

CNC Playing Rules

All CNC games will be played under international rules (FIFA) as modified below:

Game Duration

Game duration - U8 games 4x10mins, U9-U10 games 2x25mins, U11-U12 games 2x30mins, U13-U15 games 2x35 mins.

U9-U10 and U11-U12 games - 5 mins halftime.

U8 games - 2 mins stoppage between each quarter.

Kickoffs

Kickoff can be played in any direction.

Offside

Offside will be enforced in U9-U12 games.

For U9-U10 games, players are not offside between the dropback line and halfway line.

U8 games - no offside.

Heading

Heading is not allowed in U8-U12 games. An indirect free kick is awarded at the spot of the header.

If a header occurs inside the penalty area, the indirect free kick is from the top of penalty area.

Goal Kicks

U8 games - defending team must retreat to halfway line on goal kicks.

U9-U10 games - defending team must retreat to dropback line on goal kicks.

U9-U10 games - GK can take goal kicks anywhere inside the penalty area.

Punts/Drop Kicks

U9-U10 games - no punts/drop kicks allowed. GK can roll/throw the ball out or pass it out. Defending team must retreat to dropback line when GK has possession.

Throw-Ins

U8 games - throw-ins, not kick-ins.

Substitutions

Substitutions can be made on ANY stoppage of play.

Referee Fees

\$30 for U9-U10 games (\$15 per team), \$92 for U11-U12 games (\$20/\$13/\$13 per team), \$122 for U13-U15 games (\$25/\$18/\$18 per team).

U8 games - no referee.

Team Eligibility

Teams will be required to present a paper copy of their Indiana Soccer-approved roster (team or pool roster) to the referee before the start of each match.

Teams do not need to print game cards.

Teams are to cross off players who are not playing. Teams may write players name at the bottom of roster if player names are not on the roster.

Teams do not need to present player cards at matches.

Individual Player Eligibility

Each player must have a valid Indiana Soccer-approved player card (No other organization player cards are accepted).

Player cards do not need to be presented at each match.

No player may play in more than two matches per day.

Coach Eligibility

Each coach must have a valid Indiana Soccer-approved coaching card. Coaching cards do not need to be presented at matches.

Club Pass

Players may play with any team within their club at any time.

If a player cannot be added to a roster prior to match day, the players name may be written in at the bottom of roster.

Disciplinary Action

Any player ejected from a match will be ineligible to participate in the team's next match. No substitution for an ejected player.

Any coach ejected from a match must leave the fields. He/she will then serve a one-match suspension.

Any coach ejected more than once in the same season will be banned for the remainder of that Club's matches for that season.

In the event that a spectator is ejected from a match, their Club they may receive sanctions from the league as determined by the CNC Club Directors.

Reschedule Policy

In the event there is a weather delay during a CNC Match Day, matches will be on a "running clock" meaning there will be no delay to the schedule.

If a CNC match gets cancelled or abandoned before kickoff, teams can reschedule to a different date, time, location.

If a CNC match gets cancelled or abandoned during the first half, teams can reschedule to a different date, time, location.

Teams will need to pay referee fees for these types of reschedules.

If a CNC match gets cancelled or abandoned at or after halftime, the match is considered complete and the score will be recorded as final.

U8-U10 CNC matches will be rescheduled by Club Directors.

When rescheduling games, please email jake.satchwell@indypremieresc.org once details have been agreed between both teams.

The following information must be included in the email:

Game Number**New Date****New Time****New Location****Central North Conference Severe Weather Policy****Thunder/Lightning**

Thunder will be treated the same as lightning and CNC follows the "30-minute" rule.

In the event that thunder is heard or lightning is seen, games will be stopped and players/spectators will be directed to go to their vehicles.

Games will not resume until 30 minutes have passed since the last incident of thunder or lightning.

Referees and Club Directors have authority to not start or abandon a game in progress based on weather and field conditions.

Extreme Cold

In the event that the local air temperature or windchill index dips to or below 36°F the following guidelines will take effect.

36°F and above - No action taken

36°F and below* - Cancel games & outdoor activities

* Air temperature or Windchill Index at game time

Extreme Heat

In the event that the the air temperature rises to or above 90°F the following guidelines will take effect.

90°F and below - No action taken

Between 90°F and 100°F - Enforced 2-minute water breaks during each half

• 100°F and above* - Cancel games & outdoor activities

* Air temperature or Heat Index at game time

	When score becomes more than 5 goals either way, teams should:
1	Connect x number of passes before shooting
2	1st time shots only
3	Shoot from outside the box only
4	Shoot after receiving a cross
5	Play the ball through the GK before going forwards
6	Move players out of their "preferred" positions
7	Switch the point of attack before going forwards
8	Perform an overlap or 1-2 or other combination
9	Remove a player from the winning team "play down a man"
10	Play with a 3-touch limit only
11	Shoot with weaker foot only