

# South Shore Soccer League

## Rules of Play

Updated March 2018

### I. Pre-Season

1. The following information 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 preliminary roster for each S.S.S.L. / MASSYOUTH 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 Multiple rostered players (with Club name, age, gender, division and name of the head coach) included on this preliminary roster must be reported on a separate sheet. Multiple rostered players shall be defined as those playing in MAPLE, MASC, NEP, ODP, MPS, Super Y, 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 Gr3/4 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.

1.1.4 . . .teams entered after December 1 shall not be considered for relief.

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 Gr3/4 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 and the games rescheduled. 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. Fields not listed as closed at this time shall be available for use by the Game Scheduler. 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 MASSYOUTH 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 Registrar shall not release the roster without this information. 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 1st, then said town shall be assessed a fee of \$10.00 for each missing team for each week the ID cards and/or completed roster is late. This will not pertain to late added teams.

1.4 . . . Any association that adds or drops a team after February 1st of the playing season must pay the regular fees due for the team(s) added or dropped plus an additional fee of \$200 per team added or dropped. Exception to this is a team moving to/from another division.

## **II Placement Process**

2. The South Shore Soccer League Executive Committee shall hold a meeting to decide the 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..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.
- 2.1.3. . Rulings on divisional relief shall be based 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. A summary of the results of the appeals for relief shall be posted on the league website.
- 2.1.4...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. If a team is carrying wins from a lower division to a higher division, the point value shall be two (2) points for a win and one (1) point for a tie.
- 2.1.5 .A minimum of 6 teams must be placed in Division 1, in both the boys and girls age brackets for all MTOC eligible age groups, *if deemed reasonable by the SSSL Executive Committee.*
- 2.1.6 . For Gr5/6 and Gr7/8 teams, Division 2 will be divided into brackets with equal number of teams. Assignments to brackets will be random. All rosters for SSSL Gr5/6 and Gr7/8 Division 2 and lower will be frozen as of the second game of the season.
- 2.1.7...Any town putting a team in division 3 or lower must also submit a prior history of the team and knowledge of the players.
- 2.1.8... Division One (1) will be assigned 4 playoff slots. Division two (2) teams will play half their games outside their assigned group, and will be assigned 8 playoff slots. Division three (3) will be assigned 4 playoff slots provided there are 10 teams or more in the division; otherwise there will be 2 playoff slots for Division 3. There will be no playoffs or other SSSL post season play for any division lower than Division 3. For all divisions, the playoff slots will be awarded to the teams with the best records, regardless of grouping.
- 2.2 . .Gr3/4 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 Gr3/4 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 (Gr5/6 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.
- 3.1.4 . . . Teams playing eleven a side may have a maximum number of players as listed as eligibility requirements allowed for MTOC play and a minimum of 13 players on their roster at any given time during the season but can only have 18 players on the sideline dressed to play. Players not participating shall be crossed off their roster prior to team check in and will not be allowed to participate in that game. **Teams with more than the maximum number of players allowed on their roster must sign a waiver relinquishing their opportunity for any SSSL post-season play. The letter must be signed by their own registrar, president, and team coach.** The team cannot roster more than 3 additional players. Gr 3/4 teams will have a maximum roster of 15 players and a minimum of 9 players. Gr 5/6 9v9 will have a maximum roster of 16 players and a minimum of 11 players. Division 4 teams can have unlimited rosters.
- 3.1.5 . . . A passport style (i.e. headshot) color photo shall be on an official SSSL Photo Roster for each coach & player. This photo roster must be signed by the SSSL Registrar or another SSSL Officer as designated by the registrar.
- 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. This supersedes rule 2.1.6 . . .
- 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 MASSYOUTH 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. Players that have not played on another roster during the season and meet Rule 3.2.4 may be added on a roster.

3.3 . . . The S.S.S.L shall issue a single page roster with only those players eligible to play. There shall be a solid black horizontal line after the name of the last player on the roster. All teams shall receive a copy of the opposing team's game roster at the completion of every S.S.S.L game including all S.S.S.L regular season and playoff games. This roster is only for S.S.S.L. play and those requirements for MASSYOUTH and MTOC play shall be met separately.

3.4 . . . **Proof of Age.** 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.

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 MASSYOUTH (through the MTOC) offers championship competition.

PG	I			
Grade 11/12	I	II		
Grade 9/10	I	II	III	
Grade 7/8	I	II	III	IV

Grade 5/6  
Grade 3/4

I      II      III      IV  
alpha groupings of comparative teams

- 4.2 . . . The SSSL Game Scheduler shall list on the S.S.S.L web site all originally scheduled games by February 1 of the current playing season. Once so listed, the games are deemed 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.

**Sunday Games**

Gr11/12+ 8:30 AM to 10:30 AM  
Gr9/10 10:30 AM to 12:00 PM  
  
Gr3/4 3:00 PM (ALT 4:30 PM) Boys  
Gr5/6 (ALT 4:30 PM) Boys

**Saturday Games**

Gr11/12+ (ALT 8:30 AM to 10:30 AM)  
Gr9/10 (ALT 10:30 AM to 12:00 PM)  
Girls Gr3/4 12:00 PM (ALT 10:30 AM)  
Girls Gr5/6 1:30 PM  
Girls Gr7/8 3:00 PM  
Boys Gr7/8 4:30 PM  
Boys Gr5/6 4:30 PM & 6:00PM

The Sunday game times are at the discretion of the Game Scheduler for field usage. However, the preferred times for Gr11/12+ is 8:30 AM and Gr9/10 is 10:30 AM. All PG 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.

**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. Game change requests prior to the posting of the original schedule as outlined in 4.2 are without a fee and both coaches must agree as to the date, time, and location of the reschedule. Gr3/4 teams may reschedule any or all their games without a fee. After February 1st, all rescheduled games that use a SSSL assigned referee crew must be handled in accordance with Rule 5.2. Any Gr5/6 or Gr7/8 team may initiate the reschedule of up to three (3) games and any Gr9/10 or older team may initiate the reschedule of an unlimited number of games provided.
- 5.1 . . . the opposing team is in agreement. If the opposing team does not agree then the matter may be pursued as follows: Step 2 - through the respective Town's Presidents; Step 3 - S.S.S.L. age group coordinator with both teams being assessed the reschedule fee; Step 4 – 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 Game Scheduler and Referee Assignor along with the appropriate fees payable to the S.S.S.L. The fee is determined based on when the form is received. These fees are \$10.00 if rescheduled between February 1 and March 20th, else the fee is \$50.00. There are no fees for rescheduling a S.S.S.L. Memorial weekend game or a game whose graduating participants are involved in a High School graduation. If the original game date is less than 10 days away, the request will be rejected. The reschedule form must have the date, time and location of the rescheduled game. Game times must conform to rule 4.4 if rescheduled on a regular season Saturday or Sunday. Any reschedule forms not completed in their entirety (no TBDs or TBAs) will be rejected.
- 5.3 . . . If the current or new game date is less than 10 days away, the request will be rejected.
- 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.
- 5.6 . . . due to proper reschedules within this section, the game scheduler may move games when requested by the referee assignor one time slot to help with the availability of referees, with notification and agreement of the teams involved.

## **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 cannot take place due to unsafe natural conditions, then the hometown president or his appointee shall give proper notification to the SSSL, the hometown coach shall notify the opposing coach. **Coaches cannot close fields or cancel**

**matches.** The referee(s) shall be paid by the town failing to give proper notification. Proper notification shall read as about 2 hours before the game 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 within twenty-four (24) hours of game time and an opposing team has an available field the game shall be switched by the Game Scheduler to the available field. If the field is closed in less than twenty-four (24) hours, the town presidents and/or coaches must attempt to switch 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. Game times must conform to rule 4.4 if rescheduled on a regular season Saturday or Sunday. 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 appropriate SSSL Age Group Administrator jointly. In the event that the coaches cannot agree on the reschedule, or the Age Group Administrator 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 Group Administrator and Game Scheduler for official posting of Make-up Games.

6.5 . . . 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.

6.6 . . . 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 team 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. Exception to this rule when rule 2.1.5 is applied, (i.e. games won in a lower division are awarded as 2 points when a team is moved up a division). 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
- Head to head results, including total aggregate goals in the head to head games. (If 3 or more teams are tied, skip this tiebreaker and go to next criteria)
- Goal differential (maximum of 4 goal difference per game)
- Fewest goals allowed (Total goals allowed for the season)
- 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 . . .

. . Gr9/10 and younger shall be 10 minutes . . .

. . Gr11/12 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 Gr3/4 games. It is recommended that licensed referees be used. In the event of a problem at the field of a Gr3/4 game, the referee shall notify the hometown assignor who shall notify the S.S.S.L. Gr3/4 Coordinator.)

8.2.2 . . . Shall assign the referee assistants for Gr7/8 and older games and shall assign referee assistants for Gr5/6 games if they are available. If a referee assistant(s) does not appear, the referee may appoint one. For Gr5/6 and younger games, the referee may request volunteer assistants.

8.2.3 . . . shall notify the hometown's Referee Contact and coaches as soon as possible that no S.S.S.L. referee is assigned to a game.

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 that it assigns to SSSL 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 shin guards and not wearing anything that could be dangerous to themselves or other player. Insure that the player's 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 24 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 24 hours, but do not require a USSF game report. A coach or assistant coach may be shown a card (Yellow or Red).

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. Additionally, the SSSL Executive Committee may impose monetary penalties for infractions of the Zero Tolerance Policy, of \$50 for the first infraction, \$100 for the second infraction and \$150 for the third infraction.

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 (Red Card) shall automatically be suspended for three (3) games and must attend a SSSL Disciplinary Hearing. A coach receiving two yellow cards in the course of the season will be suspended for one (1) game. Any player ejected (Red Card) for violent conduct shall automatically be suspended for three (3) games and must attend a SSSL Disciplinary Hearing. Any player ejected (Red Card) for Abusive Language shall be suspended for two (2) games and may be required to attend a SSSL Disciplinary 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. There is no fine attached to this forfeiture.

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 must be 18 years of age or older and least five (5) years older than the age group that they are coaching. If all the coaches do not meet these criteria, then another responsible adult who meets the age-related criteria and holds a current Adult Credential if required by MYSA and must be present on the bench for each game to take responsibility for the team. A maximum of three (3) coaches are allowed in the technical area. The coach will provide TWO (2) copies of the team roster forms. Any team notified that they have an ineligible player or coach, must provide a valid roster without the player or coach listed on that roster for the roster to be considered a valid roster.

Any player so listed on the roster form shall be deemed to have participated regardless as to whether they actually competed. Any player on the team bench without an ID card will be considered an illegal player whether they enter the game or not.

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 MASSYOUTH and have been accepted by MASSYOUTH 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 toward each goal line. It shall be parallel to the touchline and at least 2 yards away from the touchline and extend backward 2 yards. Each area shall be marked by a solid line. Coaches and team member shall be restricted to the team area, except when substituting.

9.2.6... shall remove any player suspected of having a concussion from the game or practice immediately, for the remainder of the game or practice and notify the parents and the town President of the incident. The coach should also recommend that the player seek medical attention.

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 an ineligible player shall suffer forfeiture of the game plus a fine of \$50 per ineligible player (maximum fine per game is \$150) per game. All players checked in by the referee crew will be counted as a player for that game.

9.4 . . . Player Pass

A town is allowed to use a Player pass to temporarily promote up to 5 players from up to two teams ("providing team") in a lower division or the next (immediately younger) age group to fill rosters spots on a team ("receiving team") that would otherwise not have a full roster for a particular game. The players using the Player pass must all be part of the same providing team and receive permission from the providing team coach. Players may not miss any part of a Providing Team game to use Player Pass with a Receiving Team. During the team check in, the receiving team coach must have and provide 2 color copies of both the receiving team's regular photo roster and the photo roster for the providing team(s) that the Player pass players appear on.

- a) Player pass players may not be added to a match after the match has begun.
- b) Cross gender movement is not allowed with a Player pass unless the receiving team is already a co-ed team playing in a boys division.
- c) Any player rostered on a team in an MTOC eligible division is not allowed to use a Player pass to play on a non-MTOC eligible team.
- d) Player pass use is not allowed in the playoffs or MTOC.
- e) Player pass players who are red carded are automatically suspended from playing in any SSSL game for 8 days. This may be appealed if the player's primary team is scheduled to play multiple games within the week.
- f) A player pass player cannot be used to replace a suspended player roster slot on the game day roster.

## **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 . . .

PG	(2)	45-minute halves
Gr11/12	(2)	45-minute halves
Gr9/10	(2)	40-minute halves
Gr7/8	(2)	35-minute halves
Gr5/6	(2)	30-minute halves
Gr3/4	(2)	25-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 Gr5/6 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, including the goalkeeper, must 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 not appearing for an official game shall forfeit the game, and will be fined \$100.00 for the forfeit. If a team informs the SSSL Executive Board of their intention to forfeit a game at least 24 hours prior a scheduled game, the fine for this forfeit will be \$50. A team appearing, but unable to field at least the minimum number of players after 15 minutes of the scheduled game starting time shall forfeit the game, and will be fined \$70.00 for the forfeit. Exception: this will not pertain to Gr3/4 games. 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.