STEEL CITY PREMIER LEAGUE

RULES

The Steel City Premier League abides by the FIFA Laws of the Game with any exceptions listed below.

ROSTERS

All rosters comply with US Club Soccer standards. Teams will present US Club sanctioned player cards before each match.

PLAYING FORMATS

U9 5v5 | 4 x 12 minute periods | 2 minute breaks | 1 Official
U10 5v5 | 4 x 12 minute periods | 2 minute breaks | 1 Official
U11 7v7 | 4 x 15 minutes periods | 2 minute breaks | 1 Official
U12 9v9 | 4 x 15 minutes periods | 2 minute breaks | 2 Officials
U13 9v9 | 4 x 17 minutes periods | 2 minute breaks | 2 Officials
U14 11v11 | 2 x 35 minute halves | 5 minute break | 3 Officials

**Referees discretion on added time within a period/game – a total of 5 mins can be added per half.*

- Teams only change sides at halftime
- Halftime/period breaks - to be strictly adhered.
    - 2 minute whistle warning, at 3 mins - if teams aren't on field, clock starts.

SUBSTITUTIONS

- U13 and younger (9v9 games) - There will be one substitution period per quarter. Exceptions will be made for injuries/illness or a special circumstance recognized by a coach or referee.
- U14 (11v11 games) - There will be two substitution periods per half. Exceptions will be made for injuries/illness or a special circumstance recognized by a coach or referee.

POWERPLAY

At any time during a game the goal difference is four or greater, the losing team can put on an extra player play on the field. The extra player can stay on the field as long as the goal difference remains at four or greater. Once the goal difference reduces to three, the extra player must then go off the field. Match Officials should keep score and help enforce this rule (not optional by the coach). ****If a team doesn't have any substitutes, the opposing team should then take a player off and play a man down instead.*

HEAD INJURIES

Consistent with current standards/CDC concussion protocol - players removed, basic concussion test/eval by coaches. Officials stop the game when a player has a head injury.

No heading at U11 and younger. For any intentional or unintentional head contact with the ball, the referee restarts the ball from where the infraction occurred and rolls the ball back towards the opposing team, ensuring a more controlled restart.

BUILD OUT LINES & OFFSIDE

5v5 - Build out line is half way line of pitch. No offside.
7v7 - Build out line in line with US Soccer (approximately ⅓ of the field). Offside in accordance with US Soccer - in behind build out line.
******Once the GK releases the ball, the ball is in play***

PUNTING

- For all 5v5 games (U9/U10), **no punting** at all from the GK. If GK does punt, the game restarts with a drop ball back to the same GK to try and build out again.
- For all 7v7 games, no punts that land in the opponent's half in the air. If this happens, the game restarts with an indirect free kick for the opposition on the halfway line.

RESTARTS/THROW-INS

- 5v5 games (U9/10) restarts:
    - Ball out of play on the sideline: hand-on, dribble or pass in. NO throw-ins. The opposing players must be 5 feet away from the ball.
    - Ball out of play on goal line: corner/goalkick
- 7v7 thru 11v11 : throw-ins per traditional rules of the game, with 1 re-throw opportunity, then play resumes after the 2nd throw (no repeated stoppages for re-throw attempts).

YELLOW & RED CARD REPORTING

- All yellow cards for dissent will be reported to the Referee Assignor not PA WEST. Any accumulation of yellow cards for dissent by coaches and players will result in a review by league leadership and could result in game suspension(s).

- All red cards will be reported to the Referee Assignor not PA WEST. All red cards will be reviewed by the Referee Assignor and league leadership to determine if more than a one game suspension is warranted.

  Referee Assignor Contact Information: Taylor Bombalski, taylor.bombalski@steelcityfc.com, 724-316-6946

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