

RULES AND REGULATIONS – Rock Spring League

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. All grass shall be cut to a reasonable playing length. All goals shall be installed, secured and maintained in accordance with the Laws of the Game.
- B. Supply at least two (2) game balls, which shall be of the proper size for the age division involved in play. All game balls shall be quality, hand-stitched soccer balls.
- C. Maintain crowd control. Provide for the safety of game officials and visiting teams and spectators.
- D. Pay the referee half of their fee at the beginning of the game. If a referee declares a field unplayable, they shall be paid half of the normal fee, which is the responsibility of the Home team.
- E. Home team must provide either roster or match card to referee and opposing team prior to the start of the match. No players will be permitted to play and will be considered “illegal players” if they are hand written on either roster or match card. Each team shall check their opponent’s roster or match card before each game. Jersey #s are required on roster and/or match card.

Section 2 – Visiting Team

- A. Confirm playing site, time of game. Call or email the home team manager or coach for directions to playing field forty-eight (48) hours prior to the scheduled game. Arrive at least thirty (30) minutes prior to the scheduled game time. Allow adequate time for travel.
- B. Assist in maintaining crowd control before, during and after the game.
- C. Clean up team and spectator areas prior to departing. Pick up and dispose of all trash.
- D. Bring one (1) game quality soccer ball to be utilized in the event that the home team fails to provide the same.
- E. Visiting team must provide either roster or match card to referee and opposing team prior to the start of the match. No players will be permitted to play and will be considered “illegal players” if they are hand written on either roster or match card. Each team shall check their opponent’s roster or match card before each game.

Section 3 – General

- A. Required minimum number of players to start or continue a game:
 - 1. 7 v 7 teams five (5);
 - 2. 9 v 9 teams six (6);
 - 3. 11 v 11 teams seven (7).
- B. In the event one of the teams is not present by 10 minutes after the scheduled start time of a game, the team in attendance will be awarded a forfeit. No fee is to be paid to the referee. The referee will be paid in full for the game via the referee assignor upon submittal of the completed game report.

ARTICLE II. RULES FOR ALL TEAMS

Section 1 – Team Areas

- A. All players and coaches shall stay within ten (10) yards of the midfield line. This will be called the “Team Area”. The League recommends that team areas will be on opposite sides of the playing field when possible. This allows coaches to better control their respective sidelines. The home team shall have the choice of side. Parents will sit on the same side as their players.
- B. Once a game has started, no player, coach or spectator may enter the field of play without the permission of 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 shall be postponed because of the unavailability of a coach or manager. If a Youth team has no available coach or manager with a valid coach’s pass, they shall forfeit the game.

Section 3 – Ejections

- A. If a team has only five (5) players (7 v 7), six (6) players (9 v 9) or seven (7) players (11 v 11) on the field or eligible to play and a player receives a ejection, then the game will be suspended and the team not able to field the required minimum number of players will forfeit the match to the opposing team.

Section 4 – Referee Assessment Forms

- A. While not required, all teams competing are encouraged to fill out a Referee Assessment form with the league within forty-eight (48) hours after the completion of your scheduled game. Link to form will be posted on league web page.

Section 5 – Scheduling

- A. Official schedules will be distributed to all teams before the opening date of competition in each age division.
- B. Teams will have 7 days from schedule release to make any necessary changes to their game schedule, in agreement with their opponent. Teams should attempt to have all changes for the entire season made in these 7 days.
- C. After the initial 7 day change period, future changes may be made, but must be submitted to the league by Monday at Noon, the weekend before the game is originally scheduled. Any changes after this time may not be accepted, based on referee availability and reason for change.
- D. Prior to the scheduled game time, only the league has the authority to cancel games because of inclement weather.

E. **Inclément Weather Policy Statement** – Games will be called by the Club Coordinator on a site by site basis. Coordinators will advise the League via E-Mail as early as possible on the day of the game. After 11:00 am, the decision to cancel a game will be made by the Referee at the game site. When the weather is bad and games are not postponed by the League or individual clubs, all teams are required to arrive at the field for a determination by the referee as to the playability of the game. If at that time, the field is deemed unplayable after the referee(s) arrive and prior to the start of the game, the home team is responsible for paying (their portion of the referee fees).

F. If a match is played for one half or more of the match and then terminated due to weather, playing conditions, or darkness by the game official, the game will not be replayed. The score at the time of termination will constitute the results of the game.

Section 6 – Uniforms

A. When the colors of uniforms of competing teams are the same or similar in color as not to be distinguishable, the **home** team shall make the necessary changes. The final decision to change jerseys if there is a disagreement, rests with the referee.

B. Each player MUST have a unique number. No duplicate numbers are permitted.

C. All players competing in Rock Spring League shall be required to wear shin guards.

Section 7 – Players/ Coaches

A. Suspended players– any player who is under suspension shall not be listed on the team match card and should be crossed off on the team roster. The coach of any player who participates in a game during a period of suspension shall be subject to his own suspension in a subsequent game. In addition, the team utilizing the suspended player shall forfeit that game.

B. Any player who receives a suspension in Rock Spring League must serve that suspension in a Rock Spring League game.

C. Suspended Coaches- A suspended coach shall not be at the game site.

D. Refusal to Play/Abandoning a Match- A team whose coach refuses to play a regularly scheduled match, either prior to the start of the match or at any time during the match, shall receive a forfeit and owe full referee fees for that match.

E. All teams are permitted up to 5 Club Pass Players. Club Pass Players must be a primary player in your club on an EPYSA team. (NOT a secondary player & NOT a Primary player in your club on a tournament team). Teams are permitted up to 5 secondary players. No game day roster may go over the roster max for each age – U9-U10 – 12 players per game day; U11-U12 – 16 players per game day & U13-U19 – 18 players per game day. There are no “guests” – every player must show on a game day match report printed directly from Got Sport. Anyone hand written on a game day match report is considered an illegal player. Teams playing with illegal players will receive a forfeit loss for that game. In the event an illegal player is used, the team who the player played for, assumes all liability and risk. The referee(s) and league are released from all liability.

Section 8 – Female Soccer

A. All female teams shall follow all rules and regulations set forth herein. The use of hands or arms for the protection of their chests shall be in accordance with USSF regulations.

Section 9 – Referees

- A. Referees will be assigned to every league game. In the event a referee does not appear for the scheduled game, in youth games for U-14 Divisions and younger the following procedures will be used:
- a. The home team shall nominate a candidate, preferably a member of the Referee's Association who, if acceptable, shall referee the game.
 - b. If the home team's nominee is unacceptable, the visiting team shall nominate a candidate, preferably a member of the Referee's Association who, if acceptable, shall referee the game.
 - c. In the event both coaches agree on another procedure to have the game officiated, that procedure shall be employed. Any referee named through the aforementioned process shall have all the powers of any referee as stated in the Laws of the Game.
 - d. If a suitable candidate cannot be agreed upon, the game shall be canceled. Both teams are required to remain at the field for no less than 20 minutes after the scheduled start of the match to ensure that the assigned referee does not arrive in a reasonable amount of time. The Home team shall advise Rock Spring League within 24 hours that no referee was present for the game. The teams will reschedule the game and advise the League of the new date, time and location.
 - e. In all other, older divisions, if no referee is present, the game shall be canceled. The Home team shall advise the league within 24 hours that no referee was present for the game. The teams will reschedule the match and advise the League of the new date, time and location.
- B. Referees will be responsible for checking all equipment prior to each match according to the following procedures:
- a. Prior to the start of the game, when requested by the referee, each coach will line up his or her players in a single file.
 - b. The referee will check the player for proper and safe equipment, including shin guards which all players must wear. If shin guards are not worn, that player cannot participate.
 - c. Players who are not present for this procedure will be unable to play until the referee can check their equipment.

Section 10 – Ignorance of the Rules

- A. A plea of ignorance of the rules and regulations of this Association or of any governing body of this Association shall not be sufficient grounds for appeals or protests.

Section 11 – Grievance Committee

- A. The Rock Spring League Grievance Committee shall act as affiliate of the Eastern Pennsylvania Soccer Association and Eastern Pennsylvania Youth Soccer Association Arbitration Boards.
- B. The committee shall take prompt action on written protests, appeals or reports pertaining to player, team, club and/or spectator infractions emanating from club and/or referee reports.
- C. No Grievance Committee member shall vote as a member of his/her committee during any action or decision, which involves a club, team, or individual with whom the committee member is affiliated.
- E. Referee game reports shall automatically initiate action by the Grievance Committee Chairman against any individual affiliated with this Association whose conduct warrants such action.

- F. Formal Protests:
- a. *Ineligible Player*: Protests made relevant to ineligible players, playing for an opponent, are to be made in writing within 48 hours of completion of the game and should include a copy of the match report or game day roster of both teams. As a reminder, each team should be checking their opponent's game day roster or match card before each game.
- G. Appeals:
- a. Any club or individual not wholly satisfied with any decision of the Grievance Committee, has the right to appeal to EPYSA.

Section 12 – Score Reporting

- A. The winning team is responsible for reporting all game scores for his/her team with 48 hours. If there is a tie score, home team should enter the score.
- B. The winners in each division will be decided as follows:
 - a. Points- (3points for a win, 1 point for a tie, no points for a loss)
 - b. Head to Head- limit to only 2 teams
 - c. Goal Differential – maximum of 4 goals per game
 - d. Goals Against
 - e. Most Goals Scored – maximum of 4 goals per game
- C. Forfeits will be recorded as 4-0.
- D. If a game remains unplayed at the end of the season, no score will be recorded.

Section 13 – Laws of the Game

- A. All Rock Spring League games shall follow FIFA Laws of the Game with the following exceptions:
 - a. Any player receiving a Caution must be substituted for prior to the restart of play. This player may return to the field at the next stoppage of play with the permission of the referee.
 - b. **For all age divisions**, substitutions are unlimited and both teams may substitute on any stoppage with the permission of the referee. All substitutions will be made at the midfield line.
 - c. **Game Lengths** – U9/U10 – 25 minute halves; U11/U12 – 30 minute halves; U13/U14 – 35 minute halves; U15 and older – 40 minute halves

Section 14 – Late Game Cancellations and Fees

- A. All games changes for the upcoming week must be emailed to the league by Monday at 3:00 pm
- B. If a team cancels a game later in the week (Wednesday or Thursday) for that coming weekend, they will owe the full referee fee, but will be able to reschedule the game for a future date if desired.
- C. If a team cancels a game on Friday, Saturday or Sunday of game weekend, this will result in a forfeit win for their opponent and full referee fees due. Full referee fees equals their fee and the fee that would have been paid by their opponent – the FULL referee fee.

Section 15 – Grievance Sanctions

Grievance penalties arise from Referee Game Reports sent to Rock Spring League and will be based on the following schedule (formerly from the EPYSA Arbitration Board Rules). The minimum sanctions listed below cannot be appealed.

A. Suspensions for Violent Conduct

1. Fighting (ie engaging in combat with an opponent, colleague or spectator by means of the mutual exchange of blows delivered by hand, head, foot or other portions of the body).

	<u>Under 14</u>	<u>Over 14</u>
1 st Offense	2 games	4 games
2 nd Offense	4 games	8 games

2. Deliberately striking or attempting to strike an opponent, colleague or spectator.

	<u>Under 14</u>	<u>Over 14</u>
1 st Offense	1 game	2 games
2 nd Offense	2 games	4 games

3. Throwing objects (balls, snow balls, rocks, etc) at an opponent, colleague or spectator

	<u>Under 14</u>	<u>Over 14</u>
1 st Offense	1 game	2 games
2 nd Offense	2 games	4 games

4. Spitting or attempting to spit on opponent, colleague or spectator

	<u>Under 14</u>	<u>Over 14</u>
1 st Offense	1 game	2 games
2 nd Offense	2 games	4 games

5. Verbal threat of bodily harm or property against an opponent, colleague or spectator

	<u>Under 14</u>	<u>Over 14</u>
1 st Offense	1 game	2 games
2 nd Offense	2 games	4 games

6. Gesturing or signaling obscenely at an opponent, colleague or spectator

	<u>Under 14</u>	<u>Over 14</u>
1 st Offense	1 game	2 games
2 nd Offense	2 games	4 games

B. Suspensions for Serious Foul play and Persistent Misconduct

1. Serious Foul Play

	<u>Under 14</u>	<u>Over 14</u>
1 st Offense	2 games	2 games
2 nd Offense	4 games	4 games

2. Abusive Language directed at an opponent, colleague or spectator

	<u>Under 14</u>	<u>Over 14</u>
1 st Offense	1 game	2 games
2 nd Offense	2 games	4 games

3. Persistent misconduct (unsporting behavior, persistent infringement of the Laws of the Game, unauthorized entry onto the field of play, etc)

	<u>Under 14</u>	<u>Over 14</u>
1 st Offense	1 game	1 game
2 nd Offense	2 games	2 games

4. Dissent

	<u>Under 14</u>	<u>Over 14</u>
1 st Offense	1 game	1 game
2 nd Offense	2 games	2 games

C. Accumulation of Cautions

Any player who, in a given registration year, receives (3) individual cautions shall be suspended for (1) game. The second accumulation of (3) cautions in a given registration year with result in an additional suspension of (2) games. Further misconduct on the part of the individual during the same registration year shall be sufficient cause for the Grievance Committee to consider additional penalties of increased severity.