

Catholic Metro Soccer League (CMSL) – Atlanta, GA

SOCCER RULES

These rules supersede all prior rules

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SUMMARY

1. The duration of games depends on the age group. See the following pages for your age group. Time is added at the referee's discretion.
2. Referees have total power in games they are officiating. Referees can issue "cards" to any player, parent or coach for misconduct. This includes the ability to eject (i.e. "red card") a parent. In the event that any player, parent or coach is ejected from the game they must leave "sight and sound" within 5 minutes of the ejection.
3. Coach and teams will be on one side of field with spectators on the other side. Again, all (every single, adults and minors) spectators are REQUIRED to be on the other side of the team/coaches. Coach and subs must stay on their own side and end of the field (this is called the technical area).
4. SPRING season for U8 – THAT IS, 2ND GRADE SOCCER IS 4 v. 4, NO GOALIES . (See age groups rules for goalie rules). FALL U8 Is 5 v. 5, WITH GOALIES. (See age groups rules for goalie rules).
5. NO PLAYER, COACH, PARENT, OR SPECTATOR MAY HARASS OR DISAGREE WITH A REFEREE. ("The kids will play and the officials will officiate.") Any violation of this rule may result in an immediate ejection of spectator, coach, parent, and/or player.
6. In instances where a team at any parish or school exceeds the maximum number of participants, causing one or more player to have less than 50% playing time, such limitations will not be grounds for a protest or forfeit.

General Safety

1. Players may not wear jewelry, earrings, watches, chains, belts, hairbows with loops or wristbands. Newly pierced ears must be taped over for safety.
2. Cleats and Shin guards are mandatory.
3. Headers are not permitted at any age. There will be no disciplinary action and a player will not be penalized for heading the ball during a game, however, the referee should indicate this during the game. Directors and the Coaches need to create awareness and educate all the players about the danger of headers and not practice doing them.
4. Slide Tackles are not permitted for U10 and below. A foul can be called on a player if the slide tackle occurs inside the goal box and the player makes contact with the advancing player and the advancing player is injured, a penalty kick can occur if deemed by the referee. Slide tackling can result in a free kick anywhere else on the field.

RULES

Rule 1.0 SPORTSMANSHIP

A. The CMSL is a participation-based recreational league. Behavior and decorum typical of this format of play is expected at all times. All coaches, parents, school representatives, etc., share in the responsibility for the success of our league, and for maintaining our reputation as a home of good sportsmanship, character, and class.

1. NO PLAYER, COACH, PARENT, OR SPECTATOR MAY HARASS OR DISAGREE WITH A REFEREE. ("The kids will play and the officials will officiate.")

2. Any coaches or parents displaying unsportsmanlike conduct may be asked to leave the playing area for the duration of the game. Head Coaches will be responsible for all adults associated with their team.
 3. Coaches need to lead by example. Soccer can be an emotional game and the players “kids” will look at the coach as a figure of respect and behavioral example. Control your emotions and always display proper reasoning in tough situations.
- B. Administering the Mercy Rule: It is the responsibility of the coach to adhere to this Policy. Our referees may remind the coach, but it is NOT their responsibility to bring this to the coaches’ attention or force the coaches to take the necessary steps. Please take the lead and do not put referees in an awkward situation.
 - C. The CMSL has adopted a code of conduct. Before the first game, every coach is expected to read and sign the code of conduct as a condition to coaching any match in the CMSL. Once a coach steps onto any field, he/she is deemed to have read the rules and the code of conduct.
 - D. Parent misconduct resulting in an ejection will be reported to the parish or school where such parent’s child attends. If a parish, the same rule applies.

Rule 2.0 PROTESTS

Regular season game protests must be made to the soccer director no later than 24 hours after completion of the game. Tournament protests must be made and delivered to the league director in writing no later than one (1) hour of completion of the game.

Protest fee: Recognizing that this is an all-volunteer league and that protests take time to administer and resolve, a condition of consideration of any protest submitted is that the protest must be accompanied by a \$100 protest fee. This fee is non-refundable. Judgment calls (or referee performance deemed to subpar) cannot be protested under ANY circumstances. A protest of this nature WILL not receive consideration from the CMSL.

Rule 3.0 MERCY RULE

- A. **Should a team gain a Five-Goal lead, the coaches need to adhere to the Mercy Rule below.**

Administering the Mercy Rule:

1. It is the responsibility of the coach to adhere to this Policy. Our referees may remind the coach, but it is NOT their responsibility to bring this to the coaches’ attention or force the coaches to take the necessary steps. Please take the lead and do not put referees in an awkward situation.
2. Should a team gain a five-goal lead, the losing team shall add a player.
3. The coach will reposition their players so that their offense is no longer a threat to the opposition. This can involve moving the stronger players into the defense, insisting that they complete 5 passes before any shots on goal, or any other creative means to keep the score more even, while still allowing the players to play to the best of their ability.

4. If despite all best efforts by the winning team to keep the score down the goal differential increases to seven goals, a player must be removed from the winning team. When doing so, it is expressly understood that not every player may play 50% of each game.

Rule 4.0 EXCESSIVE SCORING

“Excessive scoring” is defined as any goal differential of eight (8) goals or greater.

The following actions will be taken regardless of circumstances that may have attributed to the final score:

- a. First offense: coach of team committing the excessive scoring offense will be issued a warning by the CMSL League Director. This warning is in effect, issued or not, upon the second offense.
- b. Second offense: team committing the excessive scoring offense will have the game score recorded as a forfeit (3-0 loss)
- c. Third offense: the team shall not be eligible for tournament play, and shall not be recognize as league champion .

Rule 5.0 PARITY WITHIN EACH SCHOOL/PROGRAM

All soccer directors share the commitment to ensure as much parity as possible within each respective program. Parity is required. The directors will be responsible for signing off on their teams with respect to parity. If there are two (or more) teams in any age group, the school/parish is required to conduct an evaluation. Girl Teams in 3rd/4th may not be separately divided into grades, however, boys may be. Teams in 5th /6th may not be separately divided into grades.

Rule 6.0 FIELD OF PLAY

A. Outer Dimensions (Yards)

<u>Age Group</u>	<u>Minimum</u> <u>L x W</u>	<u>Maximum</u> <u>L x W</u>	<u>Recommended</u>
Pre-K/K	20 x 15	30 x 20	<u>25 x 20</u>
1st	25 x 20	35 x 30	<u>35 x 25</u>
2nd Grade	25 x 20	35 x 30	<u>35 x 35</u>
3rd/4th	45 x 35	60 x 45	<u>50 x 40</u>
5th/6th	60 x 40	100 x 60	<u>80 x 60</u>

B. Inside Dimensions (Yards)

<u>Age Group</u>	<u>Penalty</u> <u>Area</u>	<u>Goal Area</u>	<u>Penalty Kick</u> <u>Mark</u>
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Pre-K/K	None	3-yard arc	None
1 st /2nd	None	Same as 2 nd grade	None
3rd/4th	26 x 10	18 x 6	8
5th/6th	30 x 14	18 x 6	10

C. Goal Dimensions

<u>Age Group</u>	<u>Inside Height</u>	<u>Inside Width</u>	<u>Recommended H x W</u>
Pre-K/K/1st	4 feet (approx.)	2 yards (approx.)	<u>4' x 6'</u>
2nd	6 feet (approx.)	4 yards (approx.)	<u>6' x 12'</u>
3rd/4th	6 feet (approx.)	6 yards (approx.)	<u>6' x 18'</u>
5th/6th	6 feet (approx.)	6 yards (approx.)	<u>6' x 18'</u>

Rule 7.0 THE BALL

A. Ball Size

<i>Age</i>	<i>Ball</i>
Pre-K/K	Size 3
1st/2nd	Size 3
3rd/4th, and 5th/6th Grade	Size 4

Rule 8.0 NUMBER OF PLAYERS, Golies, Forfeits, Minimum Time

A. Team Size

1. Minimum and Maximum; Age/Grade Classifications

Pre-K / K	1st Grade	2nd Fall	2nd Spring	3rd/4th	5th/6th	5th/6th
	U6	U7	U7	U8 / U9	U10	U12

	Pre-K / K	1st	2nd Fall	2nd Spring	3rd/4th	5th/6th
Minimum team size	5	5	5	6	7	9
Maximum team size	7	8	8	10	11	15
Maximum game roster size	7	8	8	10	11	15
Minimum number on the field	3	4	4	5	5	7
Maximum number on the field	3	4	4	5	6	8

2. AGE CLASSIFICATIONS

For the CMSL (only), divisions are by grade. That is, a 4th grader may be over the “age cut off” as established by USYSA or other entity such as Georgia Soccer. Participants will be grouped by grade. In accordance with the stated rules for CMSL, a player may play “up” a grade.

B. Forfeits and Short Teams

1. Forfeited scores will be recorded as a 3-0 loss.
2. A 10-minute grace period will be allowed for teams who are short the maximum number of players allowed on the field.
3. Teams will be allowed to play and begin a game if they are short so long as they have the minimum necessary to play.

Age	# of Players	Min. to Start	If Short
Pre-K/K	3 v 3	3	3 v 3
1st Grade	4 v 4	3	4 v 3
2nd Grade Fall	4 v 4	3	4 v 3
2nd Grade Spring	5 v 5	4	5 v 4
3rd/4th Grade	6 v 6	5	6 v 5
5th/6th Grade	8 v 8	7	8 v 7 OR 7 v 6

C. Goalie Requirement

1. No Goalies for Pre-K/K, 1st Grade
2. For 2nd Grade No Golie for Fall Season, Goalies allowed for Spring Season
3. Goalies required for all others (except for when trying to comply with Mercy Rule)

Rule 9.0 SUBSTITUTION RULES

Substitutions and Minimum Playing Time for Pre-K/K through 5th/6th Grade

1. General:

- a. The official game clock (managed by the referee) will continue to run during substitution times.
- b. Players wanting to substitute must be waiting at the halfway line when play stops. Teams shall substitute from the mid-field line.
- c. In case of an injured player, the player may be substituted if the coach is called onto the field by the referee.
- d. **Players must wait for the referee to give permission for them to enter the field of play**
- e. Substitutions may be made prior to a throw-in in favor of your team, prior to a goal kick by either team, following a goal by either team, following an injury to a

player from either team, or at half time. Additional rules may apply for Pre-K to 2nd Grade as listed below.

2. K and 1st grades:

- a. Substitution is mandatory
 - i. In the middle of EACH quarter of play, AND at the end of each quarter of play (this includes half-time)
 - ii. At a stoppage in play for an injury
 - iii. At a stoppage in play to re-introduce a player recovered from perceived
 - iv. Both teams shall substitute at the same time.
- b. Each player must play a **minimum** of half of each half of a match.
- c. No player shall play the entire game unless every other team player has played three-fourths of the game.
- d. There shall be eight (8) instances to sub for K and 1st grades:

**For Matches Whose
Quarter-Time Duration Is:**

10 minutes (1st grade 5th minute)
8 minutes (K)

**Whistle At First
Dead Ball After:**

10 minutes
4th minute (do not wait for dead ball)

3. 2nd Grade

- a. Free Substitutions
- b. Each player must play a **minimum** of half of each half of a match.
- c. No player shall play the entire game unless every other team player has played three-fourths of the game.

4. 3rd and 4th Grade

- a. Free Substitutions
- b. Each player must play a **minimum** of 50% of the Game
- c. Two (2) GOALIE MINIMUM: A 3rd/4th grade team must play at least 2 goalies, and may alternate as the coach sees fit.

5. 5th and 6th Grade

- a. Free Substitutions
- b. Each player must play a **minimum** of 50% of the Game
- c. A goalkeeper may play the entire game in goal, as long as each team member will have played 50% of the game.
- d. A player other than the goalkeeper may play the entire game, as long as each team member will have played 50% of the game.

Rule 10.0 ROSTERS & ELIGIBILITY

1. All teams will be comprised of boys and girls separately.
2. Rosters are to be provided by each team stating full player name and jersey number. These rosters will be posted and made available on the CMSL website. Rosters are to be presented to the referee at the start of each game, with one copy to the coach of the opposing team.
3. Rosters must be posted on the league's website on the Friday before the SECOND WEEK of each season, no later than 5 p.m. One coach must bring his team's Roster brought to each game starting with the 2nd game, and exchanged with the coach of the opposing team before the prayer. Any team that fails to meet this rule shall forfeit all games until there is compliance. The Roster rule applies only to 3rd/4th and 5th/6th grades.
4. Guest Player: A child registered and noted on a roster of a lower team may play up for any team only as noted in 4(a).
 - a. The PLUS ONE EXCEPTION: In the event that a team may risk a forfeit because it has less than the minimum OR has the stated minimum to start a game without any substitutions (3 for K, 3 for 1st, 4 for 2nd, 6 for 3rd/4th and 8 for 5th/6th) one child from a lower division, duly registered and listed on a roster, such roster shown to the referee and to the opposing coach, shall be allowed to play in that game. That is, ONE CHILD MAY PLAY UP TO AVOID A FORFEIT or to have one additional player to serve as a substitute during the game.
5. *2nd grade does not have rosters for any team, so it is up to the honesty of the coach to represent that the 2nd grader playing up is registered to play soccer.*

Rule 11.0 DURATION OF GAME

Length of Games, and match tie-breaking rules for each age group shall be as follows:

Age Group	Game Length	Tournament* Game Length	Overtime Periods** (Cup & Tourn.)
5 th /6 th	Two 30-min. halves	2 x 25 mins	Two 5-min. halves
3 rd /4 th	Two 25-min. halves	2 x 20 mins	Two 5-min. halves
1 st	Four 10-min. quarters		N/A
2 nd	Four 10-min. quarters		N/A
Pre K and K	Four 8-min. quarters		

* Tournament final will be Regular Season game length

**There will be no overtime periods during the regular season.

Rule 12.0 START AND RESTART OF PLAY

- A. Coin toss determines ball/goal at game start. The team that wins the coin toss chooses which goal to defend.

- B. The other team starts play with a kick from the center mark.
- C. Teams alternate kicks from the center mark to start play at the beginning of each quarter or half.
- D. Players may not touch the ball twice at the start of play.

Rule 13.0 BALL IN AND OUT OF PLAY

- A. The ball is in play until it *completely* crosses over a touchline or goal line.

Rule 14.0 METHOD OF SCORING

- A. A goal is scored when the ball *completely* crosses over the goal line, between the goal posts and below the crossbar.

Rule 15.0 OFFSIDE

- A. Offside is not called for U6, U7 or U8.
- B. A player is not offside if he is in his own half of the field or he is level with the second-to-last opponent.
 - Offside is determined ONLY AT THE MOMENT the ball touches or is played by one of HIS own teammates.
 - Player is OFFSIDE and PENALIZED only if he is SEEKING TO GAIN AN ADVANTAGE by being in that position or interfering with play or with an opponent.
 - It is not offside just for being in an offside position (must be a part of the play).
 - It is not offside if player gets the ball directly from a goal kick, corner kick or throw-in.
- C. An indirect free kick is awarded to the opposing team at point where the infraction occurred.

Rule 16.0 FOULS AND MISCONDUCT

- A. Fouls are classified as either Penal (Contact) or Technical (Non-Contact)
Penal fouls include tripping, pushing, etc. Technical fouls include dangerous play and impeding (obstruction).
- B. Coaches for younger players deal with inappropriate behavior by removing the players from the game for a “cool down” period.
- C. In the event a coach or an assistant is ejected at any point (before the game or during the game), the coach (or assistant) is suspended from coaching the next game. If the ejection occurs during the tournament, see tournament rules.
- D. In the event a parent or spectator is ejected at any point (before the game or during the game), person shall be prohibited from attending any further games in that season.

Rule 17.0 FREE KICKS

- A. Free kicks are either direct or indirect.
- B. A goal can be scored from a direct free kick.
- C. Indirect kicks must be touched by another player before going in the goal for the score to count.
- D. All free kicks for U6 thru U8 are indirect free kicks. THERE ARE NO DIRECT OR FREE KICKS IN K, 1st GRADE, OR 2nd GRADE

Rule 18.0 PENALTY KICK

- A. Penalty kicks are awarded when the defense commits a direct free kick foul in the penalty area.
- B. No penalty kicks in K, 1st Grade, or 2nd Grade.

Rule 19.0 THROW-IN

- A. When the WHOLE ball goes completely over a touch (side) line, a throw-in is awarded to the team opposite of the one that last touched it. A throw-in is taken at the point (give or take a yard) where the ball left the field of play.

At the moment of delivering the ball, the thrower must:

- Face the field of play.
- Have part of each foot either on the touch line or on the ground outside the touch line.
- Use both hands, delivering the ball from behind and over his head.

Thrower cannot touch the ball again until it has touched another player. (An indirect free kick is awarded.)

- B. A goal may not be scored directly from a thrown in. That is, a goal may not be scored if a player throws the ball in, no one touches it, and the ball crosses the goal line. If so, NO GOAL.

Rule 20.0 GOAL KICK

- A. When the WHOLE of the ball goes completely over the goal line (and is not a goal scored (see Law 10) last touched by a member of the attacking team, a goal kick is awarded to the defending team.
- B. To perform an acceptable goal kick:

The ball can be placed anywhere in the goal area by a player of the defending team and kicked directly outside the penalty box. Re-kick if the ball does not go outside penalty box.

Rule 21.0 CORNER KICK

- A. When the WHOLE ball goes completely over the goal line (and a goal is not scored) and having last touched a player from the defending team.

Rule 22.0 PLAYERS EQUIPMENT

- A. All players on the same team shall wear the same color uniforms.
- B. The goalkeeper shall wear a shirt of a different color from his teammates and the referee
- C. Players shall not play with a cast
- D. All players must wear shin guards covered with socks

QUICK REFERENCE SUMMARY BY LEAGUE**QR-K KINDERGARTEN**

- a. 3 v. 3 Microsoccer; no goalkeepers.
- b. No offside or penalty kicks.
- c. All fouls result in an indirect free kick. Opponents must be 3 yards from the ball.
- d. Kick-off: Opponents must be (3) yards from the ball. A goal cannot be scored from a kick-off.
- e. Balls going out-of-bounds are kicked back into play (no throw-ins).
- f. No corner kicks. Kick-in will be performed from sideline (5 yds. from end line) in place of corner kick.
- g. Goal kicks: opponents must be (3) yards from ball. Balls are kicked back into play from any point on the goal arc. A goal cannot be scored from a goal-kick.
- h. 2-min. break between at the 7 minute mark; 5-min. break at halftime.
- i. All players should play minimum of 50% of each game
- j. No scorekeeping.
- k. There will be a 3-yard arc will be around the goal. Players will be allowed to move into & through the zone but will not be allowed to stay there unless they are playing the ball. The arc is meant to keep the children in the active play of the game. Please do not plant a child at the top of the arc, this defeats the purpose.
- l. Center referee is optional; coaches can act as referees in absence of a center referee;
- m. If 3 v 3, maximum roster is 6.
- n. Throw ins are optional. To speed play, use a “next ball” and roll it back in via coaches or a parent.
- o. Standings are not kept, no overtime.

QR-1 1st GRADE

- a. 4 v. 4 on the field, no goal keeper
- b. Goal size, same as U6.
- a. No offside or penalty kicks.
- b. All fouls result in an indirect free kick. Opponents - must be 5 yds from ball.
- c. Kick-off: opponents must be (5) yards from the ball. A goal cannot be scored from a kick-off.
- d. Balls going out-of-bounds along the touch lines are put back into play via throw-in
- e. Corner kicks apply
- f. Goal kicks are permitted: opponents must be (5) yards from ball. A goal **cannot** be scored from a goal-kick.
- g. Duration of Game: 4 x 10-minute quarters
- h. 2-min. break between each quarter; 5-min. break at halftime.
- i. Clock continues to run during substitutions. Clock is stopped for half-time. All players must play minimum of 50% of each game
- j. Center referee is optional but recommended. A kindergarten parishioner or student shall not play up in 1st grade soccer
- k. Standings shall not be kept, scores shall not be reported
- l. Throw ins are required, but the referee may allow a “rethrow” at his/her discretion.
- m. The players may play anywhere on the field without limitation, but may not use their hands to stop a ball from going into the net. That is, no restriction on moving through the box.

QR-2 2nd GRADE

- a. 4 v.4 on the field, no goalkeeper. **PLEASE NOTE:** SPRING season for U8 – that is, 2nd grade soccer is 4 v. 4, with no goalies. FALL season for U8 is 5 v. 5, with goalies. (see age groups rules for goalie rules).
- b. Free substitutions, 40 minute game , 4 - 10 minute quarters, 5 minute half. All players must play minimum of 50% of each game.
- c. No offside or penalty kicks, no direct kicks.
- d. All fouls result in an indirect free kick. Opponents must be 5 yards from the ball.
- e. Kick-off: opponents must be (5) yards from the ball. A goal cannot be scored from a kick-off.
- f. Balls going out-of-bounds along the touch lines are put back into play via throw-in
- g. Corner kicks apply. Goal kicks: opponents must be (5) yards from ball. A goal **cannot** be scored from a goal-kick.
- h. Clock continues to run during substitutions. Clock is stopped for half-time.
- i. Mercy Rule - Should a team gain a five-goal lead:
 - If there is a lead of five goals, the losing side will be allowed to add a player to the game. If, despite all best efforts by the winning team to keep the score down, the goal differential increases to 7 goals, a player must be removed from the winning team, effectively creating a 2-player differential.
- j. One referee is required. Coaches may act as referees in absence of a center referee
- k. Standings shall be not be kept, and scores not reported. No overtime.
- l. Games in this age group may not be protested for any reason.
- m. A child from U7 may play up for U8.

QR-34 THIRD/FOURTH GRADES

- a. 6 v. 6 with goalkeepers.
- b. This age group has a minimum of two goalkeepers. One child may not play more than 50% of any game in goal as goalkeeper.
- c. Each team must have at least 5 players to start game. If a team only has 5 players, the opposing team may play 6 OR 5, at the option of that team's coach.
- d. Offside rules apply, as do fouls (direct kick), and as such, penalty kicks.
- e. Duration of Game: 2 x 25-minute periods; 5-min. break at halftime.
- f. Clock continues to run during substitutions. Clock is stopped for half-time.
- g. All players must play minimum of 50% of each game with FREE SUBSTITUTIONS ,see below.
- h. Coaches not allowed on field except for extenuating circumstances (e.g. injury, etc.).
- i. There will be no slide tackling at U-10. A penalty for slide tackling will be a direct kick from where the infraction occurred, and the issuance of a yellow card in the discretion of the referee. Slide tackling shall be defined as: (1) taking a ball from an opponent while sliding on the ground, (2) taking control of the ball by contacting the ball while sliding on the ground before contacting the opponent, or (3) sliding on the ground to make contact with any player. This definition is not exclusive, and a referee shall be the final word on what is or is not a slide tackle.
- j. Goalies are permitted to slide when making a save, as long as they do it in a very safe manner.
- k. Two (2) GOALIE MINIMUM: A 3rd/4th grade team must play at least 2 goalies, and may alternate as the coach sees fit. See time limit above.
- l. Penalty kicks will be 8 yards from goal line.
- m. Coach and teams will be on one side of field with spectators on the other side. Coach and subs must stay on their own side and end of the field (this is called the technical area).
- n. A center referee is required. Assistant Referees are optional but recommended. Certification may be expired at most 2 years.
- o. Mercy Rule - Should a team gain a five (5) goal lead:
 - (1) As long as there is a lead of five (5) goals, the losing side will be allowed to add a seventh (7th) player to the game

QR-56 FIFTH/SIXTH GRADES

- a. 8 v. 8 with goalkeepers.
- b. There is no requirement that there be more than one goalkeeper.
- c. Each team must have at least 6 players to start game.
- d. Roster Size: As noted.
- e. USSF offside rules apply, as do fouls (direct kick), and as such, penalty kicks.
- f. Duration of Game: 2 x 30-minute periods; -5 min. break at halftime.
- g. Clock continues to run during substitutions. Clock is stopped for half-time.
- h. All players must play minimum of 50% of each game.
- i. A goalkeeper may play the entire game in goal, as long as each team member will have played 50% of the game. A player other than the goalkeeper may play the entire game, as long as each team member will have played 50% of the game.
- j. Coaches not allowed on field except for extenuating circumstances (e.g. injury, etc.).
- k. Penalty kicks will be 10 yards from goal line.
- l. Mercy Rule - Should a team gain a five-goal lead, the losing team shall add a player.
 - the coach will reposition their players so that their offense is no longer a threat to the opposition. This can involve moving the stronger players into the defense, insisting that they complete 5 passes before any shots on goal, or any other creative means to keep the score more even, while still allowing the players to play to the best of their ability.
 - If there is a lead of five goals, the losing side will be allowed to add a ninth (9th) player to the game.
 - If despite all best efforts by the winning team to keep the score down the goal differential increases to seven goals, a player must be removed from the winning team. When doing so, it is expressly understood that not every player may play 50% of each game.
- m. Coach and teams will be on one side of field with spectators on the other side. This is mandatory, and not discretionary. Any Coach and subs must stay on their own side and end of the field (this is called the technical area). Under no circumstances shall any spectator, coach, parent, school or parish official, visitor, or team member of any team stand behind any goal during a match. First warning – yellow card to coach.