

# South Shore Soccer League

## Rules of Play (Modified 09/21/09)

### I. Pre-Season

1. The following shall be submitted to the South Shore Soccer League Executive Committee on or before the appropriate date . . .
  - 1.1 . . .By December 1st prior to the playing year. . .
    - 1.1.1. . .the application roster for each S.S.S.L. / M.Y.S.A. spring team with 50% of their appropriate registration fee. This fee is non-transferable and non-refundable.
      - 1.1.1.1 . . . the names of all **Club players (with Club name, age, gender, division and name of the head coach) included on this application roster must be reported on a separate sheet. Club players shall be defined as those playing in MAPLE or MASC Division 1-2, ODP or any team entered in State Cup.**
    - 1.1.2 . . .for any team applying for relief from Divisional play, a player list with a minimum of **thirteen (13) players for teams playing 11 v 11 and nine (9) players for teams playing 8 v8** with their date of birth and those team(s) plus team's record that each player played on during the last two S.S.S.L. spring seasons. *Requests for relief from divisional play will not be considered if this section is not complied with.* All S.S.S.L. Executive Committee decisions for relief shall be final
    - 1.1.3 . . .for any team playing in the U10 age groupings, a roster listing the players date of birth and coach's names, plus a brief evaluation of the team. This is to allow for proper seeding of the teams for balanced non-results oriented play.
  - 1.2 . . .By January 15th of the playing year . . .
    - 1.2.1 . . . a list of Town Administrators **and Head Coaches**. The list of Town Administrators will include the Town President, **Town Treasurer, USSF certified Town Referee Assignor & Contact**, Town Score Reporter, Town U10 Coordinator and Town S.S.S.L Meeting Representatives. The telephone number and E-mail address for all Town Administrator **and Head Coaches** will be included.
    - 1.2.2 . . . a list of the Town's Home Playing Fields with a map (and the closest street address for GPS locating purposes) of the location of these playing field(s). These fields shall be safe for playing and meet the criteria as to the size and distinctive marking as dictated in the current international, (F.I.F.A.) rules. **If the SSSL Executive Board deems these fields to be unplayable due to safety concerns or failure to meet adequate size requirements for the age of the players using the fields, then these fields will be closed until the conditions are corrected to the satisfaction of the SSSL Executive Board.** Maps shall be included **on the SSSL website**. Any changes to **these** maps shall be in writing to the SSSL Executive Committee. Any known Field Closure dates will be included in this information. **Sanitary Restroom facilities must be unlocked and**

available for use within ¼ mile of all playing fields during normal weekend playing times if SSSL games are being played. Failure to provide these restroom facilities will result in a \$50 fine for each week that they are not available during the SSSL season.

1.2.3 . . . at the January meeting, a preliminary listing of the team seedings will be issued for review by the associations along with a recap of appeals.

1.3 . . .By February 1st of the playing year . . .

1.3.1 . . .all member Towns must be affiliated and registered with M.Y.S.A. and S.S.S.L. Any member town not affiliated may be fined \$1,000.00 per week until fully affiliated. All scheduled games shall be postponed until affiliated. The S.S.S.L. Executive Committee shall reschedule any games so postponed once affiliation has been completed.

1.3.2 . . .the balance of S.S.S.L. team registration fees.

1.3.3 . . .S.S.S.L. shall hold a mandatory pre-season meeting in March. It is essential that all town representatives be in attendance. **A copy of the SSSL contact information shall be copied, distributed,** and reviewed for accuracy. Upon completion, the S.S.S.L shall declare the season to be open and all league games played by league teams shall be under the jurisdiction of the S.S.S.L. No team or registered player, there of, shall participate in any game conflicting with the league's scheduled games without the expressed permission of the S.S.S.L. Executive Committee.

1.3.4 . . . **final Team Rosters plus Player and Coach ID cards. The Final Team roster will include the coach's name, telephone number and E-mail address to be listed on the web site. The team roster shall comply with Rule 2 even when additional plays are being added to the team roster during the playing season. If all ID cards and final rosters are not in the hands of the SSSL registrar by February 1<sup>st</sup>, then said town or the missing teams shall have their spring season game(s) rescheduled by the SSSL Executive Committee, one game for each week the ID cards and/or completed roster is late.**

1.4 . . .Any association that adds or drops a team(s) from the South Shore Soccer League after February 10<sup>th</sup> of the playing season must pay the regular league fees due for the team(s) added or dropped plus an additional fee of \$200 per team that is added or dropped.

## **II Appeals and Placement**

2. The South Shore Soccer League Executive Committee shall hold a meeting to decide the appeals and placement of all teams declaring for play in the league according to the following guidelines.

2.1 . . .For all age groups, if there are more than 9 teams, the S.S.S.L. Executive Committee shall split the teams into more than one Section along the following guidelines. . .

2.1.1 . . .A town may request to play in one section or the other when submitting the team for S.S.S.L. play. In the event a town does not request placement, the S.S.S.L. Executive Committee shall use its best judgment in the placement of the team.

2.1.2 . . .For Division III, two (2) groups of unseeded teams with two (2) play-off positions.

2.1.3 . . .The number of teams from these sections and their seedings for the S.S.S.L. play-offs shall be in accordance with Rule 7.5.

2.1.4 . . .Appeals for divisional relief shall be decided on the player list submitted in accordance with Rule 1.1.2. *There will be no requests accepted from a town or coach for review of placement or appeal of divisional relief.* All S.S.S.L. Executive Committee decisions on divisional relief shall be final.

2.1.5...Any team granted or denied an appeal for divisional relief or that is moved up or down a division or group from that requested, shall be reviewed by the SSSL Executive Committee after the third week of the season. The Executive Committee will make adjustments if necessary.

2.1.6 . . .A minimum of 6 teams must be placed in Division 1, in both the boys and girls age brackets U12 – U16, *if deemed reasonable by the SSSL Executive Committee.*

2.1.7 . . .Any team in Division 2, with 4 or more Maple U11 first two groups, U12 *first two groups* and U13 or U14 Div 1 or 2 and/or State team players, must be placed in Division 2A of that age group and gender. All rosters for SSSL U12 and U14 Division 2 Group B or lower will be frozen as of the second game of the season.

2.1.8...Any town putting a team in division 3 must also submit a prior history of the team and knowledge of the players.

2.1.9... Division One (1) and Two (2) with less than five teams i.e. 1, 2A, 2B, 2C will be assigned 2 play off slot for the South Shore Soccer League play offs. A Division With six (6) or more teams i.e. 1, 2A, 2B, 2C will be assigned four (4) plays off Slots.

2.2 . . .U10 teams shall be grouped into compatible brackets using the information provided in Rule 1.1.3, and using the following guidelines. . .

2.2.1. . .Overall age of the team.

2.2.2. . .Overall traveling team experience of the team

2.2.3. . .Overall rating of a Town's U10 program by gender.

2.2.4....**If there is sufficient interest; under 8 teams will be placed in the lowest division.**

### **III Registration and Team Rosters**

3. The President of the S.S.S.L shall appoint a Registrar for the league to assure that all S.S.S.L. teams for Division I and Division II (U12 and older) shall adhere to MTOC Eligible League Agreements and players are properly registered for each team.

- 3.1 . . .In order to be properly registered for a team roster, all of following conditions shall be met . . .
- 3.1.1 . . .the player shall reside in the SSSL Town they are playing for on the day of the first game of the season or have obtained written permission of the President of the SSSL Town in which they live and the President of the SSSL Town that they want to play for. A Copy of this written permission will be provided to the SSSL Registrar before the player may be added to the team's roster. If the player lives in a Town outside of the SSSL, then a League's Committee Inter League Form or its equivalent must be completed and provided to the SSSL Registrar before the player may be added to the team's roster.
- 3.1.2 . . . the player shall be of the proper age to play on their team. A player may register to play in an older age group, but not in a younger age group. Previously unregistered S.S.S.L. players shall be required to furnish proof of age (see Rule 3.4. and 3.4.1)
- 3.1.3 . . . the players have an approved S.S.S.L. Registration Form completed and filed with the S.S.S.L. Registrar, and the player shall not be registered on more than one (1) S.S.S.L. team. If the player is age U15 or above, they may not be registered on another team from any other affiliated Mass Youth Soccer league during the SSSL playing season. Also they may not be registered on another team that has entered the Massachusetts State Cup competition during the SSSL playing season.
- 3.1.4 . . . Teams playing eleven a side may have a maximum of 18 players and a minimum of 13 players on their roster at any given time during the season. Teams with more than the maximum number of players allowed on their roster will sign a waiver relinquishing their opportunity for any SSSL post-season play, but can only have 18 players on the sideline dressed to play. U10 teams will have a maximum roster of 14 players and a minimum of 8 players. U12 8v8 will have a maximum roster of 15 players and a minimum of 9 players
- 3.1.5 . . . is issued a valid S.S.S.L. ID card. The valid S.S.S.L. ID card shall be defined as a laminated card containing a recent photo ID of the participant and signed by the S.S.S.L Registrar. (A recent photo ID shall be defined as a photo taken within the last two (2) years **and must be in color**). All Div. **2 and 3 player ID cards shall have a stripe across the back of the card.** For Div. 2 the stripe will be green, for Div. 3 the stripe will be blue. **(Div. 4 and U10 will not have player cards.)**
- 3.2 . . . Additional players may be added to a team's roster during the playing season to bring its numbers up to the maximum allowable players provided that . . .
- 3.2.1 . . . The players are added prior to the SSSL roster freeze date. The SSSL roster freeze date is defined as 7 days prior to the MTOC roster freeze date.
- 3.2.2 . . . the team was not granted divisional relief. In such case, the S.S.S.L. Executive Committee must approve any additional players.
- 3.2.3 . . . that the additional player was not previously registered to play in the S.S.S.L. during the playing season. However, a player if age 14 or below may be on multiple rosters with teams outside of the S.S.S.L. in accordance with M.Y.S.A. guidelines and still meets this requirement.

3.2.4 . . . that the additional player was from another S.S.S.L. team competing in a less ambitious S.S.S.L. grouping. (Division III is less ambitious than Division II, which is less ambitious than Division I. A younger age group is less ambitious than an older age group.) The previous team shall first release the player. In the event an S.S.S.L. team disbands during the playing season, permission must be obtained from the S.S.S.L. Executive Committee before these players can register for another S.S.S.L. team.

3.2.5 . . . that the team is not over the three (3) allowable roster moves. Roster moves are defined as; a player released from its team roster, the addition of any allowable previously registered S.S.S.L. player as described in Rule 3.2.4.

3.3 . . .The S.S.S.L shall issue a single page roster with only those players eligible to play. **(The roster shall be laminated for all U12+ Div. 1-3 teams and be signed by the head coach before lamination.)** There shall be a solid black horizontal line after the name of the last player on the roster. This roster is only for S.S.S.L. play and those requirements for MYSA and MTOC play shall be met separately.

3.4 . . .**Proof of Age and International Clearances.** Proof of age shall consist of a birth certificate, a Uniformed Services Identification and Privilege Card (DD Form 1173) issued by the uniformed services of the United States, a birth registration issued by an appropriate government agency or board of health records, a passport, an alien registration card issued by the United States Government, a certificate issued by the Immigration and Naturalization Service attesting to age, a current driver's license, or a certification of a United States citizen born abroad issued by the appropriate government agency. Hospital, baptismal, or religious certificates will not be accepted. For a player who comes to the United States on or after the player is 12 years of age, the player must request and receive an international clearance from the Federation. However, an international clearance is not required of a player who is 12, 13, 14, 15, or 16 years of age if the player and the player's parents sign a statement that the player has not signed a professional contract or received money from a professional team for playing soccer.

3.4.1 . . . If a player is challenged to verify his/her proof of age or requirement for international clearance to play soccer, then the town representative must produce the necessary birth record or international clearance as specified in Section 3.4 within ten (10) days to the South Shore Soccer League Registrar. Failure to produce the necessary paperwork within ten (10) days will result in the player being suspended from playing for the remainder of the season and any games played with the player in question included on the roster will result in a forfeiture of those games for the team that roistered the player.

## **IV Scheduling of Official Games**

4. The S.S.S.L. Executive Committee shall determine the dates of the playing season. The main season shall be held in the spring. If there is sufficient demand, the league may organize an informal summer or fall program. In the fall, the league will devote its energies to encouraging the development of soccer in the town leagues and schools.

4.1 . . .If at least four teams want to play in these divisions, the S.S.S.L. shall offer competition for all age groups and divisions that S.S.S.L. or M.Y.S.A. (through the MTOC) offers championship competition.

Under 19 years of age		I			
Under 18 years of age		I	II		
Under 16 years of age		I	II	III	
Under 14 years of age		I	II	III	IV
Under 12 years of age	8 v 8	I	II	III	IV
Under 10 years of age		alpha groupings of comparative teams (Under 10s will play a 6 v 6 formats only).			

4.2 . . .The SSSL Game Scheduler shall list on the S.S.S.L **web site** all originally scheduled games. Once so listed, the games are deemed to be official games and are to be played by those teams on the appropriate date and time at the appropriate location unless rescheduled in accordance with Rule 5.

4.3 . . .The President of the S.S.S.L shall appoint a Game Scheduler for the league, whose duties and functions shall be . . .

4.3.1 . . . to prepare a listing of all submitted teams by sex, age, and division along with standings from the previous year(s) for the relief / placement meeting.

4.3.2 . . . to schedule all S.S.S.L. games, to assure fairness within each section, and in accordance with the Rules of Play for the S.S.S.L from the finalized placements.

4.3.3 . . . to prepare the listing of games with dates, fields, coach's name and telephone numbers for the S.S.S.L **web site** and the Referee Assignor

4.3.4 . . . to prepare a field usage report for each member Town.

4.3.5. . . The SSSL Game Results Administrator shall receive and tabulate the scores of all scheduled games, and prepare Mid-Season and Final standings for the S.S.S.L. Executive Committee and member towns. Shall notify the Vice-President of the S.S.S.L. of improprieties such as, but not limited to, forfeits, failures to report scores and missing games.

4.3.6. . . to prepare Mid-Season and Final standings for the S.S.S.L. Executive Committee and member towns.

4.4. . .The Scheduler shall try to adhere to the following days and times for the playing of these games.

<u>Sunday Games</u>		<u>Saturday Games</u>		
U18+	8:30 AM to 10:30 AM	Girls	U10	12:00 PM (ALT 10:30 AM)
U16	10:30 AM to 12:00 PM	Girls	U12	1:30 PM 8 v 8
Boys U12	4:30 PM 8 v 8	Girls	U14	3:00 PM
Boys U10	3:00 PM (ALT 4:30 PM)	Boys	U14	4:30 PM

The Sunday morning game times are at the discretion of the Game Scheduler for field usage. However, the preferred times for u18+ is 8:30 AM and u16 is 10:30 AM. All U19 games will start on the first weekend in May and must end by the weekend before the SSSL Playoffs are scheduled. Teams must play a minimum of six (6) games per season within this time frame.

- 4.5. .If a Town has more than one team competing in the same section (AGE, DIVISION, GROUPING) then the Game Scheduler shall schedule these teams at the beginning of the season if possible and at the latest, before the fifth game of the season.

## **V Rescheduling of Official Games**

5. . .A rescheduled game shall be defined as a game whose site, time and/or date are changed in advance of playing. (U12 Boys, any Division 1 or Division 2A team with four or more multiple roistered players may reschedule any and all of their games. This must be done in January of that year after receiving the first printing of the schedule. It must be completed by February 1st of that year, and both coaches must agree as to the date, time and location of the reschedule. After February 1st, all reschedules must be handled in accordance with Rule 5.2.) Any team may initiate the reschedule of up to two (2) games provided . . .
- 5.1. . .the opposing team is in agreement. If the opposing team does not agree, then the matter may be pursued through the respective Town's Presidents, the S.S.S.L. age group coordinator and lastly through the Vice-President of the S.S.S.L. The decision of the Vice-President of the S.S.S.L as to the site / time / and date shall be final.
- 5.2. . .the proper reschedule form is sent to the Referee Assignor along with the appropriate fees payable to the S.S.S.L. These fees are \$5.00 if rescheduled before the first scheduled weekend of games, else the fee is \$25.00. There are no fees for rescheduling a S.S.S.L. Memorial weekend game or a game whose participants are involved in a High School graduation. The reschedule form must have the date, time and location of the rescheduled game. The Age Group Coordinator will verify the reschedule with both coaches. Changes to rescheduled games may only be done in accordance with Rule 6. Any reschedule forms not completed in their entirety (no TBDs or TBAs) will be rejected. Any completed reschedule forms not postmarked by April 1 of the playing season, or received by some other means by the Referee Assignor by that date will be rejected.
- 5.3. . .the reschedule form is postmarked by April 1 of the playing season for U12 through U18 divisions, or postmarked by the Monday prior to the U19 division's first scheduled game. If the original game date or reschedule game date is less than 10 days from the date the reschedule form is submitted, then also a telephone call shall be made to the Referee Assignor to report the reschedule. .
- 5.4. . .Failure to properly handle a game postponement and / or rescheduling may result in forfeiture and / or a fine not to exceed \$100.00.
- 5.5. . .Any rescheduled game that has met the requirements of date, time, location, and has a valid referee shall then be deemed an official game and is subject to the rules and regulation regarding an official game. Any association causing the forfeit of an official rescheduled game shall be fined \$100.00.

## **VI Making Up of Official Games**

6. A Make-Up Game shall be defined as any game that could not be completed due to unsafe natural conditions. Unsafe natural conditions shall read as those conditions occurring naturally, such as but not limited to thunderstorms, hail, and non-playable fields.

- 6.1 . . .In the event of unsafe natural conditions, the game shall be stopped for the duration of the conditions. If the game cannot be restarted on the same day, then it shall be replayed in its entirety as a Make-Up Game.
- 6.2 . . .In the event that an official game can not take place due to unsafe natural conditions, then the hometown shall give proper notification to the opposing coach and the referee(s). The referee(s) shall be paid by the town failing to give proper notification. Proper notification shall read as a reasonable period of time to prevent the arrival of these people.
- 6.2.1 . . .If proper notification is not given, then both teams should report to the game and the decision of the assigned referee as to its playability shall be final.
- 6.2.2 . . .If an alternate location is available within the hometown, then the game may be moved to the new location with a reasonable and proper effort to assure that all participating player(s), coach(s) and referee(s) arrive at the new location.
- 6.2.3 . . . If a field is closed and an opposing team has an available field the game must be switched to the available field, if referees are available and enough notice is given.
- 6.3 . . .If the game does not have a referee assigned, or a referee does not make an appearance after 10 minutes of the scheduled starting time, then both coaches may agree on a substitute referee(s) and play the game or Make-Up the game. The payment of the substitute referee is the responsibility of the hometown unless the referee is a licensed referee registered with the S.S.S.L., or the scheduled referee takes over the game.
- 6.4 . . .A Make-Up Game shall be rescheduled within two weeks of the original game and by mutual agreement of the coaches. Failure to reschedule the game within two weeks shall result in a fine of \$50.00 for each team. The game will be scheduled by the town Presidents and the SSSL Vice President jointly. In the event that the coaches cannot agree on the reschedule, or the Vice-President of the S.S.S.L deems otherwise, then the game shall be played at the date, time and site so designated by the Vice-President of the S.S.S.L. **The towns shall notify the Age Administrator and Game Scheduler for official posting of Make-up Games.**
- 6.5 . . .It shall be the responsibility of the hometown's Referee Contact person to notify the referee(s) of the new date, time and site. If any or all of the referees are unavailable for the Make-Up Game, then the Referee Assignor must be notified at least ten (10) days prior to the reschedule date for a new referee(s) to be assigned.
- 6.6 . . .Any association causing the failure to play an official game shall forfeit the game and be fined \$70.00 for the first offense, \$100.00 for the second offense and an additional \$25.00 for each time thereafter. However, no fine shall be levied if the forfeiting team notifies the Referee Assignor 72 hours before game time of the forfeit. (A team appearing, but unable to field at least seven (7) players after 15 minutes of the scheduled game starting time shall forfeit the game, and will be fined \$50.00 for the forfeit.) Any team that goes to the South Shore Soccer League Playoffs, that fails to play (forfeits) a scheduled or rescheduled game within the last three (3) weeks of the season which would determine the seedings and/or eligibility for the playoffs will pay a \$100 fine in addition to any other fines due for the forfeiture.

6.7 . . . Any Make-Up game that has met the requirements of date, time, location, and has a valid referee shall then be deemed an official game and is subject to the rules and regulation regarding an official game.

6.8 . . . If fifty (50) percent or more of the scheduled games for any given day of the regular SSSL Spring Season are canceled due to unsafe natural conditions, then the SSSL Executive Board has the right to cancel all the games scheduled for that day.

## **VII Results / Standings and Play-Offs**

7. All Towns shall report all game results to the Game Scheduler on the appropriate form including all postponed and / or rescheduled games. The game results must be postmarked, faxed or E-Mailed no later than the first Tuesday following the playing of the game. Non-compliance shall result in a fine of \$20.00. Failure to report any score within 10 days shall result in an additional fine of \$100.00.

7.1 . . If a teams disbands or becomes ineligible for any reason to play one half (1/2) of its scheduled games, then none of its games are applicable.

7.2 . . .Points are awarded as three (3) for each applicable win, one (1) for each applicable tie and none for each applicable lose. Any team forfeiting a game shall lose by a score of the maximum goal differential to zero.

7.3 . . .The current standing process is determined in the following order . . .

Total Points (If tied, then go to next criteria)  
Head to Head results (If 3 or more teams are tied go to next criteria)  
Fewest goals allowed (Total goals allowed for the season)  
Goal differential (maximum of 4 goals per game)  
Coin toss in accordance with Rule 7.4

7.4 . . .A tie breaking coin toss shall have a representative(s) for both teams and a S.S.S.L. Executive Committee member present.

7.4.1 . . .If any of the teams cannot be represented, then the President of the S.S.S.L, or Vice-President of the S.S.S.L. shall represent that team.

7.4.2 . . .The right to call the toss shall be determined by lottery selection by the S.S.S.L. Executive Committee member.

7.5 . . .The times, dates, format and seeding process of the S.S.S.L. Play-Offs shall be determined by the S.S.S.L. Executive Committee. These shall be posted on the S.S.S.L. **web site**. Any protest of a SSSL Playoff game must be submitted to the SSSL Executive Committee (minimum of three members) in writing with a \$100 deposit within one hour of the completion of the game. The appeal will be heard and a decision rendered before the completion of that section of the playoffs.

7.6 . . .If a S.S.S.L. Play-Off Game is still tied after regulation *play two full extra time periods will be played* of the following length . . .

. . . U16 and younger shall be 10 minutes . . .  
. . . U17 and older shall be 15 minutes . . .

. . . And if still tied then F.I.F.A. penalty kick rules shall apply.

## **VIII Referees / Referee Assistants**

8. The President of the S.S.S.L shall appoint a Referee Administrator and a Referee Assignor for the league.

8.1 . . . The duties and functions of the Referee Administrator shall be . . .

8.1.1 . . . to oversee all official referees engaged by the S.S.S.L. Reviewing when requested a referee's performance and making recommendations to the Referee Assignor of the S.S.S.L. for up/down grading of assignments.

8.1.2 . . . to review any written comments concerning a referee as soon as possible. These comments will be considered as constructive in nature; however the S.S.S.L. Executive Committee may take disciplinary action against any referee deemed to have violated these Rules of Play.

8.1.3 . . . review all misconduct(s) by players and coaches as noted on the referee's game report and notify the S.S.S.L. Executive Committee when additional action should be taken beyond those penalties outlined in these Rules of Play.

8.1.4 . . . shall assure the administration of any and all game penalties assessed by the S.S.S.L. Executive Committee and / or these Rules-Of-Play.

8.2. . . The duties and functions of the Referee Assignor shall be . . .

8.2.1 . . . to assign a referee as noted in the Bylaws. (The hometown is responsible for the assigning of referees for all U10 games. It is recommended that licensed referees be used. In the event of a problem at the field of a U10 game, the referee shall notify the hometown assignor who shall notify the S.S.S.L U10 Coordinator.)

8.2.2 . . . Shall assign the referee assistants for U14 and older games and shall assign referee assistants for U12 games if they are available. If a referee assistant(s) does not appear, the referee may appoint one. For U12 and younger games, the referee may request volunteer assistants.

8.2.3 . . . shall notify the hometown's Referee Contact as soon as possible that no S.S.S.L. referee is assigned to a game. Also, shall remind the hometown's Referee Contact of their responsibility to notify both teams within 24 hours of this matter. If the hometown's Referee Contact fails in this responsibility, then a fine of \$35.00 shall be levied against the hometown.

8.2.4 . . . shall assign a Fourth Official if directed by the SSSL President to be paid at the Assistant Referee rate.

8.3 . . . The S.S.S.L. will only pay licensed referees who officiate U12 and older games. The referee must be approved by the S.S.S.L. and registered with the Referee Administrator of the S.S.S.L. The referee assigned to an S.S.S.L. game shall . . .

- 8.3.1 . . .be familiar with and honor the Laws of the Game as defined by F.I.F.A and the S.S.S.L. Rules-Of-Play. These Laws of the Game shall be in effect except as specifically stated otherwise in the S.S.S.L. Rules-Of-Play.
- 8.3.2 . . .be the sole authority and judge on the field of play. No decision made in the opinion of the referee shall be considered for protest.
- 8.3.3 . . .insure that only those authorized by the S.S.S.L., by their S.S.S.L. ID and roster form, participate in the game. These shall be defined as registered participants. **Insure that the players are wearing shine guards and not wearing anything that could be dangerous to themselves or other player. Insure that the player' uniforms are comprised of SSSL approved shirts, shorts, and socks with each part of the uniform of the same basic color; (exception is the goalkeeper who must wear a Jersey different from their teammates and the opposing team.)**
- 8.3.4 . . .insure that spectators are on one side of the field away from the registered participants whenever feasible.
- 8.3.5 . . .insure that the safety of all concerned is not in jeopardy. This includes, but is not limited to physical and / or verbal abuse. The referee may abandon any game in which this is not corrected. Any game so abandoned shall **be** resumed and completed (on a later date), in its entirety, beginning from the time of its abandonment. When said game is resumed, the score that existed at the time of the abandonment shall be in effect. Scheduling the resumption and completion of any abandoned game shall be done in accordance with the procedures set forth in S.S.S.L. Rule 6.4 and subject to review by the S.S.S.L. Executive Committee. If there is any doubt that the game may not take place due to unsafe natural conditions, the referee shall attempt to contact the Town's Referee Contact person or the home team's coach.
- 8.3.6 . . .promptly submit to the S.S.S.L. Referee Administrator within **48 hours a USSF game report detailing any player or coach ejections (Red Card) or significant events with any comments deemed necessary. Details of Yellow Cards issued must also be sent to the SSSL Administrator within 48 hours, but do not require a USSF game report.**
- 8.3.7 . . .promptly send to the S.S.S.L. Referee Administrator any and all registered participant's S.S.S.L. ID **Card** who was ejected during the game.

## **IX Conduct of Registered Participants**

9. It is expected that all registered participants in S.S.S.L. games exhibit good sportsmanship. The S.S.S.L. has adopted a zero tolerance policy prohibiting the abuse by word or action toward referees by players, coaches or spectators at soccer matches. This policy shall be stringently enforced. Good sportsmanship shall be defined as one who takes; a defeat without complaining, a win without gloating, treats opponents with fairness, courtesy and respect. Any conduct not reflective of this shall be deemed inappropriate conduct. Any and all inappropriate conduct reported to the S.S.S.L. Executive Committee shall be investigated. Inappropriate conduct will be penalized from a minimum penalty of a one (1) game suspension up to an expulsion of not more than 10 years. The person so expelled shall have to reapply to the S.S.S.L. Executive Committee for admittance back into the S.S.S.L.

9.1 . . .For all registered participants in a S.S.S.L. game . . .

9.1.1 . . .All suspensions shall be served during the next officially played game after the suspension.

9.1.2 . . .The S.S.S.L. Executive Committee shall deal with the expressing or allowing the expressing of a complaint or dissatisfaction by physical and / or verbal abuse towards the referee(s) before, during or after a game as inappropriate conduct.

9.1.3 . . .The S.S.S.L. Executive Committee shall deal with any registered participant ejected by a referee before, during or after a game as inappropriate conduct. **Any registered participant ejected by the referee must leave the vicinity of the playing field before the match can resume. If the participant is under the age of eighteen (18), they must be escorted by an adult. A coach who is ejected or a player ejected (Red Card) for fighting shall automatically be suspended for three (3) games and must attend a SSSL Discipline Hearing.**

9.1.4 . . .The S.S.S.L. Executive Committee shall deal with any registered participant receiving more than one (1) ejection during a playing season as inappropriate conduct

9.1.5 . . .The S.S.S.L. Executive Committee shall deal with any registered participant receiving three (3) or more cautions during a playing season as inappropriate conduct.

9.1.6 . . .The S.S.S.L, when officially notified, shall recognize and honor, any participant's suspension or similar ruling issued by co-equal bodies.

9.1.7 . . .Any registered participant dealt with for inappropriate conduct shall be entitled to a hearing before the S.S.S.L. Executive Committee

9.1.8 . . . **Any team whose players/coaches receive collectively five (5) yellow and/or red cards in a game will result in immediate termination of the game, and result in forfeiture by the offending team.**

9.1.9. . . **Any team whose players/coach receives collectively thirteen (13) yellow and/or red cards during the regular season shall be required to attend a mandatory discipline meeting with the SSSL Executive Board for possible sanctions.**

9.2 . . .**A coach in a S.S.S.L. game shall . . .**

9.2.1 . . .The head coach or assistant coach must be at least five (5) years older than the age group that they are coaching. If one or both of the coaches do not meet this criteria, then another responsible adult who meets this criteria must be present at the bench for each game to take responsibility for the team. **The coach will provide TWO (2) copies of the team roster forms (for U12+ Div. 1-3 also the laminated roster and valid SSSL ID cards for all participants, including both coaches for that game must be provided by the end of the game.)** Failure to do so will result in a \$25 fine to the club for an un-verified roster and/or game forfeiture, and \$50 fine to the club for no roster and/or game forfeiture. Rosters signed by someone other than SSSL Registrar as the SSSL Registrar will result in a fine of \$200 per offense. A registered

(carded) coach must sign the roster. A maximum of two coaches are allowed at the bench area. Any player so listed on the **roster** form shall be deemed to have participated regardless as to whether they actually completed.

9.2.2 . . . for the safety of all concerned support and assist the referee in maintaining order before, during and after the game. This includes responsibility for the spectators. When lack of support has been reported to the S.S.S.L. Executive Committee, it shall be investigated and inappropriate conduct will be penalized. If the SSSL President requires a Fourth Official to be in attendance as part of Rule 9, the fee will be assessed as a fine to the offending town(s)

9.2.3 . . . comply with all informational requirements of M.Y.S.A. and have been accepted by M.Y.S.A. for interacting dealings with children.

9.2.4 . . . be familiar with and abide by the S.S.S.L. Rules Of Play.

9.2.5 . . . **insure that the player substitutes (unless they are being substituted) and coaches remain within the team area during the game. The team area where feasible shall be defined as an area that starts 10 yards away from the halfway line and extends 10 yards. It shall be parallel to the touchline and at least 2 yards away from the touchline and extend backward 2 yards.**

9.3 . . . **A player in a S.S.S.L. game shall . . .**

9.3.1 . . . be properly registered, listed on the line up form, and match their S.S.S.L. ID.

9.3.2 . . . be deemed ineligible, if the player fails to meet these requirements or is prohibited from participating in that game. The penalty for playing or attempting to play with an ineligible player shall be at minimum a forfeit. Further disciplinary action may be taken by the S.S.S.L. Executive Committee.

9.3.3... A club which fields a ineligible player because of improper or non-registration shall Suffer forfeiture of game plus a fine of \$50.00 per ineligible player per game for the first Offense. For the second offense or more during a given registration year, the fine is raised to \$75.00 per ineligible player per game. This will be enforced even if the player(s) do not participant in the game.

## **X Modifications of F.I.F.A Laws for S.S.S.L. play**

10. The S.S.S.L. Executive Committee shall be the final authority on any point covered by the S.S.S.L. Rules Of Play and interpretation of F.I.F.A. Laws for S.S.S.L play. Current International (F.I.F.A.) Laws shall be in effect with the following modifications . . .

10.1 . . . duration of the game shall be . . .

- Under 19 (2) 45-minute halves
- Under 18 (2) 45-minute halves
- Under 16 (2) 40-minute halves
- Under 14 (2) 35-minute halves
- Under 12 (2) 30-minute halves
- Under 10 (2) 30-minute halves

. . .with a mandatory five (5) minute break at half time. No overtime is played during the regular season. Overtime for playoff games shall in accordance with Rule 7.6.

10.2 . . .the regulation game ball shall be a #4 ball for U12 and below. A #5 ball for all older age groups.

10.3 . . . substitutions for league competition will be unlimited, and may be made with the Consent of the referee by either team **if the substitute is at the halfway line immediately prior to the following times. The player leaving the field will exit at the halfway line and the substitute will enter at the halfway line.**

- Prior to goal kicks,
- Prior to re-starts after goals,
- Prior to re-starts at the beginning of the second half,
- Prior to throw-ins if the team in possession of the ball substitutes, and
- Prior to re-starts after an injury stoppage **(A substitute for an injured player need not be standing at the halfway line immediately prior to the injury.)**

10.4...If an injury requires the coach's attention on the field of play, then the player shall leave the field of play until the next allowable substitution. In the event this causes the game to be suspended due to the shortage of players, then the removed player shall be allowed a five (5) minute recovery period before a final decision to resume is made.

10.5 . . .No substitution is allowed for any player ejected (Red Carded) from the field of play by the referee, nor is any player allowed to leave the field of play without permission of the referee. (A coach may remove a player, with the referee's permission, **from** the field who has been cautioned by the referee without substitution. The cautioned player may not re-enter nor be replaced until the next legal substitution opportunity.)

10.6 . . .A team appearing, but unable to field at least seven (7) players after 15 minutes of the scheduled game starting time shall forfeit the game, and will be fined \$50.00 for the forfeit. Furthermore, any team failing or refusing to play in compliance with these rules shall also forfeit the game. The S.S.S.L. Executive Committee may take further disciplinary action.

10.7 . . .No jewelry except for properly secured Medical tags shall be allowed.

10.8 . . .No casts shall be allowed.

10.9 . . .The responsibilities of the home team, besides those described previously, shall include

10.9.1 . . . allowing all registered participants free admission to the grounds of the home team and, if applicable, the dressing rooms.

10.9.2 . . . supplying a regulation game ball.

10.9.3 . . . shall change to an alternate color shirt, whenever the competing clubs are similar.  
All uniforms shall be S.S.S.L. approved shirts, shorts, and socks with each part of the uniform of the same basic color.

10.9.4 . . .be responsible for the repair of the fields, nets, goalposts and / or corner flags as requested by the referee.