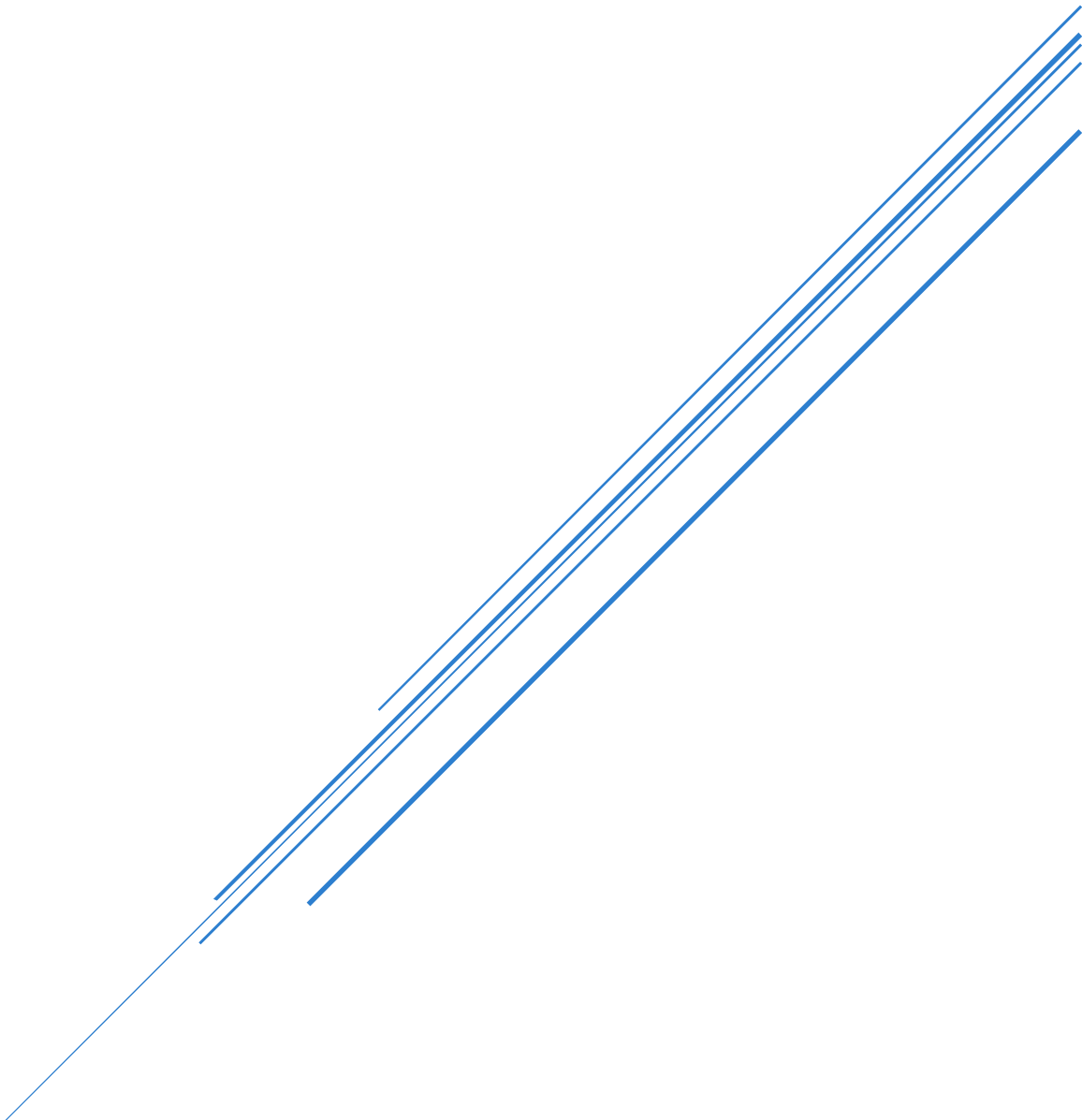


SOCCER FACT SHEET

updated 11/7/2025



Catholic Youth Organization of Brooklyn Queens

Table of Contents

General Details	2
Game Schedule	2
Standings & Results	2
Weekly Reporting	2
Points System (FIFA World Cup Qualification Rules)	3
Rosters	3
Waivers	3
At the Field.....	3
Fees	3
Weather Policy.....	4
At the Field.....	4
Officials & Fees	4
Rosters	4
Important Notes.....	4
Pre-Game Communication.....	4
Officials.....	5
Game Rules	5
Game Start Time	5
Disciplinary Rules & Conduct.....	5
Issuance of Cards	5
Misconduct & Ejections	6
Yellow Cards.....	6
Red Cards.....	6
Additional Discipline	6
Heading Restrictions (Mite – Novice Divisions).....	6
Head Injuries & Concussion Protocol.....	6
Rules of Competition.....	7
Goalkeeper Pass-Back Rule.....	7
Exceptions to FIFA Rules	7
Playoff Rules.....	8

General Details

Division	Official Fee	# of Officials	Ball Size	Duration (Halves)	Field Players	Suggested Field Dimensions	Suggested Net Dimensions
Intermediate	\$56	2	#5	30 Min.	11x11	215ft by 320ft	8' x 24' x 3' x 8'
Rookie	\$56	2	#5	30 Min.	11x11	215ft by 320ft	8' x 24' x 3' x 8'
Bantam	\$54	2	#5	30 Min.	11x11	215ft by 320ft	8' x 24' x 3' x 8'
Novice	\$54	2	#4	25 Min.	11x11	160ft by 215ft	7' x 21' x 3' x 7'
Peewee	\$54	1	#4	25 Min.	11x11	160ft by 215ft	7' x 21' x 3' x 7'
Subnovice	\$54	1	#4	25 Min.	11x11	160ft by 215ft	7' x 21' x 3' x 7'
Squirt	\$52	1	#3	25 Min.	9x9	75ft by 205ft	4' x 6' x 2' x 4'
Mite	\$52	1	#3	25 Min.	9x9	75ft by 205ft	4' x 6' x 2' x 4'

Note: Ball size may only be changed if both coaches agree. Otherwise, the standard size listed above must be used. Official fees are determined by the number of officials assigned to each game. If there are two officials, each parish pays \$56 total, with each official receiving \$56. If there is only one official, each parish pays half of that official's fee.

Game Schedule

The official game schedule will be produced by the CYO office based on venue availability and the entry forms with conflicts submitted by each parish. All conflicts are subject to CYO approval and must be reasonable. **Travel sports do not qualify as valid conflicts.** A draft schedule will be published to confirm that all submitted requests were captured. This draft is **not** an opportunity to submit new conflicts or additional changes.

If a parish needs a change after the draft is finalized, it is the responsibility of that parish to contact the opposing parish directly to request a reschedule. Once both parishes agree on the new date, time, and venue, written confirmation must be forwarded to the CYO office (Daniela Cracolici and George Simone) and to the Assignor (Jerry Kokkinos). This written proof must be submitted by the Sunday prior to the originally scheduled game. This is the only way a game may be rescheduled once the official schedule has been released.

If both parishes cannot agree on a change, the requesting parish may use their one "no-questions-asked" change. Each parish is allowed one divisional "no-questions-asked" change, which may be submitted up to 48 hours before a scheduled game. This one-time change will be processed directly by the CYO office. After this has been used, any additional change requests will only be considered in cases of a **documented emergency** or act of God and must be approved by the CYO office. If no such approval is granted, you must play, or the game will be considered a forfeit.

Standings & Results

Weekly Reporting

- ADs/PARs must report their game results by Monday each week, by online form only.

- Referees are also responsible for submitting final scores, along with any yellow/red cards or other applicable reports, within 1 hour of game completion (recommended before leaving the field).

Points System (FIFA World Cup Qualification Rules)

- Win: 3 points
- Tie: 1 point
- Loss: 0 points
- Forfeit: 0 points

Rosters

Eligible girls playing on a boys team may participate one age level below their own, subject to the discretion and approval of the CYO office. All coed teams are required to compete in the boys division.

All official team rosters will be published by the CYO office and distributed to participating teams at the start of the season. Any changes must be submitted through the CYO office. Updated rosters will be republished weekly until the Roster Change Deadline.

Waivers

All waivers are considered **Exception Waivers** and must be submitted by the deadline with a written explanation of the request. Waiver requests will be reviewed and approved at the discretion of the CYO Office. Players are **not permitted to participate** until their waiver has been officially approved.

At the Field

At each game, coaches are required to exchange a copy of the official CYO-published roster with the opposing coach and provide a copy to the officials. **Only rosters published by the CYO office are valid.** Use of an unofficial copy will result in a forfeit by that team. This will take effect by the Roster/Uniform Grace period cut off date.

Teams will no longer be required to sign rosters. Game roster forms submitted to the referee should not be scratched out. If a listed player is not present, the **official** will cross them out. Players must use the same jersey number for the entire season (as listed on the roster). Handwritten additions are not permitted – only players listed on the official published roster are eligible to participate.

Officials will check rosters against the athletes present. Any player not listed on the official roster will not be permitted to play. Any coach not listed on the official roster will not be allowed to coach or be on the bench.

Fees

Referees must be paid **before the start of each game.** If only **one referee** is present:

- **Novice & Bantam games:** Each team pays \$35 (total \$70).
- **Rookie & Intermediate games:** Each team pays \$40 (total \$80).

If the referee does not appear, the teams should attempt to play. The two coaches may agree to appoint a substitute referee. If both agree, the game will be considered official and valid, and no protests will be accepted regarding the referee. If the coaches cannot agree, the game will be rescheduled, time permitting. Coaches must notify the assignor immediately if a referee fails to appear.

All forfeits will be assessed at the **normal referee game fee plus a \$25 administrative fee**. This will be invoiced to the parish at the end of the season.

Weather Policy

- The **CYO office will release weather updates in advance of weekend games**. If conditions are clearly unsafe, the CYO office may **cancel or delay games in advance**.
- If weather is uncertain (“on the fence”), the final decision will be made at the field on the morning of the game.

At the Field

- If **both coaches agree** the field is unplayable due to rain or snow, the game may be postponed, provided both teams are otherwise ready to play (minimum 7 uniformed players present).
- A **15-minute grace period** must be given for a referee delayed by traffic or other reasonable circumstances before coaches may depart. The CYO Assignor must be notified immediately by phone.
- In the event the coaches disagree, the **referee has the final authority** on whether the field is playable.
- Once a game begins, the **referee controls all decisions** regarding stoppage or termination due to unsafe conditions, even if both coaches wish to continue.

Officials & Fees

- Officials will receive a **\$20 travel fee** for snow/rainouts, divided equally between the two teams. This will be paid at the field, prior to officials, coaches/teams leaving.
- **Referee fees are non-refundable**, regardless of how long the game is played.

Rosters

- Even in the case of postponement, **rosters must still be exchanged** between coaches and given to the referee.

Important Notes

- Only the **CYO Office** or **CYO Soccer Assignor** may cancel or postpone games in advance.
- Postponements for weather or field conditions are normally declared **at the field**.
- Teams failing to appear at the field may be charged with a **forfeit**, regardless of weather or field conditions.
- **Coaches, ADs, or PARs are not permitted to cancel games.**

Pre-Game Communication

The **home coach** must contact the **visiting coach by Wednesday** prior to game day to confirm:

- Field time and location
- Jersey colors

This ensures potential scheduling issues are addressed in advance (e.g., field conflicts, overlapping times, or uniform color clashes). If both teams have the same color jerseys, the home team is responsible for providing pinnies or alternate jerseys.

The CYO Office will include coach email and phone numbers on published rosters.

If the home coach fails to make the call by Wednesday, the visiting coach is strongly encouraged to initiate contact and notify their Soccer AD/PAR if the home team did not reach out. Failure to call may result in a fine or penalty at the discretion of the CYO Office.

Officials

Referees are in complete control of the game. Their authority must be always respected, even in cases of disagreement.

Referees are responsible for:

- Checking team rosters prior to the start of the game.
- Reporting incidents of misconduct to the CYO Soccer Assignor.
- Submitting final scores, yellow/red cards, and any other applicable game reports **within 1 hour of game completion** (recommended to complete before leaving the field to avoid errors or delays).

Game Rules

Game Start Time

A 15-minute grace period will be allowed from the scheduled start time for a team to assemble the required minimum of seven players. The game must begin immediately once the minimum requirements are met. Failure to field at least seven players within the 15-minute grace period will result in a forfeit.

Disciplinary Rules & Conduct

Issuance of Cards

- Players (including those on the bench) and coaches may be issued yellow or red cards.
- Spectators cannot be issued cards, but any misconduct will be documented by the referee and reported to the CYO Soccer Assignor.
 - If spectators are not behaving appropriately, the official will first issue a warning to the coach of the respective parish. The coach will then have the opportunity to address and warn the spectators. If the inappropriate behavior continues, the coach will receive a yellow card for spectator misconduct. Continued disruption will result in a second yellow card, which becomes a red card. This will lead to the coach's ejection for that game, the immediate termination of play, and an automatic forfeit by the team, regardless of the score.

Misconduct & Ejections

- Coaches or spectators may be ejected for misconduct (e.g., abusive language, disruptive behavior, inciting players).
- Failure to leave the playing area once instructed by the referee will result in a **forfeit**.

Yellow Cards

- Can be issued for offenses such as reckless play, intentional handballs, failing to respect the rules, or other actions deemed inappropriate by the referee under FIFA standards.
- A player does not need to be substituted after a yellow card.
- Two yellow cards in the same game = automatic ejection.

Red Cards

- Issued for more severe offenses and result in immediate ejection.
- Any player or coach receiving a red card is automatically suspended for **at least one additional game**.
- A player cannot be replaced in the match once ejected.
- If an ejected player does not sit out, the team will forfeit the match.
- If a coach is ejected, an assistant listed on the official roster must take over. If no assistant is available, the game will be terminated and forfeited.

Additional Discipline

- The CYO reserves the right to extend suspensions for serious or violent conduct (e.g., spitting, punching, abusive language, or other severe misconduct).

Heading Restrictions (Mite – Novice Divisions)

Intentional heading of the ball is prohibited in the Mite, Squirt, Subnovice, Peewee, and Novice divisions.

- Any intentional header will result in an **indirect free kick** for the opposing team at the spot of the infraction.
- Goals scored by intentional heading will be disallowed.
- A ball that accidentally strikes a player's head will **not** be considered a foul.

Head Injuries & Concussion Protocol

If, in the judgment of the referee or coach, a player sustains a head injury, that player must be removed from play.

- If a qualified health care professional (MD, DO, RN, or a trainer certified in concussions) determines the player has **not** suffered a concussion—and the player's parent is present and agrees – the player may return to the game.
- A coach cannot dispute or protest the referee's decision to remove a player.
- If a parent believes their child has sustained a head injury, the player must be removed even if the referee does not require it.

Clearance Requirement

- A player removed for a head injury may not participate in any subsequent CYO game or contest until cleared **in writing** by a qualified health care professional (MD, DO, RN, or a trainer certified in concussions).

- Written clearance must be submitted by the AD and approved by the Soccer Coordinator or CYO Director before the player can return to competition.

Rules of Competition

All games will be governed by:

1. CYO Rules & Regulations
2. This Soccer Fact Sheet/Manual
3. International Football Rules (FIFA) and the decisions of the F.A. Board

In the event of a conflict, the following order of precedence applies:

- **CYO Rules & Regulations** supersede this Soccer Fact Sheet and FIFA rules.
- **This Fact Sheet** supersedes FIFA rules.

Goalkeeper Pass-Back Rule

- Mite - Pee Wee: Goalkeepers may use their hands on intentional passes from teammates (no foul).
- Novice - Intermediate: Goalkeepers may not handle intentional pass-backs. Violation = indirect free kick.

Exceptions to FIFA Rules

Law 1 – The Field of Play

- Field size will vary depending on available space. Goals and markings may be scaled proportionally.
- Teams should bring cones or flags if the field requires marking or adjustment (e.g., for younger divisions or unsafe areas).
- The home team selects which side of the field to occupy.
- Player benches/coaches must remain on one side; parents/spectators must stay on the opposite side. If bleachers are present, they must be used.
- No one is permitted behind the goal lines, except in the Mite/Squirt divisions where one assistant may stand behind the net and another along the sideline (without interfering with play).
- Coaches are responsible for the conduct of their players and spectators.
- If girls are on the roster, it is strongly recommended that a responsible female adult be present.

Law 2 – The Ball & Uniforms

- Both teams must supply a regulation ball.
- The home team must provide alternate jerseys or pinnies if colors conflict.

Law 3 – Players & Substitutions

- Teams must field a minimum of **7 players** (maximum 11). If fewer than 7 are available, the game is forfeited.
- Late players may enter at stoppages, provided they are listed on the roster and acknowledged by the referee.
- Coaches may choose to play shorthanded if the opponent is short, but are not obligated.
- Coin toss winner chooses to defend a goal or take the kickoff (per 2019 FIFA update).

- Unlimited substitutions are allowed at stoppages, subject to referee approval. The referee may deny substitutions that disrupt the flow of play or waste time. Possession of the ball is not required for a substitution to occur.
- Extra stoppage time may be added for substitutions.
- The referee is the official timekeeper.
- Injured players (other than the goalkeeper) must leave the field for treatment before re-entering with referee approval.

Law 4 – Player Equipment

- Jerseys must be numbered and of the same color, and no two players on the same team may wear the same number.
- Numbers must match the game line-up sheet. Tape/marker may be used if necessary (with referee notation).
- Shorts are required but need not match. Sweatpants or leggings must be worn under shorts.
- Shoes are optional, but **metal cleats are strictly prohibited.**
- Shin guards are mandatory (under socks). In Mite/Squirt divisions, shin guards may be worn over socks.

Law 5 – Referee Authority

- Referee authority must be always respected.
- Any player, coach, or spectator who verbally abuses, threatens, or physically touches a referee will be suspended from all CYO activities for at least one year.
- Referees may choose not to engage in discussion before, during, or after a match. Persistent confrontation will result in suspension.
- Entering the field without referee permission is prohibited. Violations may result in ejection and a referee report to the Assignor. A team may be subject to forfeit depending on the report.

Law 6 – Assistant Referees

- If appointed, assistants may only indicate when the ball is in or out of play.
- Possession decisions and offside calls remain solely at the referee's discretion.

Law 7 – Duration of the Match

- Referees may add time for substitutions, injuries, delays, or other stoppages.
- Halftime shall be 5 minutes.

Playoff Rules

Officials & Payments

- There will be **two officials** for all playoff games.
- Each team is responsible for paying **one official \$60** prior to the start of the match.

Sidelines & Spectators

- **Teams must occupy the same sideline**, while **spectators must remain on the opposite side.**
- If bleachers are present, spectators must sit **on the bleacher side** of the field only.

Game Rosters

- **CYO-published game rosters are mandatory** for all playoff games.
- Failure to present a roster at the field will result in an **automatic forfeit**.
- Game rosters must be **fully and accurately completed**. Uniform numbers may be handwritten.
- Referees are required to verify rosters prior to kickoff.

Coach Responsibilities

- Ensure all players are wearing their correct jersey numbers and that the roster reflects those numbers accurately.
- Provide one roster copy to the **official** and one to the **opposing coach** before the match.
- Correct any **duplicate, confusing, or unclear numbers** before kickoff.
- Any uniform discrepancies must be proactively communicated to both the **official** and **opposing coach** to prevent in-game issues and the official will determine if that player is eligible to play.

Extra Time

If the playoff match is tied at the end of regulation, two **extra five-minute periods** will be played. There will be **no halftime interval**, but teams will **switch sides** after the first period. Overtime is not sudden death and the full 10 minutes must be played.

Penalty Kicks

If the match remains tied after overtime, the winner will be determined by penalty kicks (PKs):

Eligible Players:

- Only players **on the field at the end of overtime** are eligible to participate in penalty kicks, including the goalkeeper.
- Players on the bench at the end of overtime **may not participate** in the shootout.
- Coaches wishing to use bench players in PKs must substitute them into the match **before overtime ends**.

Kick Setup:

- All eligible players must gather at the **center circle** after overtime without leaving the field.
- Coaches will meet players on the field to determine the **kicking order**. Once determined coaches and remaining eligible players not kicking must return to the sidelines.

Execution:

- A **coin toss** will determine which team kicks first.
- Teams will alternate kicks (five each).
- The team with the **most goals after five kicks** wins.
- If still tied, kicks continue **one by one** (sixth, seventh, etc.) until a winner is decided.
- If one team has fewer eligible players, the opposing team must **reduce its number of kickers** to match.

Goalkeepers:

- Any eligible player who was on the field at the end of overtime may serve as goalkeeper.
- The goalkeeper **may be changed** between kicks, provided the replacement was also on the field at the end of overtime.
- Goalkeepers may also **take kicks** themselves.