7 Total Cards (combined yellow and red)**: Immediate suspension pending review and hearing

Red Cards

- **1 Red Card** (straight or double yellow): 1-game suspension
- 2 Red Cards (in separate matches): Automatic suspension pending review
- A **yellow card followed by a straight red card** in a single match will count as *both* a yellow and a red toward the individual's total.

CUMULATIVE CARD SYSTEM – Tournament Play

Yellow Cards

- 3 Yellow Cards: 1-game suspension
- **5 Yellow Cards**: 2-game suspension
- **6 Yellow Cards**: 1-game suspension Note: A second yellow in one game (leading to a red) does not count toward the tournament's cumulative yellow total.

Red Cards

- **1 Red Card**: 1-game suspension
- 2 Red Cards: Immediate suspension pending review
- A yellow followed by a straight red in the same game counts toward both tallies.

7 Total Cards (combined yellow and red) in a tournament: Immediate suspension

pending formal review.

Review Process

If a situation arises requiring further disciplinary review (beyond automatic suspensions), a panel will be convened consisting of:

- The League Director
- **Two unaffiliated coaches** not involved with the teams in question

This panel will meet within **7 calendar days** of receiving the referee's report or incident documentation. The individual(s) involved may be invited to provide context or clarification if needed.

Coach & Sideline Behavior

Coaches are expected to demonstrate exemplary conduct and sportsmanship at all times. Disrespectful or aggressive behavior toward referees, players, or spectators will be met with disciplinary action. Persistent or egregious violations may result in removal from the league.

Hub City Soccer League will uphold the integrity of the game and act swiftly in any case involving:

- Physical aggression
- Threatening language or behavior
- Abuse toward officials
- Disruptive conduct impacting the league's values or safety

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