

# Hub City Soccer League (HCSL) Youth Soccer Bylaws

## **Divisions: U6 through U18 | Competitive Formats**

These bylaws govern all league divisions and formats across age groups U6 through U18. Certain rules and game structures are adjusted by age group to support player safety, fairness, and proper player development.

### **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 and Duration**

### **Game Length**

5v5: Two 20-minute halves, 5-minute halftime

7v7: Two 25-minute halves, 5-minute halftime

9v9: Two 30-minute halves, 5-minute halftime

11v11 (U11–U14): Two 35-minute halves, 5-minute halftime

11v11 (U15–U18): Two 40-minute halves, 5-minute halftime

### **Start Time**

Teams must be ready to play within five (5) minutes of the scheduled start time. Delays may result in a forfeit.

### **Ball Size**

Size 3: U6 and U7

Size 4: U8 through U12

Size 5: U13 and older

### **Timeouts**

No timeouts are allowed except in cases of extreme heat or medical emergency, at the referee's discretion.

### **Water Breaks**

Water breaks may occur in the first half, second half, or both. Official game time will not stop. Coaches will be notified before kickoff if water breaks will be used.

### **Overtime**

Overtime is only allowed in championship or trophy matches.

### **Finals**

Game resulting in a tie, 5 penalty kicks for the finals "Sudden Death" is implemented, giving additional rounds of one kick each until one team scores and the other misses.

Only after every player on roster, including the goalie, has been given a chance to take a penalty, will a player be allowed to take an additional penalty kick. EJECTED PLAYERS ARE NOT ELIGIBLE.

### **Goalkeeper Distribution**

Punting is allowed in 7v7 and older age groups.

In 5v5, all goal kicks must be played on the ground.

## **2. Team Requirements and Rosters**

### **Minimum Players to Start**

5v5: 4 players, including goalkeeper

7v7: 6 players, including goalkeeper

9v9: 7 players, including goalkeeper

11v11: 8 players, including goalkeeper

### **Maximum Roster Size**

5v5: 10 players

7v7: 13 players

9v9: 16 players

11v11: 22 players

Roster size may be adjusted at the discretion of the HCSL Director.

## **Player Eligibility and Registration**

All players must be properly registered with Hub City Soccer League for the current season. No unregistered player may participate.

## **Player Pass Policy**

Players registered with Hub City Soccer League may be allowed to play as a Player Pass player for another team only if all of the following conditions are met:

The player must be properly registered with Hub City Soccer League for the current league season.

The player must also be registered with the club or association for the team to which they are being added as a Player Pass player.

A player may only Player Pass to an older age group and may not Player Pass to another team within the same registered age group unless otherwise allowed under division rules.

## **Examples**

A player whose primary team is registered in the U9 age group may Player Pass to a U10 team or any older age group team.

A player whose primary team is registered in the U9 age group may not Player Pass to another U9 team.

A player whose primary team is registered in the U9 Silver Division may Player Pass to a U9 Gold Division team.

A player may not Player Pass between two Gold brackets within the same age group, such as Gold Bracket A and Gold Bracket B.

No Player Pass players will be allowed in Finals or in any scheduled tie-breaking match.

## **Player Pass Limits**

Player Pass is eligible for three (3) regular season game requests and allows a maximum of three (3) players per registered team in a match.

## **Player Pass Procedures**

Submit Player Pass forms by email to: [hubcitysoccerleague@yahoo.com](mailto:hubcitysoccerleague@yahoo.com)

## **Additional Player Pass Rules**

Players may not be registered on multiple teams within the same division.

Players may register in multiple divisions only as permitted under the age group and tier provisions of these bylaws. Hub City Soccer League shall make no schedule adjustments to accommodate player conflicts.

Teams may use up to three (3) Player Pass players per match under the following conditions:

Must be registered with HCSL.

Must be from the same club, subject to the Player Pass Policy.

All players must have a number on their jersey, and no two players may have the same number.

Must be announced to the referee before kickoff, and documentation must be emailed prior to the match.

Cannot join once the match has started.

A sideline bench may not shift from one player to an entirely different group of players without the referee's knowledge and proper player check-in.

### **3. Rules of Play**

#### **Offside**

Offside is enforced in all divisions.

#### **Heading**

Heading is prohibited in 9v9 and younger.

Deliberate heading is not allowed. An indirect free kick will be awarded to the opposing team at the spot of the offense, unless the foul occurs within the goal area, in which case the indirect free kick will be awarded outside the goal area.

#### **Slide Tackling**

Slide tackling is prohibited in 9v9 and below. It is allowed in 11v11.

Slide Tackling (9v9 and below). NO slide tackling will be allowed. A Player will be allowed to slide as an attempt to score or keep a ball in play but may not slide tackle or challenge an opposing player who holds possession or advantage of the ball.

#### **Build-Out Line**

The build-out line is enforced in 5v5 and 7v7.

**Ball in Play**

Restarts must be taken within five (5) seconds.

**Fouls Include, But Are Not Limited To**

Holding

Handling, except by the goalkeeper inside the penalty box

Dangerous play

Slide tackling where not allowed

**Substitutions**

Unlimited substitutions are allowed with referee approval:

On throw-ins for the team in possession

On goal kicks for either team

After a goal for either team

For injuries for either team

**Free Kicks and Penalty Kicks**

All opponents must be eight (8) yards from the ball.

**U6 5v5 & U7 7v7 Special Rules**

Offside will be enforced with constructive referee help.

Throw-ins will be used with constructive referee help.

**U6 5v5** -All goal kicks must be played on the ground. No drop kick or punt is allowed.

## 4. Equipment

**Uniforms**

All players must wear matching uniforms.

**Shin Guards**

Shin guards are mandatory and must be worn under the socks.

**Goalkeeper Jerseys**

Goalkeepers must wear a jersey that is clearly distinguishable from all other players.

**Home and Away Team Jersey Rule**

The team listed second on the right side of the schedule shall be designated as the Home Team and shall wear white or light-colored jerseys.

The opposing team shall be designated as the Away Team and shall wear dark-colored jerseys.

Away teams are prohibited from wearing white or light-colored jerseys.

If both teams arrive wearing white or light-colored jerseys, the Away Team shall be responsible for correcting the jersey color conflict before play begins.

All teams are strongly encouraged to have pinnies available or both jersey sets on hand in the event of doubleheaders where they are scheduled as both Home and Away on the same day.

### **Jewelry**

No jewelry is allowed.

## **5. Field and Spectator Guidelines**

### **Sideline Policy**

Home and Away teams may be on the same side unless directed otherwise by the referee. Coaches, substitutes, and parents must remain on their designated side.

### **Spectator Restrictions**

No spectators are allowed behind the goals.

### **Clean-Up**

Teams are responsible for removing all trash from their sideline area.

## **6. League Standings**

### **Points System**

Win = 3 points

Draw = 1 point

Loss = 0 points

Forfeit = 3–0 result awarded to opponent

A maximum goal differential of 3–0 will be awarded in favor of the affected opponent.

A team forfeiting at any point during the season will issue wins to all remaining teams scheduled against them, along with a 3–0 goal differential awarded to those opponents.

HCSL will utilize the “No Mercy” rule in soccer.

#### **End of Season Tie Breakers/Placement**

If two (2) or more teams are tied in the number of points, the tie will break as follows:

- i. Overall, Team goal differential
- ii. Total goals scored
- iii. Most shutouts
- iv. Flip of a coin

#### **Forfeit Policy**

Any team that forfeits a match shall be assessed a \$50 penalty fee for each forfeited match. The fee must be paid in full before the team’s next scheduled match.

#### **Postponements and Weather**

If a match is suspended before the second half begins, the match will be replayed.

If the second half has begun, the score will stand.

Rescheduling is subject to City Parks availability.

## **7. Code of Conduct**

#### **Zero Tolerance Policy**

No abuse toward referees, players, or staff will be tolerated.

No abuse or vulgar language will be tolerated.

Coaches and managers are responsible for their spectators. Referees may issue a warning to the coach for spectator behavior and may follow with card(s). A referee has the authority to bypass a warning if deemed necessary based on the situation.

The referee has the authority to clear complete sidelines in order for the game to continue in a safe and functional manner.

If the center referee determines both teams continue excessively out of control and stops the match before time expires, the current score will be submitted.

## **Fighting and Major Physical Assault**

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 three (3) game suspension and may be subject to a longer suspension or ban based on the severity of the incident and league officials' decision.

Referees will do their best to identify only those directly involved in violent conduct. If violent conduct becomes a larger altercation, the whole team may be subject to disciplinary action.

If, in the opinion of the center referee, a match must be terminated due to violent conduct, the offending team forfeits that match. The current score will not stand, and the maximum goal differential will be applied.

## **Banned Individuals**

Any individual banned from Hub City Soccer League is indefinitely suspended and prohibited from attending all affiliated functions.

Coaches and managers are responsible for banned individuals connected to athletes on their team. Attendance by a banned individual will result in team forfeit with no reschedule option.

## **Field Invasion and Violent Situations**

In the case of a violent situation on the field, only coaches, official security, and referees are authorized to enter the field to control the situation.

If a parent or spectator enters the field, it will be considered a field invasion.

Every field invasion will be subject to a minimum three (3) game suspension for the spectator involved. This suspension may be extended based on the severity of the incident.

If spectators engage in a fight or violent situation before, during, or after a match, the offending team forfeits that match.

If no offender can be clearly identified, the game will be ruled a No Contest and no winner will be named, regardless of match type or score, including playoffs and finals.

These situations may also lead to point reductions, team suspension, or league ban.

If spectators engage in a fight or violent situation, the entire team's spectators may be subject to suspension or ban based on severity and league decision, including possible indefinite ban.

### **Alcohol, Trash, and Conduct**

No alcohol, sunflower seeds, or littering are allowed.

### **NO SUNFLOWER SEED TRASH LEFT BEHIND ON TURF**

### **Ejection Policy**

Any individual ejected must leave the premises immediately.

Law enforcement will be involved if necessary.

Hub City Soccer League prohibits any coach, spectator, or player who has been ejected from a match, or suspended by the proper authority, from being within sight or hearing distance of the field of play during their suspension.

A coach, spectator, or player receiving two cautions (yellow cards) in a single match is considered ejected by red card. A player who has been sent off may not be replaced.

If an individual is ejected and has remaining games the same day, the suspension will carry over and begin formal assessment the following Monday morning.

### **Incident Reporting**

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

## **8. Discipline and Penalties**

### **Card System**

HCSL uses a cumulative card tracking system.  
All red cards will be reviewed on a case-by-case basis.

### **Appeals**

Appeals may be submitted in writing for formal review.

## 9. Injury and Safety Protocols

### **Referee Discretion**

Referees determine whether a player may return after an injury.

### **Concussion Protocol**

No same-day return is allowed for suspected concussions.

A player must receive written clearance from a licensed healthcare provider before returning to play.

All concussion cases must be reported to the HCSL League Director.

## 10. Facility Rules (Berl Huffman Turf Complex)

### **Cleanliness and Respect**

Keep sideline areas clean.

Treat all facilities with care and respect.

### **No sunflower seed trash left on turf.**

**Coaches and managers are responsible for the behavior of their players, parents, and spectators.**

**A Zero Tolerance Policy for sideline misconduct will be enforced for Hub City Soccer League. This includes inappropriate language, racial slurs, or verbal abuse toward referees, players, and game officials on and off the playing field.**

**Anyone found in violation of the Zero Tolerance Policy may be removed from the complex and not allowed to re-enter.**

**Non-Acceptance: Hub City Soccer League reserves the right HOST (Accept) or NOT HOST (Not Accept) any team, club, coach, or parent as a customer for any reason deemed necessary.**

## 11. Final Authority

All referee decisions are final.

# Hub City Soccer League

**Built for Players. Priced for Families. Just Soccer.**

**Website:** [www.hubcitysoccerleague.com](http://www.hubcitysoccerleague.com)

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