

Spring Soccer 2020 Rules & Regulations

It is the belief and policy that sportsmanship and fundamentals be the primary goal ahead of winning, and that zero tolerance be given for violation of the League Code of Conduct.

SECTION 1: LEAGUE STRUCTURE

- 1.00 Leagues will be provided based on age divisions and birth date deadlines as agreed upon by the Community Coordinators. Players age is of March 1st of current year.
- 1.01 Community Coordinators are responsible for dividing teams evenly by player ages and abilities. "Stacking" tactics are prohibited. A player may play in a higher age grouping only with prior approval of the community coordinator.
- 1.02 Provisions for a player to play in a younger age group may only be made as "reasonable accommodations" as stated in the Americans with Disabilities Act. Such accommodations may only be approved by the Community Coordinators.
- 1.03 A team may "pick up" a player from the same age group, or a younger age group, **ONLY** when it is necessary in order to have enough players to play a scheduled game. No team shall pick up another player for a competitive advantage. No player shall participate in more than 3 games in a single day. Teams cannot pick up a player outside of the league (player must be registered and insured by Locust, Bethel, or Oakboro).

SECTION 2: PRACTICE, GAME SCHEDULES, AND RESTRICTIONS

- 2.00 No one shall be permitted to practice or play unless they have properly registered and are listed on a team roster.
- 2.01 The coach shall be responsible for informing team members of postponed or rescheduled practices/ games.
- 2.02 Teams are allowed no more than three team meetings per week. Team meetings are defined as practices and/or games. Field/ Facility availability is a factor in the number of meetings a team is permitted, however no team is to exceed more than three (3) meetings in one week.

SECTION 3: MATCH PLAY AND LOCAL LEAGUE RULES

- 3.00 Timing:
 - a) U6 and U8----Four 8-minute quarters with a 2-min substitution break in between the 1st and 3rd quarter and a 5-minute halftime break.
 - b) U10----Two 20-minute halves with a 10-minute halftime break.
 - c) U12----Two 25-minute halves with a 10-minute halftime break.
 - d) There shall be a minimum of a 15-minute break between games with players resting on the sidelines or seated with parents.
- 3.01 Substitutions:
 - Substitutions may be made on throw-ins (throwing team only); corner kicks (kicking team only); goal kicks (kicking team only); after a goal and before the kickoff (either team); and between halves (either team).
 - Coaches must insert all available substitutes (clear the bench) at each quarter break.
 - A player removed for injury or blood (see 3.07-d) cannot re-enter until the next period.
 - All players must play at least half the game, unless late, injured, or under disciplinary action.
- 3.02 Mandatory Play:
All players present and physically able must play at least half the game except as follows:
 - a) Disciplinary Action:
Players under disciplinary action (unexcused absences, violation of team or league rules, etc.) may be benched for more than half the game provided the player, his/her parents, and the opposing coach are notified prior to the game.
 - b) Late Arrival:
Players arriving after opening kickoff have no play requirement for the first half, and only one quarter of play is required in the second half. Players arriving after halftime have no mandatory play requirement.
 - c) Team Short of Players:
If a team starts a game with less than the normal number of players, player may enter only with the referee's approval, or on a dead ball either team. The coach shall be responsible for assuring that players are properly warmed up prior to their entering the game.

- d) Penalty for violation of mandatory play rule: Team may forfeit the game and coach maybe given a warning or suspensions depending on severity of situation and previous history.**

- 3.03 Coin Toss and Kickoff:
- A coin toss shall be held prior to the match. Home team will call the toss. Winner of toss chooses goal; loser of toss will kick off.
 - The team kicking off to start the game shall kick off the second quarter also; and the opposite team will kick off both quarters in the second half. Teams will switch goals at halftime.

- 3.04 Minimum and Maximum Numbers of Players:

Division	Maximum roster	Minimum roster	Players on the field
U6	10	7	5v5
U8	10	7	6v6
U10	16	10	8v8
U12	16	10	9v9

- a) In five-on-five leagues, a team must have a minimum of three players to begin play (no goalie).
- b) In six-on-six leagues, a team must have a minimum of four players to begin play (1 goalie).
- c) In eight-on-eight leagues, a team must have a minimum of six players to begin play (1 goalie).
- d) In nine-on-nine leagues, a team must have a minimum of seven players to begin play (1 goalie).
- 3.05 Shortened, Suspended, Interrupted, and Terminated Games:
- When weather or other conditions warrant, periods may be shortened or games terminated at the discretion of the referee.
 - In the event of excess heat and humidity the two coaches and referee may agree to shorten periods or to suspend play midway through periods (at goal kick, corner kick, etc) to allow a water break.
 - Games terminated for weather conditions prior to halftime will be resumed at the point at which they were interrupted at a later date. Any game terminated at or after halftime will count as a completed match.
- 3.06 Spectators, Coaching Area, and Team Benches:
- Both teams are to use the same side of the playing field for team benches. All spectators must sit on the opposite side, at least five yards back from sidelines.
 - No spectators are allowed to sit, stand, or tarry along end lines.
 - Coaches are not permitted on the playing field; except for injury or signaled by the referee. Exception is made for U6 coaches.**
 - A maximum of two (2) coaches is allowed on the sideline per team. This includes one head coach and one assistant. (Penalty: Yellow card first offense, Red the second.)
- 3.07 Other Special Rules
- International Soccer Federation (FIFA) rules will be used except where differences are noted in these regulations.
 - For U8-U12, a tie game at the end of regulation time will result in a shoot-out. Three players from each team will each have a direct free kick on goal. The referees will guide teams through this.
 - In the event a player is bleeding, has blood on the uniform, or has an uncovered open wound, the referee shall halt play at the first possible time. The player is to be removed until the wound is cleaned and covered. In the case of blood on the uniform, it must be changed. Once this is accomplished, the player may re-enter at the next period (for games played in quarters); or at the next substitution opportunity (for games played in halves).
 - U6 will play 5 on 5 with no goalie. Recommended strategy is a 3-2 set up. Players are not to "camp out" at the goal or goal box. It is encouraged that they learn to come up to the midfield area to support the forward players. Rotation of positions will be expected at quarters.

SECTION 4: POSTPONEMENTS AND RESCHEDULEMENTS

- 4.00 Community Coordinators will contact coaches as soon as it is evident that games cannot be played. Coordinators will contact home/away coaches and officials and communicate any make-up times and dates.
- In the event of sudden inclement weather, or conditions that could cause postponement which occur within 60 minutes of game time, a decision on game status will be made on site at game times by the officials.

- 4.01 Rescheduled games:
- a) A game shall be played if the minimum number of players is available.
 - b) In the event the head coach cannot attend a game, he/ she must find a substitute assistant or parent to fill in.
 - c) Postponed games are to be made up at the first available time.
 - d) Games scheduled (or rescheduled) without prior notice to the community coordinators will not be recorded.
 - e) For games postponed in progress, see 3.05-c.

SECTION 5: FACILITIES & EQUIPMENT

- 5.0 U6 & U8 will play with a #3 ball. U10 & U12 with a #4.
- 5.01 The coach is responsible for returning any team equipment (balls, bags, keys, etc) at the end of the season to the appropriate community coordinator.
- 5.02 Players are to furnish shin guards, and will not be permitted to participate without them. Socks must be worn and cover the entire shin guard.
- 5.03 Players are encouraged to wear proper shoes and to dress in a manner appropriate for the weather.
- 5.04 Jewelry is not permitted (except medical alert bracelets). Watches, earrings, necklaces of any material, bracelets of any material, hair barrettes, and rings MUST be removed prior to play.
- 5.05 Casts are permitted only if padded and approved by the referee.
- 5.06 Any equipment deemed dangerous by the referee must be removed prior to play.
- 5.07 Coaches are to arrange with parents and players to remove all litter and debris after each practice and game.
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SECTION 6: OFFICIALS

- 6.00 Each team is responsible for paying one official each game. Payment will be made prior to the beginning of each game.
- 6.01 For U6, there will be one referee paid at a rate of \$20 per game. Each team is responsible for paying \$10.
- 6.02 For U8, U10, & U12, there will be two referees per game paid at a rate of \$20 each. Each team is responsible for paying one referee \$20.
- 6.03 Community coordinators will supply coaches with the necessary funds to cover referee fees.
- 6.04 THE REFEREE HAS THE AUTHORITY TO IMMEDIATELY TERMINATE GAMES IN THE EVENT OF SPECTATOR MISCONDUCT. THIS INCLUDES, BUT IS NOT LIMITED TO ABUSIVE OR PROFANE LANGUAGE, THREATS, OR UNSPORTS-MANLIKE WORDS OR ACTIONS DIRECTED AT PLAYERS, COACHES, OR OFFICIALS. (See also Section 7).

SECTION 7: CONDUCT OF PLAYERS, COACHES, SPECTATORS

- 7.00 The community coordinator is responsible for assuring that his/her coaches abide by all the rules of conduct and sportsmanship, and that proper measures are taken to assure that team parents and supporters are made aware of conduct and sportsmanship expectations.
- 7.01 Player discipline will be the primary responsibility of the coach. Violations of the Code of Conduct can result in suspensions for specified amounts of time.
- 7.02 Player and Coach Cautions and Ejections:
 - a) Players receiving a yellow card must sit out until the next substitution break or their appropriate rotation.
 - b) A player ejected (red card) in a game is also ejected for the remainder of that game and must sit out the next game. A player receiving a second red card during the same season is suspended for the remainder of the season.
 - c) A player receiving three cautions (yellow card) in a season will be immediately suspended for the remainder of the game in progress, and must also sit out the following game. It is the responsibility of the coach to immediately remove the player when this occurs. This is considered a red card situation; therefore no sub may enter for a player removed in this situation.
- 7.03 7.02 (a) and (b) apply equally to coaches as well as players. A coach who fails to remove a player for excess cautions as described in 7.03-C will be suspended for the next game along with the offending player.
- 7.04 Coaches are to conduct themselves in an exemplary manner at all times, and shall act in a manner consistent with the Code of Conduct.
- 7.05 If disruptive conduct by spectators interferes with the opportunity to complete the game in a manner consistent with the purposes and goals of the program, the coach or coaches of the team whose spectators are guilty of such conduct shall be responsible for taking appropriate steps to eliminate the problem.

Code of Conduct

This code of conduct defines the expectations for adults and youth participating in recreational events and programs. It is our belief and policy that all recreational programming and sport experiences be positive and safe; that good sportsmanship and enjoyment be the primary goal ahead of winning. All participants including coaches, players, parents, and spectators must be held accountable for their behavior and zero tolerance given for violation of the Code of Conduct.

Expected Behavior:

1. Using appropriate language in appropriate tones when interacting with coaches, players, league officials, game officials, parents, and spectators.
 - a) Use of profanity is prohibited.
 - b) At no time shall any coach, player, parent, or spectator be guilty of verbal abuse upon anyone else for a real or perceived wrong action or judgment, or decision.
2. Becoming knowledgeable, understanding and supportive of all established rules and policy applicable to the game, league or event according to the spirit of good sportsmanship and fair play.
 - a) No one shall be guilty of objectionable displays of dissent or refuse an official or league official's decision or instruction.
 - b) Understand that only the head coach or instructor shall discuss rulings with a game official at appropriate times.
 - c) Realize that game officials have the authority to terminate any program or game for spectator or coach misconduct.
 - d) Understand that no one should approach game officials for any reason after a game or event.
 - e) Know that any concerns or problems related to a program, event, or person, should be discussed as soon as possible with coaches and or league officials for immediate action.
3. Treating everyone involved, including coaches, players, league officials, game officials, parents and spectators with dignity and respect. Exhibiting gracious acceptance of defeat or victory.
 - a) No one shall be guilty of physical aggression, attack or communicating threats to anyone at anytime.
 - c) No one shall be guilty of using unnecessarily rough tactics while participating in program or event or program.
4. Being alcohol and drug free at all activities and facilities. **Alcohol, drugs, and tobacco are prohibited at any and all times.**

Penalties for Violation of the Code of Conduct:

- 1-2. First offense = Warning (depending on severity). Second offense = Removal from the premises and/or suspensions from future events. Failure to leave premises and/or repeated violations will result in minimum one (1) year probation and/or additional suspensions for each offense as deemed necessary.
3. Immediate expulsion from premises and suspension from all recreation activities for a minimum of one (1) year, including one (1) year probation the following year. Additional suspensions for severity and multiple offenses as deemed necessary. Criminal prosecution may result.

*Suspension or loss of privileges from recreation activities includes all property and events associated within the given time. Violations will be deemed as trespassing resulting in additional criminal charges.

*Penalties for the violation of the Code of Conduct may be appealed within one week of consequence. The accused party is to assume all responsibility associated with notification of violations of the Code of Conduct and reinstatement of privileges revoked. Removal from ban or trespass list must first be approved by the community coordinators and local police.