



Founded 1996

# **Bahamas Youth Football League**

**Rules and Regulations  
2018/2019**

# Table of Contents

Scheduling of Matches	3
Team Registration	3
Player Registration and Eligibility	3
League Format	5
BFA Recommendations and Mandates	5
Sideline Zone	5
The Laws of the Game	6
I.    The Field Of Play	6
II.   The Ball	7
III.  The Players	7
IV.   The Player’s Equipment	9
V.    The Referee	9
VI.   The Other Match Officials	10
VII.  Duration of the Games	10
VIII. The Start and the Restart of Play	11
IX.   Ball in and out of Play	11
X.    Determining the Outcome of a Match	11
XI.   Offside	11
XII.  Fouls and Misconduct	12
XIII. Free Kicks	15
XIV.  Penalty Kicks	16
XV.   Throw-In	16
XVI.  Goal Kick	16
XVII. Corner Kick	16
League Guide To Expected Behavior And Code Of Conduct	17
Players, Coaches, Team Staff, Parents, Spectators Conduct and Responsibilities	23

1. Matches will be scheduled for Saturdays (Fridays for U-18 Boys Division) by the BFA for all divisions.
2. Cancellations will only be made by the BFA in the case of weather, national emergencies or any situations that the BFA deems rescheduling necessary. No shows will result in games forfeited and a fine of \$300. This fine must be paid before the team's next match.

1. The league will be divided into the following divisions:
  - Three (3) divisions for boys (13 & under, 15 & under and 18 & under)
  - Three (3) divisions for girls (13 & under, 15 & under, and 18 & under)
  - a. If there are not enough teams to create a division (4), the teams will be informed of the situation.
2. Clubs may enter more than one team per division, with the following stipulations:
  - a. Teams must have names that differentiate from each other.
    - i. Acceptable names – Mt. Moriah FC Knights and Mt. Moriah FC Lions (teams will be labeled as Knights and Lions respectively).
    - ii. Unacceptable names- Mt Moriah FC A Team and Mt Moriah FC B Team
  - b. Teams must have separate rosters.
    - i. Players in club cannot move from one team to another within the same age division during the season.
  - c. Teams must have separate coaches registered.
    - i. Teams cannot have coaches “covering” for another within a club if competing in the same division.
  - d. Teams must have an alternate uniform available when competing against each other.
    - i. If alternate uniforms are not available, the team must provide their own shirt/bib

1. Teams may only register a particular number of players for teams in the various divisions.

<b>Division</b>	<b>Total Number of Registered Players Allowed</b>	<b>Number of Players on Game Day Roster</b>
<b>13 &amp; Under Girls</b>	Fifteen (15)	Fifteen (15)
<b>13 &amp; Under Boys</b>	Eighteen (18)	Fifteen (15)

<b>15 &amp; Under Girls</b>	Eighteen (18)	Fifteen (15)
<b>15 &amp; Under Boys</b>	Twenty-two (22)	Eighteen (18)
<b>19 &amp; Under Girls</b>	Twenty-two (22)	Eighteen (18)
<b>18 &amp; Under Boys</b>	Twenty-two (22)	Eighteen (18)

2. Each player's must complete an online BFA registration process with the required TMS mandates.
  - a. Unless otherwise stated by the BFA (in certain circumstances).
  
3. Team sheets will be presented by the referee to the teams on the match day, prior to the start of each match
  - a. Only players who are registered for that particular team will be listed on the team sheet.
  - b. Teams wishing to call up a player from a younger division (to be included on the team sheet) must formally request permission from the BFA at least 48 hours prior to the start of the match. This will allow the BFA to include the call up player on the team sheet for that particular match. **(Please see Law III 4 for more information regarding the playing up regulations).**
  
4. Teams using unregistered players (**players whose are not registered with the BFA and whose names are not listed on the team roster**) shall forfeit all points for the match in which the player participated, and shall be subject to a fine to be determined by the League Administrator.
  - a. All coaches are responsible for ensuring that they only field legal players. Any recognized team coach may challenge a player's eligibility by informing the Venue Coordinator on site.
  - b. Any disputes regarding the eligibility of players should be confirmed to the Venue Coordinator on the day of the match and confirmed to the League Administrator by the following Monday.

5. **AGE RESTRICTIONS:**

Division	Cut-Off Age
13 & Under Boys	Born in the year 2006 or after
13 & Under Girls	Born in the year 2006 or after
15 & Under Boys	Born in the year 2004 or after
15 & Under Girls	Born in the year 2004 or after

18 & Under Boys	Born in the year 2001 or after
19 & Under Girls	Born in the year 1999 or after*

#### 4 League Format

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1. Each division will be run in a round robin style format
  - a. Divisions run in a different style (groupings) will be determined as a special case, and teams involved will be notified of the change in format prior to start of the season.
2. League format will apply points that will be awarded as follows:
  - Win – 3 points
  - Draw– 1 point
  - Loss – 0 points
3. Final Standings will be determined based on points.
  - a. In the event of a tie on points between multiple teams at the end of the season, the head to head score for teams will determine final standing between those teams.
  - b. If tied in head to head score, those teams shall be awarded medals/ trophies.

#### 5 BFA Recommendations and Mandates

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1. Recommendations
  - a. At least one (1) D License Coach per competitive team
2. Mandates
  - a. Club/Team President is responsible to act as club/team liaison to the league for the purpose of communication et al.
    - i. The club/ team president can name a person to act as the liaison for the club/team, and must notify the BFA of this appointment.
  - b. At least one (2) persons trained in CPR/ First Aid present at home games

#### 6 Sideline Zone

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1. Competing teams and Coaches shall take the same side of the pitch, each on either side of midfield line.
2. **Supporters for both teams shall be seated in the stands provided and not on the side-lines or under the bleachers. This will be strictly enforced.**

3. All coaches and players must stay within the technical area, unless warming up.
4. The referee or assistant referees may at any time, restrict the side-line movement of coaches, team officials, players.
5. A chalk or cones line shall be placed 3-5 yards behind the touch line to keep coaches, team officials, players and supporters back from the field and out of the way. This applies to all fields and all ages.
6. Game officials will be responsible for enforcing and reporting any violations.

## **THE LAWS OF THE GAME**

### **As it is applied to the BYFL**

#### **LAW I – THE FIELD OF PLAY**

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##### 1. Dimensions

The field of play shall be rectangular, its dimensions shall be:

<b>Division</b>	<b>Length</b>	<b>Width</b>
<b>13 &amp; Under Girls</b>	60 yds	35 yds
<b>13 &amp; Under Boys</b>	70 yds	40 yds
<b>15 &amp; Under Girls</b>	70 yds	40 yds
<b>15 &amp; Under Boys</b>	110 yds	70 yds
<b>18 &amp; Under Girls</b>	110 yds	70 yds
<b>18 &amp; Under Boys</b>	110 yds	70 yds

##### 2. Goals

<b>Division</b>	<b>Goal size</b>
<b>7 &amp; Under Co-ed</b>	Four (4) feet high by six (6) feet wide
<b>9 &amp; Under Co-ed</b>	Four (4) feet high by six (6) feet wide
<b>11 &amp; Under Co-ed</b>	Six (6) feet high by twelve (12) feet wide
<b>13 &amp; Under Girls</b>	Six (6) feet high by twelve (12) feet wide
<b>13 &amp; Under Boys</b>	Six (6) feet high by twelve (12) feet wide
<b>15 &amp; Under Girls</b>	Six (6) feet high by twelve (12) feet wide
<b>15 &amp; Under Boys</b>	Eight (8) feet high by twenty-four (24) feet wide
<b>18 &amp; Under Girls</b>	Eight (8) feet high by twenty-four (24) feet wide
<b>18 &amp; Under Boys</b>	Eight (8) feet high by twenty-four (24) feet wide

## **LAW II – THE BALL**

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<b>Division</b>	<b>Ball size</b>
<b>7 &amp; Under Co-ed</b>	Size four (4)
<b>9 &amp; Under Co-ed</b>	Size four (4)
<b>11 &amp; Under Co-ed</b>	Size four (4)
<b>13 &amp; Under Girls</b>	Size four (4)
<b>13 &amp; Under Boys</b>	Size four (4)
<b>15 &amp; Under Girls</b>	Size five (5)
<b>15 &amp; Under Boys</b>	Size five (5)
<b>18 &amp; Under Girls</b>	Size five (5)
<b>18 &amp; Under Boys</b>	Size five (5)

## **LAW III – THE PLAYERS**

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### 1. Maximum and minimum amount of players

<b>Division</b>	<b>Maximum number of players on the field</b>	<b>Minimum number of players for a match to be official</b>	<b>Number of players on a game day roster</b>
<b>13 &amp; Under Girls</b>	Seven (7)	Five (5)	Fifteen (15)
<b>13 &amp; Under Boys</b>	Nine (9)	Six (6)	Fifteen (15)
<b>15 &amp; Under Girls</b>	Nine (9)	Six (6)	Fifteen (15)
<b>15 &amp; Under Boys</b>	Eleven (11)	Seven (7)	Eighteen (18)
<b>18 &amp; Under Girls</b>	Eleven (11)	Seven (7)	Eighteen (18)
<b>18 &amp; Under Boys</b>	Eleven (11)	Seven (7)	Eighteen (18)

### 2. Substitutions

<b>Division</b>	<b>Substitution Rule</b>
<b>13 &amp; Under Girls</b>	Law III 2.a
<b>13 &amp; Under Boys</b>	Law III 2.a
<b>15 &amp; Under Girls</b>	Law III 2.a
<b>15 &amp; Under Boys</b>	Law III 2.a

<b>18 &amp; Under Girls</b>	LAW III 2.b
<b>18 &amp; Under Boys</b>	LAW III 2.c

- a. Unlimited rolling substitutions can only occur, when signalled by the referee, during:
  - i. Restarts (when the ball has gone out of play or a goal has been scored)
    1. Teams are only allowed 3 Opportunities to Substitute per half (6 per game). Multiple substitutions can occur during each opportunity.
  - ii. After an injury or when the referee stops play.
  - iii. At half-time- will count towards the 6 opportunities to make substitutions.
- b. 18 & Under Girls- 2<sup>nd</sup> Half Re-entry Rule
  - i. A team may make unlimited substitutions, and each player is allowed one re-entry which must occur in the second half of the match unless the substitution was caused by a player injury resulting from a caution or send-off.
  - ii. The team will only be allowed four “Substitution Opportunities” (Sub-Ops) to make substitutions in a match, but are allowed to make multiple substitutions in one Sub-Op.
    1. Substitutions during half-time count as a Substitution Opportunity.
- c. 18 & Under Boys- 4 Substitution Opportunity Rule
  - i. A team may use all seven substitutes, but once a player is subbed out of the match, they are unable to re-enter the match.
  - ii. The team will only be allowed three “Substitution Opportunities” (Sub-Ops) to make substitutions in a match, but are allowed to make multiple substitutions in one Sub-Op.
    1. Substitutions during half-time count as a Substitution Opportunity.

### 3. Medals Issued (for 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup>)

<b>Division</b>	<b>Number of Medals per placed team</b>
<b>13 &amp; Under Girls</b>	Fifteen (15)
<b>13 &amp; Under Boys</b>	Fifteen (15)
<b>15 &amp; Under Girls</b>	Eighteen (18)
<b>15 &amp; Under Boys</b>	Eighteen (18)
<b>18 &amp; Under Girls</b>	Eighteen (18)
<b>18 &amp; Under Boys</b>	Eighteen (18)

### 4. Players Playing Up

- a. Players may ONLY play for the club/team they are registered with. This applies to all divisions.
  - i. Players can play up for a team within their club/team; players cannot play below their age division.
  - ii. It is advised that players should not play two matches on the same day
  - iii. **All players playing up must have a Playing up- Parent Consent Form**



**signed by the parent/guardian and the club president, and sent to the BFA before the first match the player wishes to play in.**

- b. Between 11 & Under and 13 & Under
  - i. Players are allowed to move from the recreational league (U11) to the competitive league (U13) and vice versa within their club/team only.
    - 1. Player must be of the correct age to compete in U11 division.
- c. Between 13 & Under and 15 & Under
  - i. If a team in a division does not have a game on the particular day, the player will be allowed to play in the higher age division on that day
    - 1. U13 Boys team does not have a game, player can play in U15 Boys game
- d. Between 15 & Under and 18 & Under
  - i. U15 Boys/Girls players playing in U18 Boys/ Girls games are acceptable

#### **LAW IV- THE PLAYER'S EQUIPMENT**

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- 1. Player Equipment
  - a. A player's equipment includes a jersey, shorts, socks, shin guards and shoes.
    - i. The goalkeeper must wear colours that are different from the colours of the other players and the referee.
  - b. A player must not use equipment or wear anything that is dangerous to himself or another player (including any kind of jewellery).
  - c. Shin guards are MANDATORY.
- 2. Club/Team Uniform Colours
  - a. Clubs must register their uniform colours (Shirt, shorts and socks)
  - b. It is advised that clubs register a home uniform and an away uniform. (ONLY APPLICABLE TO 15 & UNDER AND 18 & UNDER DIVISIONS)
  - c. In the event that the two teams are clashing in shirt colour or sock colour, the away team must make the change.
  - d. Teams must be uniformed, all players in the same kit , to take the field. Players not conforming will not be allowed to play.( ie, same color , shirt, socks, shorts)

#### **LAW V – THE REFEREE**

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- 1. The referee will provide each team with a completed roster of players with numbered jerseys prior to the start of the game.
- 2. The referee enforces the laws of the game. The referee's decisions are final.

3. Acts as a timekeeper, keeps a record of the match and provides the appropriate authorities with a match report, including information on disciplinary action and any other incidents that occurred before, during or after the match.
4. **Injuries:**
  - a. **The referee ensure:** Any player bleeding leaves the field of play. The player must re-enter on receiving a signal from the referee, who must be satisfied that the bleeding has stopped and there is no blood on the equipment
5. **Outside interference**
  - a. **Referee has the authority to:** Stop, suspend or abandon the match for any infringements of the laws or because of outside interference e.g. if:
    - i. An object thrown by a spectator hits a match official, a player or team official.
    - ii. A spectator blows a whistle which interferes with play-
    - iii. Extra ball, other subject or animal enters the field of play during the match
    - iv. Allows no unauthorized persons to enter the field of play

## **LAW VI – THE OTHER MATCH OFFICIALS**

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1. The duties of the Assistant Referee, subject to the decision of the referee, are to indicate:
  - Ball in and out of play
  - Which side is entitled to a corner kick, goal kick or throw-in
  - When a player may be penalised for being in an offside position
  - When a substitute is requested
  - When misconduct or any other incident has occurred out of the view of the referee.
2. The Assistant Referee also assists in the control of the match.
  - a. In the event of undue interference or improper conduct, the referee will relieve an assistant referee of his duties and make a report to the appropriate authorities.

## **LAW VII – DURATION OF THE GAMES**

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<b>Division</b>	<b>Half lengths (minutes)</b>	<b>Game Length (minutes)</b>	<b>Halftime Break</b>
<b>13 &amp; Under Girls</b>	25	50	5
<b>13 &amp; Under Boys</b>	25	50	5
<b>15 &amp; Under Girls</b>	35	70	10
<b>15 &amp; Under Boys</b>	35	70	10
<b>18 &amp; Under Girls</b>	45	90	10
<b>18 &amp; Under Boys</b>	45	90	10

## **LAW VIII – THE START AND THE RESTART OF PLAY**

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1. All players must start in their own half of the field.

<b>Division</b>	<b>Defending Players distance from centre spot (yards)</b>
<b>13 &amp; Under Girls</b>	8
<b>13 &amp; Under Boys</b>	8
<b>15 &amp; Under Girls</b>	10
<b>15 &amp; Under Boys</b>	10
<b>18 &amp; Under Girls</b>	10
<b>18 &amp; Under Boys</b>	10

## **LAW IX – BALL IN AND OUT OF PLAY**

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1. The ball is in play until it has gone completely out of bounds, or unless the game is stopped by the referee for another reason.

## **LAW X – DETERMING THE OUTCOME OF A MATCH**

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1. The entire ball must cross the goal line into the goal in order to score.
  - a. The team that scores the most goals is the winner. A game may end in a tie.

## **LAW XI – OFFSIDE**

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<b>Division</b>	<b>OFFSIDE RULE</b>
<b>13 &amp; Under Girls</b>	NO
<b>13 &amp; Under Boys</b>	NO
<b>15 &amp; Under Girls</b>	NO
<b>15 &amp; Under Boys</b>	YES
<b>18 &amp; Under Girls</b>	YES
<b>18 &amp; Under Boys</b>	YES

1. **It is not an offence in itself to be in an offside position.**
2. A player is in an offside position if:
  - a. The Player is nearer to his/ her opponents' goal line than both the ball and the second last opponent.
3. A player is not in an offside position if:
  - a. The Player is in his/ her own half of the field of play; or

- b. The Player is level with the second last opponent; or
  - c. The Player is level with the last two opponents
4. There is no offside offence if a player receives the ball directly from.
- a. A goal kick
  - b. A throw-in or
  - c. A corner kick

## **LAW XII - FOULS AND MISCONDUCT**

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### **Fouls and misconduct are penalised as follows:**

#### **1. Direct Free Kick**

- i. A direct free kick is awarded to the opposing team if a player commits any of the following six offences in a manner considered by the referee to be careless, reckless or using excessive force:
  - 1. Kicks or attempts to kick an opponent
  - 2. Trips or attempts to trip an opponent
  - 3. Jumps at an opponent
  - 4. Charges an opponent
  - 5. Strikes or attempts to strike an opponent (**INCLUDING HEAD BUTT**)
  - 6. Pushes an opponent
  - 7. Tackles or challenges an opponent
- ii. A direct free kick is also awarded to the opposing team if a player commits any of the following four offences:
  - 1. Tackles an opponent to gain possession of the ball, making contact with the opponent before touching the ball
  - 2. Holds an opponent
  - 3. Spits at an opponent
  - 4. Handles the ball deliberately (except for the goalkeeper within his own penalty area)
  - 5. Impedes the progress of an opponent
- iii. A direct free kick is taken from where the offence occurred.

#### **2. Handing the ball**

- i. Handling the ball involves a deliberate act of a player making contact with the ball with the hand or arm.
- ii. The following must be considered:
  - i. The movement of hand towards ball (not the ball towards hand)
  - ii. The distance between the opponent and the ball ( unexpected ball )
  - iii. The position of the hand does not necessarily mean that there is an infringement

- iv. Touching the ball with an object held in the hand (clothing, shinguards, etc.) is an infringement
  - v. Hitting the ball with a throwing object ( boot, shinguard, etc.) is an infringement
  - vi. The goalkeeper has the same restrictions on handling the ball as any other player outside the penalty area.
- iii. Inside their penalty area, the goalkeeper cannot be guilty of handling offences incurring a direct free kick or any relegated sanction.

### 3. **Penalty Kick**

- i. A penalty kick is awarded if any of the above ten offences is committed by a player inside his own penalty area, irrespective of the position of the ball, provided it is in play.

### 4. **Indirect Free Kick**

- i. An indirect free kick is awarded to the opposing team if a goalkeeper, inside his own penalty area, commits any of the following four offences:
  - i. Takes more than six seconds while controlling the ball with his hands before releasing it from his possession;
  - ii. Touches the ball again with his hands after it has been released from his possession and has not touched any other player;
  - iii. Touches the ball with his hands after it has been deliberately kicked to him by a team mate;
  - iv. Touches the ball with his hands after he has received it directly from a throw-in taken by a team-mate.
- ii. An indirect free kick is also awarded to the opposing team if a player, in the opinion of the referee:
  - i. Plays in a dangerous manner
  - ii. Impedes the progress of an opponent
  - iii. Prevents the goalkeeper from releasing the ball from his hands
  - iv. Commits any other offence, not previously mentioned in Law 12, for which play is stopped to caution or dismiss a player
- iii. The indirect free kick is taken from where the offence occurred.

### 5. **Cautionable Offences**

- i. A player is cautioned and shown the yellow card if he commits any of the following seven offences:
  - i. is guilty of unsporting behaviour
  - ii. Shows dissent by word or action
  - iii. Persistently infringes the Laws of the Game
  - iv. Delays the restart of play

- v. Fails to respect the required distance when play is restarted with a corner kick or free kick
- vi. Enters or re-enters the field of play without the referee's permission
- vii. Deliberately leaves the field of play without the referee's permission
- ii. A player who removes his jersey when celebrating a goal must be cautioned for unsporting behaviour.

#### **6. Caution for unsporting behaviour**

- i. There are deferent circumstances when a player must be cautioned for unsporting behaviour
- ii. Attempts to deceive the referee e.g. by feigning injury or pretending to have been fouled ( simulation )
- iii. Changes place with the goalkeeper during the play or without the referee permission
- iv. Commits in a reckless manner a direct free kick offence
- v. Commits a foul or handles the ball to interfere with or stop a promising attack

#### **7. Celebration of a Goal**

- i. A player can celebrate when a goal is scored, but the celebration must not be excessive; Choreographed celebrations are not encouraged and must not cause excessive time wasting.
- ii. Leaving the field of play to celebrate a goal is not a cautionable offence but players should return as soon as possible.
- iii. A player must be cautioned for:
  - i. Climbing onto a perimeter fence
  - ii. Gesturing in a provocative, derisory or inflammatory way
  - iii. Covering the head or face with a mask or other similar item
  - iv. Removing the shirt or covering the head with the shirt

#### **8. Sending Off Offences**

- i. A player is sent off and shown the red card if he commits any of the following seven offences:
  - i. is guilty of serious foul play
  - ii. is guilty of violent behaviour
  - iii. Spits at an opponent or any other person
  - iv. Denies the opposing team a goal or an obvious goal scoring opportunity by deliberately handling the ball (this does not apply to the goalkeeper within his own penalty area)
  - v. Denies an obvious goal scoring opportunity to an opponent moving towards the player's goal by an offence punishable by a free kick or a penalty kick
  - vi. Uses offensive or insulting or abusive language and/or gesture
  - vii. Receives a second caution in the same match
- ii. A player who has been sent off must leave the vicinity of the field of play and the technical area.

**9. Denying a goal or an obvious goal-scoring opportunity**

- i. Where a player denies the opposing team a goal or an obvious goal scoring opportunity by a deliberate handball offence the player is sent off wherever the offence occurs
- ii. Where a player commits an offence against an opponent within their own penalty area which denies an opponent an obvious goal-scoring opportunity and the referee awards a penalty kick, the offending player is cautioned unless
  - a. The offence is holding, pulling or pushing or
  - b. The offending player does not attempt to play the ball or there is no possibility for the player to making the challenge to play the ball or
  - c. The offence is one which is punishable by a red card wherever it occurs on the field of play (e.g. serious foul play or violent conduct etc.)
  - d. In all the above circumstances the player is sent off.

**10. Serious foul Play**

- i. Violent conduct is when a player uses or attempts to use excessive force or brutality against an opponent when not challenging for the ball, or against a team mate, team officials, match officials, spectators or any other person, regardless of whether contact is made.
- i. In addition, a player who, when not challenging for the ball, deliberately strikes an opponent or any other person on the head or face with the hand or arm, is guilty of violent conduct unless the force used was negligible.

**LAW XIII – FREE KICKS**

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1. Opponents must be a certain distance away before the ball is kicked.

<b>Division</b>	<b>Distance (yards)</b>
<b>13 &amp; Under Girls</b>	8
<b>13 &amp; Under Boys</b>	8
<b>15 &amp; Under Girls</b>	10
<b>15 &amp; Under Boys</b>	10
<b>18 &amp; Under Girls</b>	10
<b>18 &amp; Under Boys</b>	10

**2. DIRECT FREE-KICK:**

This kick may be made and a goal scored without the ball first touching another player.

**3. INDIRECT FREE-KICK:**

The goal may not be scored unless the ball touches another player after the kick is made.

## **LAW XIV – PENALTY KICKS**

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A penalty kick is awarded when a defending player commits a “direct free-kick” foul (see Law XII) within his or her own penalty area. This means the ball is put back into play by the attacking team with a kick made from the defender’s penalty mark, with only the goalie defending the goal.

## **LAW XV – THROW-IN**

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When the ball goes out of play over a side-line, the ball is put back in play with a throw-in. The thrower must keep both feet on the ground (U-10 and above), use both hands, and throw the ball from a position behind the head.

## **LAW XVI – GOAL KICK**

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When the attacking team plays the ball out-of-bounds over the goal line, the defending team puts the ball back into play with a goal-kick made from inside the goal area. The ball may not be played again until it has passed outside the penalty area.

## **LAW XVII – CORNER KICK**

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1. When the ball is played out-of-bounds over the goal line by the defending team, the ball is put back into play by the attacking team with a corner-kick made from inside a corner arc.
2. Opponents must be a certain distance away before the ball is kicked:

<b>Division</b>	<b>Distance (yards)</b>
<b>13 &amp; Under Girls</b>	8
<b>13 &amp; Under Boys</b>	8
<b>15 &amp; Under Girls</b>	10
<b>15 &amp; Under Boys</b>	10
<b>18 &amp; Under Girls</b>	10
<b>18 &amp; Under Boys</b>	10



# **LEAGUE GUIDE TO EXPECTED BEHAVIOR AND CODE OF CONDUCT**

## **Coaches and Parents: Role Models for Life**

*COACHES: What can they do to make the game of soccer more enjoyable for the players and easier for the referee to manage?*

1. Take a course on the Laws.
2. Be accepting of the referee's decisions.
3. Remain calm.
4. Do not make loud, offensive remarks.
5. Concentrate on coaching, rather than on the accuracy of referee's decisions.
6. Be a role model of fair play.
7. Be positive; avoid confrontation with any official
8. During games, leave the decisions to the players.
9. Attend coaching classes to learn the most effective ways to conduct practices.
10. Give good guidelines to parents.
11. Set high standards.
12. Be firm with parents at games.
13. Teach skills and fair tactics.
14. Discourage unfair gamesmanship.
15. Communicate with parents often in meetings and social gatherings.
16. Play the game and encourage parents to play and to referee.
17. Referee games.
18. Delegate responsibilities.

**PARENTS:** *What can parents do to make the game of soccer more enjoyable for their children and other people's kids, too?*

1. Be knowledgeable of the game.
2. Encourage fair play at home.
3. Be supportive; i.e. be sure the player attends practices; pick him/her up on time.
4. Attend games.
5. Be positive or quiet at games.
6. Be respectful; expect your own children to be respectful.
7. Focus on good nutrition.
8. Volunteer to help the coach.
9. Become a referee.
10. Play the game of soccer.
11. Be calm and have good manners.
12. Support the coach's and referee's decisions.
13. Encourage communication between coach and parent.
14. Ask your own children to describe his/her role, what new skills have been learned.
15. Watch practices; focus on new strategies
16. Find soccer videos, watch them with children.
17. Concentrate on praising other people's children during games.
18. Read newspaper articles about older soccer player's successes; provide models for your own children.

This section was created in response to an overwhelming number of questions asked about how the "adults" can positively impact soccer players. While each parent must be accountable for his actions and teach his own son or daughter to do the same, coaches and parents form a pair of role models from which many of our young men and women learn behaviours that they will carry into adulthood. Cooperation, respect and maturity among the adults in soccer will encourage those qualities in the players.

### **FIFA CODE OF CONDUCT**

- Play for the fun of it, not just to please your parents or coaches.

- Play by the Laws of the Game.
- Never argue with or complain about referees' calls or decisions.
- Control your temper. Most of all resist the temptation to retaliate when you feel you have been wronged.
- Concentrate on playing soccer with your best efforts. Work equally hard for your team as for yourself.
- Be a good sport by cheering all good plays, whether it's your team or your opponent's.
- Treat other players, as you would like to be treated.
- Remember that the goals of the game are to have fun, improve your skills and feel good. Don't be a show-off or a ball hog.
- Cooperate with your coaches, team-mates, opponents and the referees.

## **Always observe the FIFA 'Fair Play' Code:**

### **PLAY TO WIN**

Winning is the object of playing any game. Never set out to lose. If you do not play to win, you are cheating your opponents, deceiving those who are watching and also fooling yourself. Never give up against stronger opponents but never relent against weaker ones. It is an insult to any opponent to play at less than full strength Play to win, until the final whistle.

### **PLAY FAIR**

Winning is without value if victory has been achieved unfairly and dishonestly. Cheating is easy, but brings no pleasure. Playing fair requires courage and character. It is also more satisfying. Fair Play always has its reward, even when the game is lost. Playing fair earns you respect, while cheats are detested. Remember, it is only a game. And games are pointless unless played fairly.

### **OBSERVE THE LAWS OF THE GAME**

All games need rules to guide them. Without rules, there would be chaos. The rules of football are simple and easy to learn. Make an effort to learn them, so you understand the game better. This makes you a better player. It is just as important to understand the spirit of the rules. They are designed to make the game fun to play and fun to watch. By sticking to the rules, you will enjoy the game more.

### **RESPECT OPPONENTS, TEAM-MATES, REFEREES, OFFICIALS AND SPECTATORS**

Fair play means respect. Without opponents there can be no game. They have the same rights as you have, including the right to be respected. Your team-mates are your colleagues. You form a team in which all members are equal. Referees are there to maintain discipline and Fair Play. Always accept their decisions without arguing, and help them to help you enjoy the game more. Officials are also part of the game and must be respected accordingly. Spectators give the game atmosphere. They want to see the game played fairly, but must also behave fairly themselves.

### **ACCEPT DEFEAT WITH DIGNITY**

Nobody wins all the time. You win some, you lose some. Learn to lose graciously. Don't seek excuses for defeat. Genuine reasons will always be self-evident. Congratulate the winners with good grace. Don't blame the referee or anyone else. Determine to do better the next time. Good losers earn more respect than bad winners.

### **PROMOTE THE INTERESTS OF FOOTBALL**

Football is the world's greatest game. But it always needs your help to keep it as Number One. Think of football's interests before your own. Think of how your actions may affect the image of the game. Talk about the positive things in the game. Encourage other people to watch it or play it fairly. Help others to have as much fun from football as you do. Be an ambassador for the game.

### **REJECT CORRUPTION, DRUGS, RACISM, VIOLENCE AND OTHER DANGERS TO OUR SPORT**

Football's huge popularity sometimes makes it vulnerable to negative outside interests. Watch out for attempts to tempt you into cheating or using drugs. Drugs have no place in football or any other sport or in our society. Say No to Drugs. Help Kick Racism out of Football. Treat all players and everyone else equally, regardless of their skin colour or origin. Show that football does not want violence, even from your own fans. Football is Sport, and Sport is Peace.

### **HELP OTHERS TO RESIST CORRUPTING PRESSURES**

You may hear that team-mates or other people you know are being tempted to cheat in some way. They need your help. Don't hesitate to stand by them. Give them the strength to resist. Remind them of their commitment to their team-mates and to the game itself. Form a block of solidarity, like a solid defence on the field of play.

### **DENOUNCE THOSE WHO ATTEMPT TO DISCREDIT OUR SPORT**

Don't be ashamed to show up anybody who you are sure is trying to make others cheat. It's better to expose them and have them removed before they can do any damage. It often takes more courage to denounce what is wrong, than to go along with a dishonest plan. Your honesty

will be admired but your complicity will not. Don't just say No. Denounce the culprits who are trying to spoil our sport before they can persuade somebody else to say Yes.

### **HONOUR THOSE WHO DEFEND FOOTBALL'S GOOD REPUTATION**

**The good name of football has survived because the vast majority of people who love the game. Sometimes somebody does something exceptional that deserves our special recognition. They should be honoured and their fine example made public. This encourages others to act in the same way. Help to promote football's image by publicising its good deeds.**

### **PARENT'S CODE OF CONDUCT**

As a parent, you play a special role in contributing to the needs and development of youngsters. Through your encouragement and good example, you can help ensure that all the boys and girls learn good sportsmanship and self-discipline. The BFA encourages young people to learn to work together, to sacrifice for the good of the team, to enjoy winning and deal appropriately with defeat – all the while becoming physically fit and healthy. *Best of all, they have fun.*

### **SUPPORT YOUR CHILD**

Supporting your child by giving encouragement and showing interest in their team is very important. Help your child work toward skill improvement and good sportsmanship in every game. Teach your child that hard work and an honest effort are often more important than victory – *that way your child will always be a winner despite the outcome of the game.*

### **ALWAYS BE POSITIVE**

Parents serve as role models for their children. Become aware of this and work to be a positive role model. Applaud good plays by your child's team as well as good plays by opposing team. Support all efforts to remove verbal and physical abuse from youth sports activities.

### **REMEMBER, YOUR CHILD WANTS TO HAVE FUN**

Remember that your child is the one playing soccer, not you. It's very important to let children establish their own goals – to play the game for themselves. Take care not to impose your own standards and goals on them. Don't put too heavy a burden on your child to win games. Children play for the fun of playing.

### **REINFORCE POSITIVE BEHAVIOR**

Positive reinforcement is the best way to help your child achieve their goals and their natural fear of failure. Nobody likes to make mistakes. If your child does make one, remember it's all part of

learning, so encourage your child's efforts and point out the good things your child accomplished.

### **DON'T BE A SIDELINE COACH OR REFEREE**

Coaches and referees are usually parents just like you. They volunteer their time to help make your child's youth soccer experiences a positive one. They need your support. That means refraining from coaching or refereeing from the stands. As a volunteer organization, there's usually always an opportunity for you to take your interest in coaching or refereeing to the next level and become one yourself!

### **MOST IMPORTANTLY: WHENEVER POSSIBLE, BE THERE TO WATCH YOUR CHILD PLAY**

### **COACHES CODE OF CONDUCT**

- Enthusiastically support and practice the "Everyone Plays," "Good Sportsmanship and "Positive Coaching" philosophy.
- Be reasonable in your demands on a young player's time, energy, enthusiasm and performance on the field.
- Impress on your players that they must abide by the Laws of the Game at all times.
- Develop team respect for the ability of opponents and for the judgment of referees and opposing coaches.
- Ensure that your players' soccer experience is one of fun and enjoyment (winning is only part of it). Players should never be yelled at or ridiculed for making mistakes or losing a game.
- Set a good example and be generous with your praise when it is deserved. Children need a coach they can respect.
- Keep informed of sound principles of coaching, growth and child development.
- Follow the advice of a physician when determining when an injured child is ready to play again.

## **PLAYERS, COACHES, TEAM STAFF, PARENTS, SPECTATORS**

### **CONDUCT AND RESPONSIBILITIES**

#### **A. COACHES/TEAM STAFF CONDUCT/RESPONSIBILITIES**

- a.** Registration of all coaches, assistant coaches, team managers, trainers etc. participating in the League shall be mandatory with BFA and shall be consistent with these rules (“Rules”) and completed on a Coach's/ Volunteer Registration form. Providing inaccurate information may result in disciplinary action and or sanctions.
- b.** Adherence to the Rules shall be the responsibility of all team staff and ignorance of the Rules shall not in any manner whatsoever relieve them of this responsibility.
  - i.** Any member found guilty of non-adherence to the Rules may face disciplinary action and or sanctions under the BFA rules and regulations and any amendments thereto.
- c.** Coach's responsibility for player's registration shall include proper and complete registering, rostering and age verification for all players, guest players or transfers to their team.
  - i.** Any member found guilty of non-adherence to the Rules may face disciplinary action and or sanctions under the BFA rules and regulations and any amendments thereto.
- d.** A team who submits an electronic registration for, or plays an overage player may have its privileges to participate in BFA-sanctioned games and or events will either be suspended for the remainder of the seasonal year and or receive a fine. For the purposes of this rule only, team shall be defined as a specific group of players. A team which changes its code is still regarded as the same team.
- e.** Coaches are to be issued a coaching ID (provided by the BFA), which will include a headshot photo and highest level of coaching license. This ID will be presented to the referee before each match, and returned after the match, by the authority of the referee or Venue Coordinator. ID cards will also be provided for club presidents, and physical trainers (qualification must be presented to be issued trainer ID)

- i. An ID card may not be returned to a coach after the match due to coach's behaviour, and that coach will be dealt with by the BFA.
- ii. No person will be allowed in the technical without an ID card. If no coach with a valid ID card is present at the field at the time of the match, that team will forfeit.

## **B. POACHING AND OR ATTEMPTED POACHING**

- a. There is to be NO improper contact between the prospective team and the player/parents of currently registered and/or rostered players. Any coach or member of a team having contact with a player after a player is registered and/or rostered, without first obtaining written permission from that player's coach, will be construed as having had improper contact with a player, and such action can result in a charge of poaching. This includes players enrolled in soccer schools or personal soccer training programs.

## **C. IMPROPER CONDUCT**

- a. Improper contact is defined as any communication with a player other than the most casual, cordial communication necessary such as congratulations at the end of a match or similar such conversations. This contact specifically includes, but is not limited to, players participating in practices, training sessions, scrimmages or other soccer-related functions.
- b. Improper contact shall also include, but is not limited to, meetings with players/parents of players, attendance at team social functions when the player is not registered to that team, making first contact with a player or parent of a player from another team/club/league to discuss their program, discussing their program with a player or parent from another team/club/league, **using a position of authority to persuade or coerce a player to transfer**. This may include adults involved with **clinics and soccer schools, adults involved with high school programs, personal soccer training programs or other nonaffiliated programs**.
- c. Any such improper contact, no matter how generated, is prohibited without prior written notification and written consent of the player's current head coach, the club director of coaching and/or players, or the Agent of Record of the club to which the player is currently registered and/or rostered. A coach/volunteer or member of a team having contact with a player is charged with the knowledge of that player's registration and/or roster status and shall be held accountable for any unauthorized contact with any player currently not rostered to his team, regardless of how that contact is initiated or by whom.
- d. No coach, assistant coach, trainer, team representative, registered player, parent of a registered player or advertisement may offer any kind of inducement to recruit a player and/or to transfer from his/her respective team, during the seasonal year as



defined September 1st through July 1st or as stipulated from time to time by the BFA.

- e. Inducing a player includes, but is not limited to solicitation to leave the current affiliate, offering a currently rostered player a roster spot on an existing team, or a roster spot for the next seasonal year, providing incentives to players including but not limited to reduction in fees, trips, provision of uniforms and or other equipment. Coaches are responsible for the actions of the all of the above listed participants of their team.

#### D. COACH

- a. All coaches are obligated to the registering affiliate for the complete seasonal year defined as September 1st through July 1st or as stipulated from time to time by the BFA. Agreement by contract between the parties may shorten or lengthen this period. A coach who resigns a position shall be bound by the following conditions:
  - i. For an affiliate to recruit the services of a registered coach, the requesting affiliate must first notify in writing the agent of record of the coach's current club. There shall be no contact with any currently registered coach prior to July 31<sup>st</sup>, unless permission is granted in writing by the affiliate club or team.
  - ii. A currently registered coach may not contact a prospective club prior to July 31<sup>st</sup>, without written permission of their currently registered affiliate's agent of record, or designee. After July 31<sup>st</sup> contact may be affected with written notification to the current affiliate. **Once registered with their club or team, coaches are bound to the affiliate club or team policy.** Coaches can assist with training players from other clubs or team not registered with their club or team on the condition that the team is not in the same age group.
  - iii. **Any coaching, as described in ii, #2, cannot induce or coerce that player/ those players to join his or her club/team. Enrolled in a soccer school, private soccer training program, academy, outside of your parent club, said players are prohibited from joining the club/ team of the coach in this instance for a period of three years after the transfer request/application is initiated.**
  - iv. **Coaches falling into the above category must send in the names of players they are coaching privately to the BFA as soon as the player signs up to be compliant.**
  - v. A currently registered coach who decides during a seasonal year to change clubs shall not solicit, entice or induce in any manner players they are currently coaching to move to his/her new club until July 31<sup>st</sup>.
  - vi. Violation of any of the above standards is tantamount to poaching.

## **E. DISCIPLINARY ACTIONS**

- a.** Minimum disciplinary actions/sanctions to be taken against any coach or member of a team found guilty of the violation of any of the above conditions shall be:
  - i.** 1st Offense -- Six (6) months suspension per offense; club to be fined \$100.00 per offence plus any costs associated with the holding of the hearing including but not limited to copying charges, postage, etc.
  - ii.** 2nd Offense -- Minimum three (3) year suspension per offense; club to be fined \$500.00 per offense plus any costs associated with the holding of the hearing including but not limited to copying charges, postage, etc.
  - iii.** 3<sup>rd</sup> Offense – indefinite expulsion
- b.** Conviction of a poaching charge by any member of a team may cause the team to which that player/coach is registered to forfeit its privilege to participate in any and all BFA-sponsored events for the remainder of the seasonal year. The team sanctioning will apply only to the team that is involved in the poaching incident.
- c.** The BFA, upon receipt of notification of a conviction of poaching, shall empanel a committee of not less than three (3) neutral members that shall request from the convicted party(s) and the affected affiliate a brief in mitigation as to:
  - i.** Should the team be permitted to continue to compete in BFA sponsored events for the remainder of the seasonal year.
  - ii.** And/or should the player(s) subject of the charges be permitted to participate in BFA sponsored events with said team for the remainder of the seasonal year.
  - iii.** The committee's decision in this matter shall be final and binding.

## **F. TRY-OUTS**

- a.** No club or organization affiliated with BFA may hold any try-out or any other activity, related to the formation of teams for the next seasonal year involving players **IN ANY AGE GROUP** prior to July 31<sup>st</sup>. Advertising for Try-outs cannot start before July 1<sup>st</sup>.
- b.** Anybody that signs with a team after this date may not try-out with another team.
- c.** Violations may result in the Club/team affiliation with BFA being fined and or sanctioned and such fine and or sanction shall be determined by solely the BFA.

## G. PLAYER CONDUCT AND RESPONSIBILITIES

- a. Player's conduct, in keeping with the belief that they are the primary representatives of their team, club, league and BFA, shall be exemplary of "good sportsmanship", character, and adherence to the Rules, bringing positive attention to themselves and their team. They shall also comply with the following:
  - i. Verification of age and date of birth shall be true and correct as submitted by themselves or their parent or guardian.
  - ii. Falsification and or submission of falsified documents of birth documentation shall result in suspension and or fine. Such suspension and or fine shall be solely determined by the BFA.
  - iii. Time requirements shall be met in the proper registration, payments of fees and accurate filing of all forms and applications.
  - iv. Failure of parent/guardian to assist the player in their administrative, programmatic and financial obligations shall not in any way shape or form be grounds for waiving or failing to comply with the rules.
  
- b. Player equipment shall be in accordance with the requirements of the Affiliate, BFA and FIFA rules. Additionally:
  - i. Metal screw in cleats are **not** permitted
  - ii. Orthopedic casts are not permitted; however, soft braces can be worn with *written* approval from a doctor, and judgment as to safety is at the discretion of the referee.
  - iii. Shin guards must comply with FIFA Law 4:
    - 1. Shin guards are covered entirely by the stockings.
    - 2. Shin guards are made of a suitable material (rubber, plastic, or similar substances).
    - 3. Shin guards must PROVIDE A REASONABLE DEGREE OF PROTECTION.
    - 4. Shin guards are required for all events for the safety of the players.

## H. JEWELRY

- a. It is the policy of BFA that no player be allowed to wear **ANY** jewelry while participating in any BFA sanctioned match.
  - i. **The only exception that may be allowed is a medical alert bracelet or necklace when taped to the body.**
- b. The referee shall make the decision as to the safety of the player and the referee's decision is final.
  - i. **The taping of any earring shall not be permitted under any circumstances.**
- c. If the referee notices a player wearing jewelry while the match is under way at the next stoppage of play, the referee will instruct the player to remove the item.
- d. If the referee deems the jewelry to be dangerous to any player, he must stop the match to correct the situation

## **I. PARENT/SPECTATORS CONDUCT AND RESPONSIBILITY**

- a.** Parent responsibility shall include meeting the required administrative and programmatic rules, if in some cases it is not within the player's ability to do so.
  - i.** This shall include providing correct and completed TMS registration, necessary applications and/or entry forms and applicable fees.
  - ii.** Falsification and or submission of falsified documents shall result in the suspension and/or sanction of the player whose documents have been falsified. The length of suspension and form of sanction shall be determined at the sole discretion of the BFA.
  
- b.** Parent/Spectator conduct during games is the responsibility of the coach who may be disciplined for such conduct. The Affiliate is ultimately responsible for misconduct of the parent/spectator and shall take disciplinary action to maintain control and orderly completion of games against the parent/spectator, coach, coaching staff or the team.
  
- c.** Any other individuals who may be reasonable construed as being associated with a team such as relatives and spectators shall also be subject to the jurisdiction and authority of this Association. Any coach or team official shall be held responsible for the actions of any individual(s) at any match that, in the opinion of the referee, is a supporter of that team.
  
- d.** Entering the playing field during the game is not permitted for any reason other than to assist in an injury and only then if requested to do so. Entering the playing field can result in the Site Director requiring the offender to leave the soccer site and/or further disciplinary action.

## **J. DISCIPLINES AND SANCTIONS**

### **a. GENERAL PROVISIONS**

- i.** Discipline and sanctions may be imposed by BFA and its Affiliates upon anyone for either misconduct during BFA activities (games, practices, etc.) or infraction of administrative rules.
- ii.** Discipline during games refers to both players and non-players and shall include pre-game, game and post-game misconduct. Such disciplines may be imposed as a result of a referee caution, ejection/sendoff or post game report or site directors or other administrator reports.
- iii.** Administrative disciplines and/or sanctions refer to infractions of BFA and/or Affiliate rules and guidelines.
- iv.** Players are those youth registered to BFA, who may be assigned to a team and are involved in the pre-game, game, and post-game activities (on or off the field, in or out of uniform).

- v. Non-players shall include coaches, assistant coaches, other team staff and spectators involved in the pre-game, game, or post-game activities (on or off the field).