



Detroit PAL GOAL Detroit Soccer League –Spring 2019



I. GENERAL RULES AND REGULATIONS

- 1. OUR PURPOSE is to promote, teach, and play soccer; to be flexible, yet consistent; and to promote the development of youth, not the coach's or parent's ego. Enjoy the game and leave it on the field.**
- In an effort to provide clean and safe facilities, as well as promoting good sportsmanship, ALL teams are responsible for “handshakes and trash bags.” **Shake hands with the opposing team and clean up behind yourselves after EVERY game.**
- Teams and coaches are STRONGLY encouraged to play their complete schedule so that all players will be given the opportunity to play. ONLY a weather warning or watch issued by the local media will cause the cancellation of a game. ALL OTHER GAMES ARE PLAYED unless the referee deems the conditions unplayable. Games called by the Referee due to inclement weather or darkness during or after half time will be considered complete. **If you are unsure whether the games will be played, you can check the SI Play app or call 313-680-3008.** It will be updated by 7am game day if there are any cancellations.
- There is unlimited player substitution for all age groups. Players may be substituted by the team in possession of the ball for a throw-in, before a goal-kick by either team, after a goal by either team, after a yellow card by either team (however, the coach may substitute only the yellow carded player and the opposing coach may only make one substitution), or after an injury by either team (however the coach may only substitute the injured player and the opposing coach may only make one substitution). Substitutions may occur **ONLY WHEN YOU HAVE THE ATTENTION OF THE REFEREE** and the referee allows the substitution.
- COACHING is to take place from the sidelines between the goal-penalty boxes. Spectators must remain in the areas behind their respective teams and not interfere with the players. **IT IS STRICTLY PROHIBITED FOR ANYONE TO STAND ON THE GOAL LINE OR BEHIND EITHER GOAL OR ON THE OPPOSING TEAM'S SIDELINE.** Failure to do so can result in forfeiture of the current game.
- AGE GROUPS must be adhered to strictly (no player is allowed to play in an age group below his/her age). Any person found falsifying registration forms or intentionally playing players below his/ her age group level will be subject to disciplinary actions by the Commissioner which may include expulsion from the season and/or ineligibility for future seasons.
- There are only 15 players allowed on a roster. **Failure to adhere to this rule will result in forfeit of the current game. NO EXECPTIONS.**
- Coaches are responsible for verifying the final score after every game. Score must be uploaded to SI PLAY after the game.
- FORFEITS will occur when there are not enough team players to constitute a “full team” (see specific age group rules for a definition of “full team”) **FIFTEEN MINUTES FROM THE SCHEDULED**



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KICK-OFF TIME. Teams that continually forfeit games will be subject to discipline which may include removal from the league at the discretion of the Commissioner.

10. All games should start and end on time. **If the game starts late, for whatever reason, it will be shortened in order to end on time.**
11. TIMEOUTS – **Each team is allowed 1 :60 timeout per half.** An injury time out will be called based on the severity of the player’s injury. If the player is down on the field and cannot be immediately carried off the field, the clock will be stopped until the player has been taken off the field, then the game will resume where left off.
12. PARENTAL HARASSMENT AND BAD LANGUAGE **TOWARDS REFEREES, OPPOSING PLAYERS OR COACHES, OR YOUR OWN PLAYERS OR COACHES IS UNACCEPTABLE.** Please control your sidelines and make the game more enjoyable for everyone. The game is for the benefit of the children, not the spectators. Coaches will be held responsible for the conduct of their spectators. Teams, coaches, players, and/or parents who continue to violate this rule will face possible ineligibility from future registration, forfeiture of games, expulsion from the league, or other disciplinary actions as deemed necessary.
13. The league Commissioner reserves the right to determine the fair application of these rules with regards to any and all league occurrences. DPYSL rules supercede all other leagues rules and closely follow suggestions offered by US Youth Soccer.
14. In the semifinal and championship games, there will be two 10 minute halves to determine the winner of the game. The game ends at the end of the 20 minutes if a team is winning. If there is a tie, the game will go to a penalty shootout. Each team will have 5 attempts to make penalty kicks. Whoever has the most goals at the end of 5 attempts will be declared the winner

II. RED CARDS AND YELLOW CARDS

1. **PLAYERS OR COACHES** issued a Red Card must immediately leave the premises before the game will continue. In addition to the ejection, the player or coach will receive an automatic one-game suspension unless the Red Card is issued for “serious foul play,” “violent conduct,” or “foul or abusive language.” In that case, an automatic two-game suspension will be levied. Players or coaches receiving an additional Red Card within the seasonal year are suspended from further play until there is a hearing before the D.P.Y.S.L. Disciplinary Board.
2. **COACHES:** You may be subject to a Yellow or Red Card for the conduct of your players on the field and sidelines. Coaches and players are also subject to a Red Card or Yellow Card BEFORE or AFTER any game for deleterious conduct.
3. **TWO YELLOW CARDS** in any one game will equal one Red Card and will result in the same disciplinary actions.



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IV. PLAYER EQUIPMENT

1. **All players MUST wear shin guards at all times during the game.** Shin guards are to be worn under the player's socks. Players who are not wearing shin guards must leave the field until the player is properly protected with shin guards.
2. Cleats are not required, although if the player chooses to wear cleats **THEY MUST BE SOCCER CLEATS.** Football and baseball cleats are prohibited. (Football and baseball cleats have a "toe" cleat which is dangerous to other soccer players).
3. **GOALKEEPERS** must wear different colors from those worn by other players to identify him/herself as the goalkeeper.
4. Any mouth guards or cups are at the discretion of the parents and players involved and are not mandated by the league.



1st/2nd Grade

1. Teams play 7 vs. 7.
2. **There are no goalies.**
3. Games will be played in 2 halves of 20 minutes each.
4. Teams will play with a size 3 ball.
5. The size of the field will be at least 100 ft x 150 ft.
6. The size of the goal will be 6' x 12'.
7. No Headers are allowed
8. **Coaches must bring 1 goal up to the half field line before the game, and put it back in its original place after the game.**
9. **Offsides IS NOT enforced.**
10. **All free kicks are indirect (there are no penalty kicks in this division).**
11. **Players can not stand in the goalie box when ball is not in box.**
12. All players must play at least 50% of the game. (Teams must make every effort to play all players equally, regardless of the score of the game).
13. A foul throw-in will be retaken by the opposing team.
14. Coaches should NOT “run up” the score. Play less advanced players, take a player off the field, or tell your team they must complete a number of passes before they can score. There are lots of ways to allow for fun and challenging soccer without “running up” the score.
15. TEAMS AND COACHES must line-up and shake hands after the game.



3rd/4th Grade

1. Teams play 8 vs. 8.
2. **One player will be the goalie**
3. Games shall be played in two halves of 20 minutes each.
4. Teams will play with a size 3 ball.
5. The size of the field 200 ft x 150 ft.
6. The size of the goal will be 6' x 12'.
7. No headers are allowed.
8. **Offsides IS NOT enforce, but blatant offsides will be called.**
9. **All free kicks are indirect (there are no penalty kicks in this division).**
10. **Players can not stand in the goalie box when ball is not in box.**
11. All players must play at least 50% of the game. (Teams with more than 12 players must make every effort to play all players equally, regardless of the score of the game.)
12. A foul throw-in will be awarded to the opposing team.
13. Coaches should NOT “run up” the score. Play less advanced players, take a player off the field, or tell your team they must complete a number of passes before they can score. There are lots of ways to allow for fun and challenging soccer without “running up” the score.
14. TEAMS AND COACHES must line-up and shake hands after the game.
15. Scores and standings will be kept for this division.



5th Grade

1. Teams play 8 vs. 8.
2. **One player will be the goalie.**
3. Games shall be played in two halves of 25 minutes each.
4. Teams will play with a size 4 ball
5. The size of the field will be at least 200 ft x 150 ft.
6. The size of the goal will be 6' x 12'.
7. **Offsides IS NOT enforce, but blatant offsides will be called.**
8. **Penalties (Fouls and blatant handballs inside box) are now enforced.**
9. All players must play at least 50% of the game.
10. Coaches should NOT “run up” the score. Play less advanced players, take a player off the field, or tell your team they must complete a number of passes before they can score. There are lots of ways to allow for fun and challenging soccer without “running up” the score.
11. TEAMS AND COACHES must line-up and shake hands after the game.
12. Scores and standings will be kept for this division.
13. Coaches should use their time with their players to teach rules, respect for referees and opponents, and a love for the game.



6th – 8th Grade

1. Teams play 9 v 9
2. **One player will be the goalie.**
3. Games shall be played in two halves of 25 minutes each.
4. Teams will play with a size 4 ball
5. The size of the field will be at least 200 ft x 150 ft.
6. The size of the goal will be 6' x 12'.
7. **Offsides IS NOT enforce, but blatant offsides will be called.**
8. **Penalties (Fouls and blatant handballs inside box) are now enforced. Penalty kicks are present in this age division.**
9. All players must play at least 50% of the game.
10. Coaches should NOT “run up” the score. Play less advanced players, take a player off the field, or tell your team they must complete a number of passes before they can score. There are lots of ways to allow for fun and challenging soccer without “running up” the score.
11. TEAMS AND COACHES must line-up and shake hands after the game.
12. Scores and standings will be kept for this division.
13. Coaches should use their time with their players to teach rules, respect for referees and opponents, and a love for the game.



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