

PAGS 2017-2018 PLAYING RULES

Section 2.01 - Season Year: The seasonal soccer year shall be from 1 September of one year to 31 August of the following calendar year.

Section 2.02 - Playing Rules: The playing rules of the League's games will be in accordance with FIFA, USSF, or Eastern Pennsylvania Youth Soccer (EPYSA), as applicable, except as modified in the Constitution and By-Laws of this organization, or the additional rules and regulations as determined by the Council. In the event that additional rules and regulations are not promulgated by the first League game of the season all additional rules and regulations from the previous year will be in force until any new rules and regulations are published. Such rules and regulations **SHALL NOT** be modified by member teams or League referees. Failure to abide by this provision will result in forfeiture of the game so affected. All Clubs, teams, and coaches are required to be familiar with the rules currently in force at any time. Posting to the PAGS website shall be considered proper notice to all. The Council shall not be required to adopt any new rules and regulations in any year, and failure to do so at any time does not prohibit the Council from acting at any time in the future.

Section 2.03 - Field Preparation: The home Club is responsible for providing adequate goals, nets, corner flags, and field markings in accordance with FIFA laws of the game and PAGS modified playing rules. For 7v7 games the field of play shall be a minimum of 35 yards and maximum of 45 yards wide and a minimum of 55 yards and maximum of 65 yards long. For 9v9 games the field of play shall be a minimum of 45 yards and maximum of 55 yards wide and a minimum of 70 yards and maximum of 80 yards long. For 11v11 games the field should be at least 100 yards long and at least 50 yards wide. However, a smaller field may be used where larger dimensions are not practicable.

Section 2.04 - Field Inadequacy: Any inadequacy in the condition of the field, goal post, goal cross bar, goal nets, corner flags, or field markings must be reported to the Referee prior to the start of the game. If the Referee believes the inadequacy is sufficient to require correction the Referee may require the home Club to correct this inadequacy. If corrections are not satisfactory to the Referee the game will not be played. Any irregularity in field conditions must be included in the Referee's game report.

Section 2.05 - Separation of Teams/Supporters: The home team selects one end of one sideline, along which all of it's players and coaches must remain. All visiting team players and coaches must remain along the other half of the same sideline. **Only** carded coaches and players are permitted in the team areas. Supporters of both teams must remain on the opposite side of the field. **The sideline positioning may not be changed by the teams.** This rule will be reported to the Referee Assignors as a League rule. The Referee may alter this positioning, if in his/her opinion, it is necessary to maintain order.

Section 2.06 - Control of Teams/Supporters: Coaches of both teams must control their coaches, players, and supporters and shall not allow anyone to enter the field while the game is being played. The home club must provide adequate protection to the Referee and visiting team

Section 2.07 - Payment of Officials: Referee fees are established for each season by agreement between EPYSA and the Referee Association. The current season referee fee schedule will be posted to the PAGS website prior to the start of each season. Teams will each pay 50% of the total fee. Only the fee for referees who appear for the game will be paid. If only two officials show, then the center referee fee and one assistant referee fee will be paid. Referees who appear as scheduled will be paid the full fee even when the game is terminated by a cause over which neither Club has control, such as darkness or the Referee declaring the field unplayable. The full fee must also be paid whenever a game is terminated because of of actions or conditions over which either Club could or should have had control, and whenever either team forfeits a game. When a Referee declares a field unplayable only the fee for the first game scheduled on that field must be paid. Referees do not have to be payed when notice of a cancellation has been delivered to the Referee Assignor in the prescribed manner.

Section 2.08 - When Referees Fail to Appear: If the assigned Referee(s) has not arrived by the scheduled start time for a game, the home team should contact the cognizant Referee Assignor. If a replacement Referee is not provided, the coaches of both teams should mutually agree on an individual to perform as a substitute Referee. If mutual agreement cannot be reached on a single person, each team may nominate one individual to act as substitute Referees, who will jointly officiate the game. Likewise, if Assistant Referees fail to appear, the teams shall provide substitute Assistant Referees. Each substitute Referee will have the authority of the regular Referee and will be compensated the appropriate fee.

Section 2.09 - Forfeit: Every team is required to appear at every game for which it is scheduled during the regular season. A team that must forfeit a game must notify the opposing coach and the PAGES Executive Director in accordance with Section 2.16(A) below. A team that is not prepared to play on the scheduled field 15 minutes after the scheduled start time must forfeit the game to the opposing team, unless the delay has been mutually agreed upon by the coaches of both teams. Play may begin with seven players (5 players for 8v8 games). When a game is forfeited under this condition the forfeiting team must pay the entire Referee fee(s). All forfeits are recorded as 3-0 scores. Any team forfeiting a game without cause, as determined by the Executive Committee, shall not be permitted to participate in the League playoffs for that season.

Section 2.10 - Abandoned Games: An abandoned game is a game for which play starts, but the game must be terminated before completion. Games can be abandoned by the Referee for one of two reasons: weather, either because the field becomes unplayable or due to continuing lightning strikes; or due to the actions of one or both of the teams, no carded coach on the sideline, failure of ejected player/coach to leave the premises, failure to field a team, etc. If a game must be abandoned due to weather conditions and the second half has started then the game is official and the score at the time the game was abandoned will stand. If a game must be abandoned due to weather conditions and the second half has not started then the game must be replayed in its entirety. If a game must be abandoned due to the actions of a team, no matter when in the game this occurs, the opponent will be awarded a victory. This will be recorded as a 3-0 score unless the winning team has scored more than three goals before the game is abandoned. In that case, the winning team will receive credit for all goals scored. In all cases the losing team will be credited with 0 goals. In the event the game is abandoned due to the actions of both teams the game will be a double forfeit and will not count in the standings. **All decisions of the Referee are final.**

Section 2.11 - Pre-Game Formalities:

A. The coach of each team must submit a coach's pass for all coaches who are present at the field, player passes for all players who are on the game lineup form, and three copies of the lineup form, which must contain each player's name and uniform number. If a team is using a player with a Club Pass, that player's name and uniform number must be hand written on the lineup form and the pass must be available for inspection. **The referee will hold the pass of all coaches present on the sideline for the duration of the game.**

B. Each coach may request to check the opposing team's roster against the lineup form and the player pass of each pass. This exchange may be waived by mutual consent of **both** coaches. Any irregularity in a roster, player pass, or lineup form must be reported to the Referee prior to the game so that it may be corrected prior to the game or included in the Referee's game report. If any ineligible player is identified, the Referee shall note the particulars in the Referee's game report and, if that player participates, the game will then be played under protest. If the protest is later upheld the team with the ineligible player will forfeit the game. Each coach shall have the official approved team roster form and player passes at the field for all games.

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C. Any player who arrives as the game is in progress, and whose name appears on the lineup form, may substitute in the normal manner upon presenting a player pass to the Referee, subject to a later verification by the opposing team.

D. The Referee will take the pass of any coach or player who is sent off prior, during, or after the game. Each such pass will be forwarded to the League Office, along with the Referee's game report. A copy of the game report should also be submitted to League Referee Coordinator.

Section 2.12 - Uniforms: Teams must wear regulation soccer uniforms. When the colors of opposing teams are so similar as to cause conflict in the Referee's opinion, the home team is required to change to a contrasting color. All players, except goal keepers, must wear numbers not less than 6 inches high. Each player **MUST** have a unique number, no duplicates are permitted. There may no be duplicate numbers. Players must adhere to all FIFA and EPYSA rules, as applicable, regarding uniforms. In cases of extreme cold the Referee, at his/her sole discretion, may allow modification of the uniform regulations.

Section 2.13 - PAGS Modified Playing Rules: Each game will be played in accordance with FIFA Laws of the Game, with modifications prescribed by USYS, EPYS, and/or PAGS:

A. 7v7 (U9 and U10)

1. It is recommended all players on each team play 50% of the game. Member Clubs are responsible for enforcing this recommendation.
2. PAGS will not record scores or track standings for 7v7 games
3. Field Dimensions (See Attachment A):
 - The field shall be between 55 and 65 yards long
 - The field shall be between 35 and 45 yards wide
 - Goals shall be no larger than 6'6" high and 18'6" wide (A 6'6" high by 12' wide goal is recommend) Goals must be securely anchored to the ground
 - Build out lines shall be equidistant between the penalty area and halfway line. **7v7 fields MUST have build out lines.** If the build out line is not painted on the field cones may be placed on the touchlines as markers.
 - Teams must be on the same side of the field, ½ of the field for each team. Spectators must be on the other side of the field from the teams and must be across the field from their team. Spectators may not cross the mid-field line.
 - There shall be a spectator buffer line a minimum of one yard from the touch line. There shall be a line at the middle of the field perpendicular to the spectator buffer line to separate the spectators of each team. Spectators shall not be permitted to stand from the top of the goal area to the goal line.
 - The technical area shall be one yard from the touch line and shall extend 10 yards from a point beginning one yard from the center of the field (2 yards apart)
 - The spectator buffer line and technical area are to be dashed lines to avoid confusion with field markings
4. The ball is size 4. The home team will supply game balls.
5. Duration of the game - Two 25 minute halves, 10 minute halftime, no added time
6. Teams play 7v7 (6 field players and a goalkeeper)
7. A team must have at least 5 players to start or continue a game
8. Substitutions are unlimited and both teams can substitute on any stoppage
9. Heading is **not permitted** in 7v7 games
10. If a player **deliberately** heads the ball in a game, an indirect free kick should be awarded to the opposing team from the spot of the offense. If the deliberate header occurs within the goal area the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to which the infringement occurred. In all other instances the free kick shall

be taken from the point of the infraction. Deliberate heading of the ball **WILL NOT**, in any instance, be penalized as misconduct. The only time advantage will be played is if a defensive player deliberately heads the ball into her own goal. In the event an incidental head ball occurs play will continue.

11. When the goalkeeper has the ball during play from the opponent the opposing team must move behind the build out line until the ball is put in play. The team in possession does not have to move beyond the build out line. If the defending team repeatedly fails to move behind the build out line they may be penalized for misconduct
12. Once the opposing team is behind the build out line the goalkeeper can pass (put the ball on the ground and kick), throw or roll the ball into play (**punting, drop kicking, or half volley kicking by the goalkeeper is not allowed**). After the ball is put into play by the goalkeeper the opposing team can cross the build out line and play resumes as normal.
13. The goalkeeper may play the ball before the opponents are behind the build out line and if it strikes an opponent the ball is in play
14. On goal kicks the opposing team must move behind the build out line. The team in possession does not have to move beyond the build out line. The ball is in play once it leaves the penalty area. If the defending team repeatedly fails to move behind the build out line they may be penalized for misconduct
15. The opposing team does not have to move behind the build out line on free kicks
16. If the goalkeeper punts, drop kicks, or half volleys the ball an indirect free kick should be awarded to the opposing team. The indirect free kick should be taken on the penalty area line parallel to the goal line at the nearest point to where the infringement occurred
17. Players cannot be penalized for an offside offense between the halfway line and the build out line, players can only be penalized for an offside between the build out line and the goal line
18. Goal kicks are taken on the line of the penalty area or from anywhere within the penalty area
19. Corner kicks are taken from the corner of the field
20. Penalty kicks are taken from the penalty mark
21. Defenders must be at least 8 yards from the ball on all free kicks
22. If a player is suspected to have a head injury the referee **MUST** immediately stop play to allow for treatment/evaluation as needed. If the player leaves the field of play for additional evaluation the player may be substituted for and the opposing team may also substitute a player
23. A player with the suspected head injury may not return to the game unless a Health Care Professional (HCP) or Certified Athletic Trainer (ATC) has cleared the player
24. If a coach insists on returning the player to the game without approved clearance by either a HCP or ACT the referee will end the game

B. 9v9 (U11 and U12)

1. It is recommended all players on each team play 50% of the game. Member Clubs are responsible for enforcing this recommendation.
2. Field Dimensions See Attachment B:
 - The field shall be between 70 and 80 yards long
 - The field shall be between 45 and 55 yards wide
 - Goals shall be no larger than 6'6" high and 18'6" wide (A 6'6" high by 12' wide goal is recommend) Goals must be securely anchored to the ground
 - Teams must be on the same side of the field, ½ of the field for each team. Spectators must be on the other side of the field from the teams and must be across the field from their team. Spectators may not cross the mid-field line.
 - There shall be a spectator buffer line a minimum of one yard from the touch line. There shall be a line at the middle of the field perpendicular to the spectator buffer line to separate the spectators of each team. Spectators shall not be permitted to stand from the top of the goal area to the goal line.
 - The technical area shall be one yard from the touch line and shall extend 10 yards from a point beginning one yard from the center of the field (2 yards apart)

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- The spectator buffer line and technical area are to be dashed lines to avoid confusion with field markings
 - See the figure below for recommended field markings and dimensions
4. The ball is size 4. The home team will supply game balls.
 5. Duration of the game - Two 30 minute halves, 10 minute halftime, no added time
 6. Teams play 9v9 (8 field players and a goalkeeper)
 7. A team must have at least 6 players to start or continue a game
 8. Substitutions are unlimited and both teams can substitute on any stoppage
 9. Heading is **not permitted** at U11. Heading is allowed at U12 without limitations
 10. If a U11 player **deliberately** heads the ball in a game, an indirect free kick should be awarded to the opposing team from the spot of the offense. If the deliberate header, by either team, occurs within the goal area the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to which the infringement occurred. In all other instances the free kick shall be taken from the point of the infraction. Deliberate heading of the ball **WILL NOT**, in any instance, be penalized as misconduct. The only time advantage will be played is if a defensive player deliberately heads the ball into her own goal
 11. Goal kicks are taken on the 5-yard line
 12. Corner kicks are taken from the corner of the field
 13. Penalty kicks are taken from the penalty mark
 14. Defenders must be at least 8 yards from the ball on all free kicks
 15. If a player is suspected to have a head injury the referee **MUST** immediately stop play to allow for treatment/evaluation as needed. If the player leaves the field of play for additional evaluation the player may be substituted for and the opposing team may also substitute a player
 16. A player with the suspected head injury may not return to the game unless a Health Care Professional (HCP) or Certified Athletic Trainer (ATC) has cleared the player
 17. If a coach insists on returning the player to the game without approved clearance by either a HCP or ACT the referee will end the game

C. 11v11 (U13-U19/20)

1. The ball size is 5. The home team will supply game balls.
2. Duration of the game:
 - a) U13/U14 - Two 35 minute halves, 10 minute halftime, time added at the discretion of the referee
 - b) U15/U16 - Two 40 minute halves, 10 minute halftime, time added at the discretion of the referee
 - c) U17 to U19/20 - Two 45 minute halves, 10 minute halftime, time added at the discretion of the referee
3. A game may begin with 7 players properly representing each team present
4. Substitutions are unlimited and both teams can substitute on any stoppage

Section 2.14 - Score Reporting - The **home team** must report the score online, no later than 8:00 pm on the Monday following the game, following one of the procedures set forth below. A fine of \$5.00 may be assessed to teams failing to report scores in a timely manner. Scores may be reported by calling in, by mobile device, or by logging in to your team page.

Follow these steps to report scores by phoning in:

1. Dial the toll free number 1-866-334-6294.
2. When asked, say or enter using the phone's touch pad the PIN number and game number. The 2015-2016 PAGS PIN number is **2945**.
3. You will then be told the division, teams playing, and field location. If this information is correct confirm by saying yes.
4. When asked, say or enter using the phone's touch pad the score for each team, then confirm.

5. You can do more games in the same call, or just say good-bye when done.
6. If you make an error reporting scores you must contact PAGS at exec@pags.org in order to correct the score.

Follow these steps to report scores using your mobile device:

1. Download and install the free PhoneItIn application from the Apple Store or Android Market
2. Sign In by entering the PAGS PIN number and the Game Number. The 2017-2018 PAGS PIN number is **2945**. Then click on "Submit".
3. Verify the teams playing, the division and field location. Click on "Confirm".
4. Enter the score for each team. Click on "Submit".
5. You can do more games by clicking on "Begin Process Again", or you can log out when done.
6. If you make an error reporting scores you must contact PAGS at exec@pags.org in order to correct the score.

Follow these steps to report scores on by logging in to your team page:

1. Log in to your team page on the PAGS website by going to the PAGS home page (pags.org), click on "Schedule/Standings Index".
2. Select your team's Division.
3. Select your team name, then click on "Team Log In" in the upper right-hand corner.
4. **Enter an email address and PIN associated with the team application. If you do not know your team login or PIN contact your Club Delegate no the PAGS office.**
5. Once you have logged in you will come to an administrative option page. Select "Team Scorekeeping".
6. You will see a listing for all games that have been completed without scores being entered. Select the appropriate game, enter the score, select "Save" and you are finished.
7. If you make an error reporting scores you must contact PAGS at exec@pags.org in order to correct the score.

It is important that everyone cooperate and enter scores promptly!

Section 2.15 - Protests: There are no protests of the outcome of PAGS games or of referee decisions. Teams may only protest the use of an illegal player prior to a game pursuant to the provisions of Section 2.11B above.

Section 2.16 - Game Postponement and Rescheduling:

A. Rescheduling Due to Inclement Weather: Games should not be postponed for light rain or wet fields. Should postponement due to inclement weather be necessary, the home Club must notify the Referee Assignor, the visiting teams, and the PAGS Executive Director as early as possible. Notification to the Referee Assignor must be made no later than 2 hours prior to the first scheduled game or the Club will be responsible for paying the referee fees for the first scheduled game at each field affected. Postponed games must be rescheduled as soon as possible. The teams should agree on a new date/ time/location and then notify the PAGS Executive Director. The League has the final authority to reschedule any game.

B. Rescheduling Not Related to Weather: Once the final schedule is released games will be rescheduled only in the case of loss of fields. Once a Club knows that a game must be rescheduled for loss of field they must notify the PAGS Executive Director immediately. The League will reschedule the game and notify the teams and Referee Assignor. If notification is made less than 3 day prior to the game, the Club canceling the game will be responsible for the referee fees. PAGS reserves the right to charge a fee of \$50 for a games changed under this provision.

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C. Games not made up by the end of the regular season will not count in the standings.

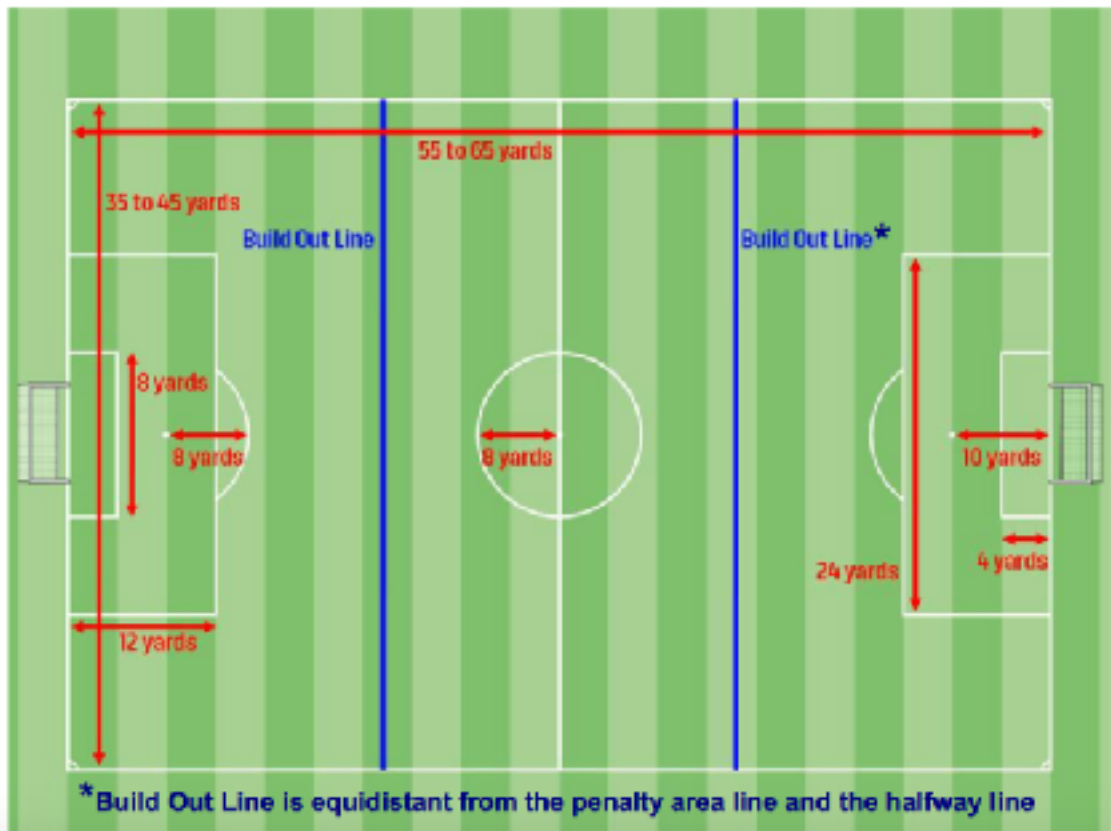
Section 2.17 - Standings By Points: The standing of teams within a Division is determined by points. Three (3) points are awarded for a win, one (1) point for a tie, and no points for a loss.

Section 2.18 - Tie Breakers For Divisional Standings: Ties in Divisional standings will be broken as follows:

1. Points - Win = 3 points, Tie = 1 point, Loss = 0 points
2. Head to Head Competition. In the event of 3 or more teams being tied this criterion will not be used
3. Goal Differential (Goals score minus goals allowed in each game, with a maximum differential of 4 per game)
4. Fewest Goals Allowed
5. Goals Scored (Maximum of 4 per game)
6. Fewest red/yellow cards (A red card is a deduction of 2 points, and a yellow card is a deduction of 1 point)
7. Coin Toss. The coin toss will be performed by the PAGS Executive Director at a time and place of his/her choosing. Teams involved will be given an opportunity to attend.

In the event of ties by three or more teams, the tie breaking procedure (excluding criterion #2) will be used only once until one team remains. The first team eliminated finishes in the lowest placement in question, and so on, until all placements are filled. If the coin toss involves more than two teams, PAGS may substitute a draw from a hat or lots system.

Section 2.19 - Playoffs and Championships: The playoff format and dates will be posted to the PAGS website prior to each season. The PAGS Executive Director selects the fields for all playoff games. Every attempt will be made to provide home games for the higher seeded team in the semifinals. All final games will be played at common sites. Teams are responsible for sharing the referee fees in all playoff games except the final. A copy of the playoff rules will be posted to the PAGS website during the season. **Teams are not permitted to modify these rules.** Failure to follow the playoff rules may result in forfeiture of the game or a replay of the game being ordered.



ATTACHMENT A

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ATTACHMENT B

