

South Coast Soccer League

Rules of Play



southcoastsoccer.org

South Coast Soccer League

Rules of Play

Section 1: Divisions

A. The SCSL shall be divided into;

First Division Teams (I)

Second Division Teams (II)

Section 2. Age Limits:

A) Grade and Age Groupings for the 2016/17 Soccer Year

Program	Grade Requirements	AND	Born On or After
Pre-school (formerly U-5)	Pre-school	AND	01/01/2011
Grade KG (formerly U-6)	KG grade or lower	AND	01/01/2010
Grade 1 (formerly U-7)	1 st grade or lower	AND	01/01/2009
Grade 2 (formerly U-8)	2 nd grade or lower	AND	01/01/2008
Grade 3 (formerly U-9)	3 rd grade or lower	AND	01/01/2007
Grade 4 (formerly U-10)	4 th grade or lower	AND	01/01/2006
Grade 5 (formerly U-11)	5 th grade or lower	AND	01/01/2005
Grade 6 (formerly U-12)	6 th grade or lower	AND	01/01/2004
Grade 7 (formerly U-13)	7 th grade or lower	AND	01/01/2003
Grade 8 (formerly U-14)	8 th grade or lower	AND	01/01/2002
Grade 9 (formerly U-15)	9 th grade or lower	AND	01/01/2001
Grade 10 (formerly U-16)	10 th grade or lower	AND	01/01/2000
Grade 11 (formerly U-17)	11 th grade or lower	AND	01/01/1999
Grade 12 (formerly U-18)	12 th grade or lower	AND	01/01/1998
PG (formerly U-19)	12 th + 1 year or lower	AND	01/01/1997

ONLY DIVISION I TEAMS ARE Massachusetts Tournament of Champions (MTOC) ELIGIBLE.

Age Group Comparison

SCSL vs. MTOC

<u>SCSL</u>	<u>MTOC</u>
Gr 05 Div. 1	Gr 06 Div. 2
Gr 06 Div. 1	Gr 06 Div. 1
Gr 07 Div. 1	Gr 08 Div. 2
Gr 08 Div. 1	Gr 08 Div. 1
Gr 09 Div. 1	Gr 10 Div. 2
Gr 10 Div. 1	Gr 10 Div. 1
Gr 12 Div. 1	Gr 12 Div. 1
PG Div. 1	PG Div. 1

Players may play on a team in a higher age group than their age permits.

Section 3: Seasons

- A. The main season shall be held in the spring.
- B. The Gr 02 through PG age groups shall play an eight (8) game schedule.

Section 4: Registration

- A. To be properly registered, each club must ensure that all coaches and players have completed and submitted to their Club Registrar an approved United States Youth Soccer Association (USYSA) registration form and each player and coach must be fully affiliated with the Massachusetts Youth Soccer Association (MYSA).
- B. Upon registration, MTOC eligible teams shall pledge to represent the SCSL at the Massachusetts Tournament of Champions (MTOC) should they win their division championship. A team refusing to do so shall forfeit the championship. The second place finisher shall be named the division champion, awarded the division trophy, and shall represent the SCSL at the MTOC.
- C. Should a circumstance occur where none of the teams in a division will represent the SCSL at the MTOC, there shall be no division champion and trophies will not be awarded to that division. The organization whose team who would have been the SCSL representative to the MTOC shall be responsible for any fines or penalties levied by the MYSA.
- D. All teams, players and coaches shall adhere to their responsibilities as defined in the SCSL Policy Manual.

Section 5: Team Size

- A. A maximum of 22 players are allowed on each team roster for the Gr 07 – PG division 1 and division 2 age groups.
- B. The recommended roster size for Gr 02 through Gr 04 teams is 13 players.
- C. The recommended roster size for Gr 05 and Gr 06 teams is 16 players.
- D. There shall be no limitation on the size of each team roster for the Gr 05 and Gr 06 division 2 age groups (non-MTOC eligible teams).
- E. A team shall be eligible for MTOC competition if a minimum of 75% of the rostered players are from the same league. Any exceptions must be approved by the MYSA MTOC Committee.
- F. All teams eligible for MTOC must submit a final roster prior to the date set by the MYSA MTOC Committee.
- G. Multiple rostering is allowed per the guidelines in Section 103 in the SCSL Policy Manual.

Section 6: Rules of the Game

- A. Current International Rules shall be in effect except as specifically stated otherwise in these SCSL Rules of Play.
- B. After the season has been declared open by the SCSL, all games scheduled by the SCSL shall be under the jurisdiction of this League.
- C. All teams under the jurisdiction of this League shall play under the rules of the game as approved by Fédération Internationale de Football Association (FIFA) and as amended by the Rules of Play of the SCSL.

Section 7: Game Procedure

- A. Duration of the Game

PG	(2) 45 minute halves	5 minute halftime
Gr 12	(2) 45 minute halves	5 minute halftime
Gr 10	(2) 40 minute halves	5 minute halftime
Gr 09	(2) 40 minute halves	5 minute halftime
Gr 08	(2) 35 minute halves	5 minute halftime
Gr 07	(2) 35 minute halves	5 minute halftime
Gr 06	(2) 30 minute halves	5 minute halftime
Gr 05	(2) 30 minute halves	5 minute halftime
Gr 04	(2) 25 minute halves	5 minute halftime
Gr 03	(2) 25 minute halves	5 minute halftime
Gr 02	(2) 25 minute halves	5 minute halftime

1. In Championship and Playoff games, if the score is tied at the end of regulation time overtime periods shall be played.
 - For Gr 05 through Gr 08 - two (2) ten (10) minute overtime periods
 - For Gr 09 through PG - two (2) fifteen (15) minute overtime periods
 2. If at the end of that time there is still no decision, FIFA Penalty Kick Rules will apply in order to determine a winner. A game time schedule will be arranged.
- B. Game Balls
1. #4.... Grade 02-Grade 06
 2. #5.... Grade 07-PG
- C. Team Locations
1. Both teams must be on the same side of the field, with spectators on the opposite side, ten (10) feet back from the sideline. Where this is not possible, towns may submit an alternative plan that must be accepted by the Board.
 2. For all age groups there shall be no more than three (3) coaches in the team area.
- D. Team Rosters
1. The manager or captain of each team shall furnish the referee, prior to the game, the line-up of players including the jersey number of each player. The player lineup is defined as the official team roster, as approved by the SCSL Registrar, with any players not present for the current game crossed off. The coach must provide two (2) copies of official team roster to the referee. **Prior to the start** of the game, the referee will provide each coach with the opposing team's official team roster.
 2. All players on the official team roster can play in any scheduled game.
 3. For the Gr 07 and older teams there shall be 11 players on the field for each team including the goalkeeper (11v11). A minimum of seven (7) players must be present to play the game.
 4. For the Gr 02 through Gr 06 teams see Gr 02 through Gr 06 Rules
 5. A player listed on the official team roster shall be considered as a competing player whether he/she plays or not.
 6. Alterations to the official team roster by any person other than the SCSL Registrar or failure to provide the official team roster prior to the game may result in forfeiture of the game by the offending team and/or suspension of the Coach of the offending team.
 7. An SCSL organization may allow girls to play on boy's teams.
- E. For the Gr 02 through Gr 06 Age Groups
1. Number of Players on the Field shall be
 - Gr 02 through Gr 04 – Seven (7) for each team, including the goalkeeper. (7 v 7)
Minimum number is 5 players to start a game
 - Gr 05 through Gr 06 - Nine (9) for each team, including the goalkeeper. (9 v 9)
Minimum number is 6 players to start a game

NOTE THAT ALL MTOC ELIGIBLE TEAMS MUST SUBMIT A FINAL MTOC ROSTER THAT COMPLIES WITH THE MTOC ROSTER SIZE FOR THAT AGE GROUP BY THE ANNOUNCED DATE.

2. If the goalkeeper kicks the ball into the opposing team's penalty area without touching the ground or a player, an indirect free kick shall be awarded to the opposition from the half field line.

3. Playing Fields: An organization that is unable to comply with any of the field requirements and recommendations may apply to the SCSL BOD for a waiver.
 - a. Note that the dimensions intentionally overlap so that a maximum sized 7v7 field with 6 x 18 goals meets the minimum requirements for Gr 06 in order to provide maximum flexibility in arranging fields.
 - b. The field of play must be rectangular. The length of the touchline must be greater than the length of the goal line.

The field dimensions shall be;

For the Gr 02, Gr 03 and Gr 04 Age Groups:

- i. Width - 35 yds. minimum 50 yds. Maximum
- ii. Length - 45 yds. minimum 70 yds. maximum
- iii. Halfway Line - Marked out across the field
- iv. Center Circle - 8 yd. radius at center of field on halfway line
- v. Corner Arcs – conform to FIFA
- vi. Goal Area – A goal area is defined at each end of the field as follows: Two lines are drawn at right angles to the goal line three (3) yards from the inside of each goalpost. These lines extend into the field of play for a distance of three (3) yards and are joined by a line drawn parallel with the goal line. The area bounded by these lines and the goal line is the goal area.
- vii. Penalty Area:
 - For fields less than 60 yards in length: A line drawn 10 yds. from each goal post and 10 yds. into the field of play joined by a line parallel with the goal line. Penalty mark and arc are 8 yds each.
 - For fields of 60 yards in length and longer: A line drawn 14 yds from each goal post and 10 yds into the field of play joined by a line parallel with the goal line. Penalty mark and arc are 8 yds each.
- viii. Goals: maximum 6.5 feet high and 18 feet wide minimum 6 feet high and 12 feet wide (Recommended size is 6ft. high by 18 ft. Wide).

For the Gr 05 and Gr 06 Age Groups

- i. Width - 45 yds. minimum 55 yds. maximum
- ii. Length - 70 yds. minimum 80 yds. maximum
- iii. Halfway Line - Marked out across the field
- iv. Center Circle - 8 yd. radius at center of field on halfway line
- v. Corner Arcs – the corner arc shall be drawn with a 3 foot radius from each corner of the field.
- vi. Goal Area – Conform to FIFA
- vii. Penalty Area – A penalty area is defined at each end of the field as follows: Two lines are drawn at right angles to the goal line, fourteen (14) yards from the inside of each goalpost. These lines extend into the field of play for a distance of fourteen

(14) yards and are joined by a line drawn parallel with the goal line. The area bounded by these lines and the goal line is the penalty area. Within each penalty area a penalty mark is made ten (10) yards from the midpoint between the goalposts and equidistant to them. An arc of a circle with a radius of eight (8) yards from each penalty mark is drawn outside the penalty area. Optionally the penalty area may conform to FIFA if only used for Gr 05 and older play.

viii. Goals: Maximum 8 feet high and 24 feet wide Minimum 6 feet high and 18 feet wide (Recommended size is 6ft. high by 18 ft. Wide).

4. All FIFA rules shall apply except as modified in these Rules of Play for the Gr 02 through Gr 06 age groups.
5. For the Gr 02 through Gr 04 age groups, FIFA red card rules apply except that a red-carded player can remain in the team area. The player shall remain the responsibility of the coach(es) and can be substituted for at the next normal substitution opportunity.

F. USYSA Pass Cards

1. All players and Coaches must have USYSA Pass cards in their possession at each SCSL sanctioned match.
 - a. Each player must have in their possession a picture pass card that has been approved by the SCSL Registrar or that player cannot play.
 - b. For the case where an entire team is not in possession of their player pass cards prior to a scheduled match, that entire team shall not be allowed to play and the Referee shall abandon the match. The game shall be reported by each coach as a forfeit.
 - c. All Players shall file out before the game and hand his/her pass card to the referee. Coaches will also hand his/her pass card to the referee. Both teams line up facing the spectators.
 - d. Opposing coaches may request to inspect a card before or after the game.
 - e. If a player is challenged as not being of appropriate age, the coach must provide a birth certificate within three (3) days.
 - f. Submission of pass cards shall be per section 104 in the SCSL Policy Manual.

G. Team Colors

1. When the colors of two competing teams are similar, the home team must change to a different numbered jersey. Alternatively, the entire home team may wear numbered "pinnies" or mesh "pinnies" of a different color that allow the number on the player's jersey to show through. Goalkeepers must wear colors that distinguish them from the other players. Uniforms must consist of numbered shirts (minimum of 6" numbers), shorts, socks and footwear, which may be sneakers or soccer shoes. No metal cleats are allowed. No team shall play without shirts.

H. Substitutions

1. Substitutions may be freely made at the following points in the game:
 - a. half time
 - b. after a goal is scored
 - c. when game is stopped for injury
 - d. both teams prior to a throw-in if the offense substitutes
 - e. prior to a goal kick
2. Substitution is not allowed on free kicks or corner kicks.

3. Substitutions of a yellow carded player- see Section 9. Player/Coach infractions.
- I. Game Times
 1. All games shall start on scheduled time. After fifteen (15) minutes, the tardy team shall lose the points.
 2. A team which fails to appear at a game will forfeit the game.
 - J. Heading the Ball
 1. Heading Not Permissible: All players age 10 years old and younger, regardless of what age group program they are playing in, shall not engage in heading either in practice or in games. All players in age groups Gr 06 and younger shall not engage in heading in games. Training is permissible for player age 11 and 12 per limitations noted in the MYSA Policy on Heading the ball.
 2. Heading Infraction: For those players designated as not being permitted to head a ball in games as identified in the above section *Heading Not Permissible* the following modified Law 12 of the FIFA *Laws of the Game* will apply: An indirect free kick is awarded to the opposing team if a player, in the opinion of the referee, deliberately heads or attempts to head the ball. If, in the opinion of the referee, a deliberate header or attempt to head occurs within the goal area, the indirect free kick will be taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred. If, in the opinion of the referee, a player does not deliberately head or attempt to head the ball, then play should continue.

Section 8: Referees

- A. The Home Club will supply one (1) referee for all Gr 02 through Gr 04 matches and for Gr 05/Gr 06 division 2 matches. The Home Club will also provide two (2) assistant referees for Gr 05/Gr 06 division 1 and all 11v11 matches.
- B. The presence of an experienced referee, assigned by the Home Club Assignor to officiate any match in the Gr 09 and older age groups is mandatory. Should there be no experienced referee available or the assigned referee is not present, the match shall not take place and will be rescheduled by the SCSL. Both coaches must report that the referee was absent to the SCSL and their club director. The coaches may agree on a reschedule date prior to leaving the field and such agreement must be reported to their club directors.

Note: An experienced referee is one who is in good standing and has previously been assigned one or more games by the SCSL at the Gr 09 level or above. This does not apply to assistant referees.

- C. If a referee does not arrive until fifteen (15) minutes past the scheduled time, he is not entitled to any fee. The coaches of the two teams shall appoint an acting referee, who is a currently registered member of MYSA, and play the game. The acting referee is entitled to claim the regular fee.
- D. The official referee shall be the sole judge on the field of play and his/her decision shall be final. No protest based on referee's judgment decisions shall be allowed. Any complaints about any official shall be directed, in writing, to the Referee's representative(s) of the SCSL, MYSA and USYSA.
- E. SCSL reserves the right to expel or suspend referees in the event of misconduct or failure to report scores, cards and descriptions of events surrounding the issuance of red cards or for serious injuries on the field.

F. Referee fees and payment shall be as set forth in Section 110 in the SCSL Policies Manual.

Section 9: Player/Coach/Team Infractions

South Coast Soccer League Guidelines for PLAYER and COACH Infractions			
Infraction	Card Issued	Discipline (# Games)	
		Expected Minimum	Maximum Allowed
Player-Single game Incident			
Run of Play	1st Yellow	0 Games	
Non-Violent Conduct (NVC) for both offenses	2nd Yellow (RED)	1 Game	3 Games
Handling Ball (DOGO) - situation to determine penalty	RED	1 Game	3 Games
1st/2nd Yellow includes Violent Conduct (VC). Straight RED for Serious Foul Play (SFP) which may involve pushing/shoving but not fighting or any Violent Conduct (VC) offense (except below)	2nd Yellow (RED) or RED	3 Games	3 Games
Violent Conduct (VC) - To include Fighting-Kicking-Spitting, physical contact outside normal play and any form of Discrimination	RED	3 Games	Expulsion
Player -Season Accumulation			
Run of play Note: Only one Yellow card per game shall accrue towards the cumulative season total	2nd Yellow	0 Games	
	3rd Yellow	1 Game	
	4th Yellow	2 Games	
	5th Yellow	Remainder of Season	Expulsion
Violent Conduct (VC) - any contributing offense	2nd RED	Remainder of Season	Expulsion
Non-Violent Conduct (NVC)	2nd RED	3 Games	Remainder of Season
Coach			
Send Off -NON Violent Conduct (NVC)	1st offense	3 Games	Remainder of Season
Send Off -NON Violent Conduct (NVC)	2nd Occurrence	Remainder of Season	Expulsion
Send Off - Violent Conduct (VC)	1st offense	Remainder of Season	Expulsion
Send Off - Violent Conduct (VC) - not exclusive to single season	2nd Occurrence	Expulsion	

- A. The coach of a yellow-carded player may request that the yellow-carded player be substituted before play resumes.
- B. Infractions that result in a player or coach being ineligible to participate for the remainder of the season, or for which expulsion is considered requires the 1st Vice-President to notify the SCSL President and Club Director of the player/coach ineligible status. The Club Director shall collect the Player/Coach Pass Card and notify a team official of the player/coach ineligibility. At the next Board meeting, the 1st Vice-President may recommend expulsion from the SCSL of that player/coach. The player/coach shall not be eligible to participate in the MTOC held in the season of the expulsion. Any appeal of the expulsion must be submitted to the 2nd Vice President per Section 7-5(c) of the SCSL By Laws.
- C. Coaches are responsible for maintaining a record of yellow and red card infractions for their players and reporting those infractions by means of the designated SCSL Web Site. Any team playing an ineligible player shall forfeit the game to the opposing team. An ineligible player knowingly taking part in any game and his/her coach shall be subject to a mandatory suspension of one (1) calendar year.
- D. Infractions resulting in game suspensions shall be reviewed by the Sportsmanship Review Committee for appropriateness of discipline. The referee game report providing detail of all infractions is mandatory in order to make the most informed decision. In some instances, additional information may be requested from coaches, spectators or assistant referees. In lieu of a referee

report or explanation of the infraction(s) on the report, the minimum discipline shall be applied to the infraction.

- E. The SCSL may recognize the suspension of players or teams by officials of like ruling or coequal bodies by which the SCSL has been notified.
- F. Any team that accumulates three red cards will be reviewed by the Sportsmanship Committee for further disciplinary action. Additionally, each red card beyond three will be subject to further review by the Sportsmanship Committee.

Section 10: Game Misconduct

- A. Game officials, coaches, players, and spectators are expected to follow all League and FIFA rules. Not following these rules is considered misconduct or game misconduct.
 - 1. Misconduct or game misconduct by game officials, coaches, players or spectators may occur before, during and after the match.
 - 2. Misconduct or game misconduct toward game officials may also occur during travel to and from the match and at later times when directly related to duties of a game official as a referee.
 - 3. Reports of instances of misconduct or game misconduct not outlined in card infraction rules and guidelines may be investigated by the Sportsmanship Review Committee and could result in suspensions from 1 game to a full year and even lifetime ban from the league.
 - 4. Spectators (or groups of spectators) sanctioned or otherwise addressed by the referee may be further sanctioned by the Sportsmanship Review Committee.
 - 5. Adjudication
 - a. Instances of misconduct or game misconduct shall be addressed by Section 10-2 of the SCSL By Laws and Section 300 in the SCSL Policy Manual.

Section 11: Game Protests

- A. Any teams protesting a game must, through its' manager or coach;
 - 1. Initiate such protest in writing, preferably using the protest form in the handbook, by handing one (1) copy to the coach or manager of the opposing team, and a second copy to the referee BEFORE leaving the field of play.
- B. A formal protest, in writing, stating all the known facts shall be sent to the 2nd Vice President within three (3) days of the game accompanied by a deposit of \$50, which will be forfeited should the protest not be sustained.
- C. Game officials or coaches that refuse to accept written protests shall be subject for disciplinary review by the Sportsmanship Review Committee.
- D. Game protests shall be in conformance with the game protest guidelines set forth in Section 500 in the SCSL policies manual.

Section 12: Field Unplayable

- A. If the field is unplayable, the Director of the home club must notify the Referee Assignor and opposing coach three (3) hours before playing time. The referee will be paid by the town failing to notify the Referees' Representative in time.
1. If a coach deems a field unplayable due to unsafe field conditions, he must notify the field referee that the match site is under protest. He must follow the outlined procedure in Section 11 as to protests.
 2. If a home team has multiple fields available and the scheduled game is planned for an alleged unsafe field, the match can be relocated to an immediately available field if the game can be started within sixty (60) minutes. No regularly scheduled game may be displaced for the purpose of playing a game that is scheduled on a protested field.
 3. Make up games shall be scheduled per section 115 in the SCSL Policy Manual.

Section 13: Determination of Division Champions

- A. General
1. The standing of teams in division one (1) shall be determined by points, three (3) points to the winning team and one (1) point each in case of a tie.
- B. Gr 05 through PG Age groups
1. At the end of the season, the Champion team(s) in the Gr 05 through PG divisions will receive an award for each player, coach and manager as identified on the official team roster.
 2. If, at the end of the season's play, two or more teams have the same number of points, the winner and division champion shall be determined based on the record of their head-to-head competition during the season.
 3. If, after this determination, the result is still a tie, both teams will be declared co-champions and receive a Championship Award.
 4. In case a team disbands or if for any reason a team shall not have played half of its scheduled games, the games played shall not count for or against opposing teams.
- C. Gr 02, Gr 03 and Gr 04 Friendship Games
1. General
 - a. A season ending Friendship Game shall be held for all teams competing in the Gr 02, Gr 03 and Gr 04 age groups. A separate Friendship Game shall be held for each division within the age group at a location determined by the Board.
 - b. Team Seeding -The team match-ups shall be determined by the Friendship Game host and shall ensure equal competition between the teams.
 - c. Friendship Game Guidelines
 - i. Normal Gr 02-Gr 04 SCSL Rules shall apply unless specifically decided otherwise by the Board. Each Team shall receive a copy of the Friendship Game Rules for that teams' division. All Teams shall be notified of any changes prior to the Friendship Game.

- ii. All participating in the Friendship Game in all divisions shall receive an award for each player, coach and manager as identified on the team roster.
- D. Championship Awards
1. All awards shall be supplied by the SCSL.
 2. A Maximum of twenty (22) awards shall be distributed per Championship team.
- E. Pursuant to Section 7-8 of the Constitution & By Laws:
1. The champion for each Second Division (Division 2) age group shall be required to move to the First Division (Division 1) the following year.
 2. Any Division 2 team with less than 2 losses (excluding forfeits) during the regular season shall be required to move to Division 1 the following year.
 3. Clubs that already have a Division 1 team for that age group shall not be required to follow paragraphs 1 and 2 above.
 4. Any Division 1 team with a winning record shall not be allowed to move to Division 2 the following year.
 5. Any team wishing to be exempted from paragraphs 1 through 4 above must apply to the SCSL BOD in writing at the December SCSL meeting.

Section 14: Determination of MTOC Representation

- A. For each age group the determination of the team to represent the SCSL at the Massachusetts Tournament of Champions (MTOC) shall be made by means of playoff games. The structure of the playoff schedule and team seeding shall be decided by the Board and published in the coach's manual and on the SCSL web site. The SCSL Board of Directors reserves the right to make the final determination as to which teams will represent the SCSL at the MTOC.