Albemarle-Stanly County Youth Soccer

**BY-LAWS AND POLICIES**

**(Revised 8/4/21)**

*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: DUES—FEES—ELIGIBILITY—REGISTRATION—TEAM SETUP

* 1. It is the responsibility of the player and his/her parents to see that all deadlines are met.
  2. Each community is responsible for publicizing registration dates and deadlines within their own community.
  3. Each community is responsible for conducting registration in its own community on forms provided and agreed upon by the board of directors.
  4. There will be NO registrations taken by any community after the division/ insurance roster deadline.
  5. Each community is to submit team rosters on forms provided and agreed upon by the board of directors.
  6. No player shall try out, practice, or play unless the following has been submitted:

1. Registration form including signed medical release and signed permission statement
2. Photocopy of acceptable proof of birth date
3. Registration fee
   1. Any child who meets appropriate age requirements is eligible to participate in this program
   2. The board of directors shall direct or order placement of players on teams in appropriate age groups as warranted by league registration. Customary age groups shall be Peewee, 6U, 8U, 10U, 12U, 15U with birth-date deadlines as observed by age chart agreed upon by league.

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* 1. Community Coordinators and coaches are responsible for obtaining team sponsors.

## SECTION 2: LEAGUE STRUCTURE

2.00 Leagues will be provided for youngsters based on age divisions and birth date deadlines as provided in age chart agreed upon by league. The board shall have authority to combine age groupings as needed to provide for sufficient participation numbers.

2.01 Community Coordinator’s 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.

2.02 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 board, which may also require physician’s approval.

2.03 No player may participate for more than one team. “Picking up” of players from other age groups or from teams not involved in the scheduled game is strictly prohibited due to accident and liability insurance restrictions.

## SECTION 3: PRACTICE AND GAME SCHEDULES AND RESTRICTIONS

3.00 No one shall be permitted to practice or play unless they have properly registered and are listed on a team roster

3.01 The coach shall be responsible for informing team members of postponed or rescheduled practices/ games

3.02 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. (Penalty: Teams/coaches found guilty of meeting more than the above designated times, will be suspended as deemed necessary by the board.)

## SECTION 4: MATCH PLAY AND LOCAL LEAGUE RULES

4.00 Timing

1. PeeWee/6U/8U----Four eight-minute quarters with a 2 min substitution break in between the 1st and 3rd quarter and a five-minute halftime break (Approx. 1hr)
2. **10U----Two twenty minute halves with a 10-minute halftime break (Approx. 1hr. 15 min.)**
3. 12U----Two twenty five minute halves with a 10-minute halftime break (Approx. 1hr. 15 min)
4. 15U----Two thirty minute halves with a ten-minute halftime break (Approx. 1hr. 30 min)

4.01 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 4.07-d) cannot re-enter until the next period
* All players must play at least half the game, unless late, injured, or under disciplinary action

4.02 Mandatory Play

All players present and physically able must play at least half the game except as follows:

1. 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 day of the game.

1. 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.

1. 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.**

4.03 Coin Toss and Kickoff

1. 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.
2. 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.

4.04 Minimum and Maximum Numbers of Players for Fall Soccer:

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| --- | --- | --- | --- |
| Division | Maximum roster | Minimum roster | Players on the field |
| PW | 8 | 5 | 4v4 |
| 6U | 10 | 7 | 5v5 |
| 8U | 12 | 7 | 6v6 |
| 10U | 16 | 9 | 8v8 |
| 12U | 16 | 9 | 8v8 |
| **15U** | 12 | 7 | 6v6 |
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1. In five-on-five leagues, a team must have a minimum of three players to begin play.
2. In six-on-six leagues, a team must have a minimum of four players to begin play. (1 goalie)
3. In eight-on-eight leagues, a team must have a minimum of six players to begin play (1 goalie)
4. In eleven-on-eleven leagues, a team must have a minimum of nine players to begin play (1 goalie).
5. **Team rosters are not permitted to be larger than twice the number of players in that age group. Any changes to this rule must be approved by the board.**

4.05 Shortened, Suspended, Interrupted, and Terminated Games

a) When weather or other conditions warrant, periods may be shortened or games terminated at the discretion of the referee.

b) 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.

c) 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.

4.06 Spectators, Coaching Area, and Team Benches

1. 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. Spectators are not to come onto the field.
2. No spectators are allowed to sit, stand, or tarry along end lines
3. **Coaches are not permitted on the playing field; except for injury or signaled by the referee.**
4. **(1) coach is permitted on the field for Peewee and 6U. Coaches are not to pick players up.**

d) 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.)

4.07 Other Special Rules

1. International Soccer Federation (FIFA) rules will be used except where differences are noted in these by-laws. Detailed playing rules for each division are attached.
2. Ties in all age groups shall remain as ties. No overtime or shoot-out is permitted.
3. Where teams are affiliated with “traveling” leagues, the by laws of such league will take precedence over these by laws.
4. 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).
5. 6U 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. 8U and 15U will play 6 on 6 with a goalie (Goalie counts as 6th player). **(updated 2021)**

4.08 Awards

1. Communities are NOT responsible for providing post-season awards to players.
2. Small trophies, team photos, ribbons, medallions, etc. are acceptable participation awards.

(Awards should not be distributed at the field—a team cookout, party, etc. is appropriate.)

c) Only participation is to be recognized—MVP, scoring, “league champ” awards are NOT APPROPRIATE for recreational play.

## SECTION 5: POSTPONEMENTS AND RESCHEDULEMENTS

## 5.00 Community Coordinators will contact coaches as soon as it is evident that games cannot be played at their home site. Coordinators will contact home coaches and officials and communicate any make-up times and dates. Home coach should inform visiting coach of any cancellation, reschedule, and/or postponement.

a) 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.

5.01 Rescheduled games:

1. A one-week grace period is allowed for the purpose of rescheduling games starting from the time at which the schedule is released. After this time, NO rescheduled games will be permitted unless of inclement weather.
2. **A game shall be played if the minimum number of players is available.**
3. **In the event the head coach cannot attend a game, he/she must find a substitute assistant or parent to fill in.**
4. Postponed games are to be made up at the first available time. Where possible, rainouts should be made up during scheduled practice times. Community Coordinator will inform coaches any cancellation, reschedule, or postponement. Coaches must inform players..
5. For games postponed in progress, see 4.05-c.

## SECTION 6: FACILITIES & EQUIPMENT

## Peewee/6U/8U will play with a #3 ball, 1U0 & 12U with a #4, 1U5 and up will play with a regulation #5 ball.

* 1. The coach is responsible for returning any team equipment (balls, bags, keys, etc) at the end of the season to the appropriate community coordinator.
  2. 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.
  3. Players are encouraged to wear proper shoes and to dress in a manner appropriate for the weather.
  4. 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. Casts are permitted only if padded and approved by the referee.
  6. Any equipment deemed dangerous by the referee must be removed prior to play.
  7. The community entering the team must supply practice facilities.
  8. The board must approve game facilities for safety reasons.
  9. Goals for PW/6U/8U are to be 6’x 12’. Goals for 10U and up are to be official soccer goals, 8’x 24’.
  10. Coaches are to arrange with parents and players to remove all litter and debris after each practice and game.
  11. Fields are to be adequately marked.

### SECTION 7: OFFICIALS

7.00 Soccer sportsmanship rating forms (for officials pay) submitted incorrectly may result in forfeit of official's pay.

7.01 Any sportsmanship rating form (for officials pay) turned in later than one (1) week past the final regular season game will not be accepted resulting in forfeit of officials pay and sportsmanship ratings for teams officiated.

Exception: Any approved reschedule by the board after the regular season will be treated as such. (5.01-c.)

7.02 All match reports/ sportsmanship forms must be turned into community coordinator within 2 days of the completed match.

7.03 Each community is to provide at least one person per team entered to attend and complete officials training before that team will be placed on the schedule.

7.04 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 8).

## SECTION 8: CONDUCT OF PLAYERS, COACHES, SPECTATORS

8.00 The community coordinator is responsible for conducting a pre-season meeting of all their coaches to cover league policies.

8.01 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 take to assure that team parents and supporters are made aware of conduct and sportsmanship expectations.

8.02 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.

8.03 Player and Coach Cautions and Ejection's:

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. The Parks and Recreation Department will track cautions and ejection's during the course of a season and will notify all league coordinators when players are issued cautions or ejections.

8.04 8.03 (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 8.04-C will be suspended for the next game along with the offending player.

8.05 Coaches are to conduct themselves in an exemplary manner at all times, and shall act in a manner consistent with the NYSCA Coaches Code of Ethics and Conduct, as well as the Parks and Recreation Code of Conduct listed in 8.07.

8.06 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. Such matters will be referred to the board for final disciplinary action. (8.05-THE REFEREE HAS THE AUTHORITY TO IMMEDIATELY TERMINATE ANY GAME FOR SPECTATOR OR COACHES MISCONDUCT.

* 1. **Tobacco products of any kind are prohibited at the Albemarle Soccer Complex.**
  2. CODE OF CONDUCT (see attachment)

**\*Bold type denotes changes or additions in policy from previous season/year\***

Code of Conduct

(Revised 10/24/06)

*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.

1. 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.

* + - * 1. 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.

* 1. 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.

1. 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.

a) Alcohol and drugs are prohibited at any and all times.

b) Refraining from the use of any type of tobacco products from all activities and obeying designated use areas.

**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 offensives as deemed necessary. Criminal prosecution may result.

1. Removal from the premises. Guilty party can be charged with possession of alcohol and be suspended for a minimum of one (1) year. Game or event maybe terminated if deemed necessary.

\*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 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 director, local police, and governing board.