

# Rock Spring Soccer League

## Rules and Regulations

### Article I – Responsibilities

#### Section 1 – Home Team

- a. Prepare the field for play. All lines shall be marked in accordance with the laws of the game. Grass shall be cut to a reasonable playing length.
- b. Supply game balls
- c. Maintain crowd control. Provide for the safety of game officials and visiting teams
- d. Pay one half of the referee fees

#### Section 2 – Visiting Team

- a. Confirm playing site and time of game. Call the home team manager or coach for directions to playing field, if needed
- b. Arrive on time – allow adequate time for travel
- c. Assist in maintaining crowd control before, during and after the game
- d. Clean team and spectator areas. Pick up and dispose of all trash.
- e. Pay one half of the referee fees

### Article II – Rules for all Teams

**Section 1 – Team areas.** Each team and their respective spectators will occupy one side of the field and their opponent and their respective spectators will occupy the other side of the field. Once the game has started, no player, coach or spectator may enter the field of play without permission from the referee.

#### Section 2 – Coaches and Managers

- a. Every team shall designate at least two (2) people to serve as coaches or managers. Each shall have a valid coach's pass. No games will be postponed because of the unavailability of a coach or manager.
- b. Rosters should be available for the referee and "guest players" should be listed

**Section 3 – Cautions.** With the issuance of an official caution by a referee, there must be a substitution made for the cautioned player immediately. This is not to be considered a one-for-one substitution as in an injury situation. Only the cautioned player shall leave the field. This player may return to the game as soon as his/her team gains possession of the ball through a normal stoppage of play. This rule only applies when the team in question has more than the minimum number of players required to field a team.

#### **Section 4 – Scheduling**

- a. Official schedules will be distributed to all teams before the opening date of competition in each age division. Games are to be played at the times and sites designated in these schedules.
- b. Only the games commissioner has the authority to make changes in the schedule.
- c. Changes will not be considered if requested by one (1) team or club without the approval of the other.
- d. Changes are not to be requested if a team can field a legal team of the required minimum of seven (7) players necessary for a legal game.
- e. Before game time, only the games commissioner has the authority to cancel games because of inclement weather.
- f. Any team not able to field a team on game day will be responsible for the full referee fee.

**Section 5 – Uniforms.** When the colors of uniforms of competing teams are the same or so similar in color to not be distinguishable, the home team shall make the necessary changes required.

**Section 6 – Suspended Players.** Any player who is under suspension shall be listed on the team line up sheet with a line drawn through the player's name, and marked "serving suspension" clearly on all three (3) copies.

**Section 7 – Referees.** Referees will be assigned to every league game. In the event that at least (1) one referee does not show up, the following procedures will be used

- a. The home team shall nominate a candidate, preferably a member of the referee association who, if acceptable, shall referee the game
- b. If the home team's nominee is unacceptable, the visiting team may nominate a candidate. If acceptable to the opponent, he/she shall referee
- c. If neither nominee is acceptable, a coin shall be tossed and the winner shall nominate the referee
- d. Any referee named through this process shall have all of the powers of any referee as stated in the laws of the game
- e. If the game is not played, the team refusing to play will be charged with a forfeit. If both teams refuse to play, both teams will be charged with a forfeit
- f. If no referee is present, and no substitute is available, please reschedule game between both coaches and notify the games commissioner of the time, day and place
- g. Small sided games will use a single referee system. 11v11 games will use a 3-referee system, when referees are available. During cup play season, this is not always possible.

**Section 8 – Ignorance of the rules.** A plea of ignorance of the rules and regulations of this association shall not be sufficient grounds for appeals or protest

## Section 9 – Grievance Committee

- a. The Rock Spring League Grievance Committee acting as an affiliate of the Eastern Pennsylvania Soccer Association and the Eastern Pennsylvania Youth Soccer Association arbitration boards, shall operate within the framework of their established rules.
- b. The committee shall consist of the chairman plus no less than four (4) additional members representing a minimum of four (4) divisions
- c. The committee shall take prompt action on written protests, appeals or reports pertaining to player and/or club infractions emanating from club and/or referee reports
- d. The committee shall have the authority to impose penalties on any club, officer, coach or player who is affiliated with this association in accordance with articles VI and VII
- e. No grievance committee member shall vote as a member of the committee during any action or decision which involves a division, team or individual with whom the committee member is affiliated or who is a member of a division which stands to benefit directly or indirectly from the results
- f. These are the procedures to be followed:
  1. Referee game reports shall automatically initiate action by the grievance committee against any individual affiliated with this association whose conduct warrants such action
  2. Formal protests
    - a. Laws of the game. Copies of the protest shall be made in duplicate with one going to the games commissioner and one going to the grievance committee chairman.
    - b. No protest will be accepted without a signed line up sheet from the referee of the game in question.
  3. Appeals
    - a. Any decision of the grievance committee may be appealed by any affiliated club or individual within 48 hours of the receipt of said decision.
    - b. Any club or individual not wholly satisfied with any decision of the committee has the right of appeal to the Eastern Pennsylvania Youth Soccer Association
    - c. No appeals shall be made of any grievance until such grievance is ruled upon by the committee
  4. Hearings
    - a. Failure to comply with the request of the grievance committee to provide a written report for a hearing will result in a \$25 fine
    - b. Failure to appear at a hearing when requested by the grievance committee shall result in a \$50 fine
  5. Fault filing procedures
    - a. Protest, claims or appeals not filed within the required time limit, or filed without sufficient supporting material, or filed without protest, claims or appeal fee may be rejected
    - b. Telephone calls or oral or written communications directed to any member of the grievance committee to discuss or explain the details of a given case shall be cause for an adverse decision

**Section 10 – Finance Committee.** Shall consist of the current committee of the Council Rock United Soccer Association

**Section 11 – League Registrar.** Shall provide for and direct the registration of all players under the jurisdiction of this association

**Section 12 – Ball size and Game Times.**

U9 and U10 – Size 4 – (2) 25 minute halves

U11 and U12 – Size 4 (2) 30 minute halves

U13 and U14 – Size 5 – (2) 35 minutes halves

U15, U16 and U17-U19 – Size 5 – (2) 40 minute halves

**Section 13 – Guest Players**

(5) Guest players are permitted for U9-U12 teams and (7) guest players are permitted for U13 teams and older. Those guest players must be carded travel players and their pass or a photo of the pass must be available for viewing on game day. Guest players cannot push the game day roster over the roster max.

**Section 14 – Game Format.** Rock Spring League will follow changes made by US Youth Soccer Association.

U9 and U10 – will play 7v7 on a field with a build-up line – roster max 12 players

U11 and U12 – will play 9v9 - roster max 16 players

U13 and older will play 11v11 - roster max 22 players, but only 18 may dress per game

**Section 15 – Game Rules**

- U11 and younger - No intentional head balls – result is an indirect free kick for the opponent.

**Section 16 – Substitutions**

We will allow unlimited substitutions, with referee permission, at any stoppage.

## **Section 17 – Recording Scores**

Game scores will be reported by the winning team. In the event of a tie, score will be input by the home team.

No scores shall be reported with greater than a 6 point goal differential.

Division winners are determined by points – 3 points for a win, 1 point for a tie, 0 points for a win

Division tie-breakers are as follows:

- 1 – Most head to head points (when only two teams are tied)
- 2 – Fewest goals allowed
- 3 – Most goal differential (up to 3)

All forfeits will be recorded as a 1-0 win for the non-forfeiting team