

FIYA SOCCER RULES

Effective as of August 1, 2025

OVERVIEW

- All rules apply to both Girls AND Boys FIYA Soccer
- Both teams are to say the FIYA Sportsmanship Pledge prior to the start of the game at center circle.
- Schools with multiple teams in FIYA – players on teams MAY NOT play on more than one team.
- For anything not specifically mentioned in this document or in the FIYA Regulations Manual, FIFA rules apply.

NUMBER OF PLAYERS

- For both Division 1 & Division 2, games are played 11 v 11.
- For both Division 1 and Division 2, a team must begin a game with at least seven (7) players or else it is a forfeit.

GAME TIME & SUBSTITUTIONS

- 25 minute halves with running time; no time added for injuries.
- Five (5) minute halftime.
- No timeouts.
- Unlimited substitutions can be made with the referee's consent prior to a throw-in, on a goal kick, after a goal, and at half time. Both teams may substitute prior to goal kicks, after a goal, and at half time. On throw-ins only the team in possession has the initial option of substituting, but if it does, the other team may also substitute. No substitution is allowed prior to a corner kick.

EQUIPMENT

- Games are played with a Size 5 ball; each team should be prepared to provide one game ball for each game.
- Metal cleats may not be worn.
- Shin guards must be worn by all players at all times.
- It is recommended that teams bring at least 11 pennies to each game in the event both teams have the same colored uniform tops.

TIES & OVERTIME

- In the regular season, there is no overtime or penalty kicks and a game may end in a tie.
- In playoffs, if a game is tied after regulation there will be NO OVERTIME period. Rather, the game will be resolved by five (5) penalty kicks for each team. The entire roster is eligible for penalty kicks.

MERCY RULE

- If a team leads by more than 4 goals with ten (10) minutes or less remaining in the second half, the game is ruled a mercy.
- During the regular season, such games may continue to be played but during playoffs the game will be called.

PENALTIES

- Off sides is in effect at all times.
- A red card results in an ejection. Two (2) yellow cards in one game equal a red card. An ejected player cannot be replaced by a substitute.

STANDINGS

- Season standings are determined by points. A win is worth three (3) points, a tie one (1) point, a loss zero (0) points, and a forfeit (-3) points.

SPORTSMANSHIP

- Each student athlete participating in FIYA shall endeavor to exhibit good sportsmanship at all times. FIYA reserves the right to discipline any student athlete who does not exhibit good sportsmanship.
- In addition, game officials have the authority to remove a player from a game if the officials determine that the player needs a cooling off period in order to maintain control of the game as well as to assist the player in question to regain his/her composure. It is within the game officials' discretion in consultation with the coach to allow the removed player to re-enter the game. The cooling off period shall be two to three minutes in length. A player removed for a cooling off period may be replaced by a substitute.

- Game officials also have the ability to eject a player from a game. Any ejected player shall automatically serve a minimum one game suspension.