

**SAN FRANCISCO VIKINGS SOCCER LEAGUE
RULES AND REGULATIONS (2008-2009)**

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This league shall be known as the San Francisco Vikings Soccer League (the “League”). Eligibility, play and conduct for League games shall be governed by the following rules:

I. GENERAL RULES.

A. General. Laws as promulgated by F.I.F.A., subject to C.Y.S.A. adaptations and age group adjustments apply to all League games.

B. Purpose of League. The League is a primarily a Class 4 recreational/house league open to recreational or developmental teams as defined by C.Y.S.A. and the League. The primary goal of the League is to provide a safe and enjoyable soccer experience for recreational players through eighth grade. The League will offer to register Class 3 or Class 1 teams to play in other leagues and will seek to assist those teams with practice and playing fields and player recruitment. In addition, the League may provide limited playing opportunities for non-recreational, competitive, advanced developmental, or Class 3 teams. Any assistance provided to other than Class 4 teams shall occur if, and only if, in the League’s sole opinion, doing so will not interfere with or diminish the League’s primary goal, or create an unacceptable burden on League resources. Teams classified as non-recreational, competitive or Class 3 or higher shall only be eligible to participate in a Class 3 division, if any, and shall not be eligible to participate in general League games.

C. Persons Subject To League Rules. All teams, coaches, individual players, parents, spectators and all other individuals participating in this League or attending League games are subject to the rules of the League and disciplinary action for violation of League rules and/or conduct detrimental to the game or the League, or to the soccer

playing experience of other players, coaches and spectators, whether or not such conduct is the subject of the issuance of a yellow or red card by a referee.

D. Eligibility to Play in League. To participate in the San Francisco Vikings Soccer League, a player must be domiciled in its C.Y.S.A. district or have the necessary exemption papers on file with the District Registrar. Participation in age groups shall be governed by C.Y.S.A. by-laws. A youth player may play in an age group one higher than his/her age.

A youth player may not play senior soccer unless he has prior approval as per C.Y.S.A. by-laws.

E. League Officials and Authority. League Officials are the officers, directors, age group commissioners and any other persons appointed by the President to a League position. League Officials have the authority to monitor and control all League activities and venues, and shall have authority over all persons present. League Officials have the authority to temporarily halt, suspend or terminate any game or activity, if in their opinion any unsafe, violent or condition in violation of League rules exists. Any person who interferes with or disputes the actions or decisions of a League Official shall be automatically suspended or banned from for at least two games and shall be subject to further discipline including loss or suspension of coaching privileges, and being banned from all League activities. A League Official may award a loss to any team, which persists in conduct after being instructed to cease or correct the conduct. Any person who strikes or physically touches a League Official in a hostile manner shall automatically be banned from League activities for a minimum of one year, whether or not the actions or decisions of the League Officials are upheld.

II. TEAM CENSUS, CLASSIFICATION

A. League To Classify; No Selection of Players Based on Ability. The League shall have the absolute right to determine the recreational or competitive level of each team which registers with the League, and shall classify that team accordingly. In classifying a team the League may consider any factors which it deems relevant. The basic factors are: C.Y.S.A. rules, how players are selected, number of practices per week, number of leagues played in each year, paid coaching supervision, aggressiveness of coaching and/or playing style, quality of coaching, and tournament play. As a general guideline, a recreational team is one which is composed of players of diverse playing abilities taken on a first come or non-competitive try-out basis from the same school, social organization or geographic area, which practices only one day a week, which plays in only one or two leagues per year, which does not “invite” strong players to join their team or solicit players from other teams, and which does not play in an overly aggressive manner. Any team which selects its players on the basis of their playing ability or by using a competitive try-out, shall be classified as a competitive team. An Under 10, or older, team which practices more than twice a week, plays in more than two leagues per year and/or plays in more than one tournament a year, shall be presumed to be a competitive team. A team which disagrees with its classification may request reconsideration by the

League, however, any such request must be submitted to the League office within 5 days of notice of its classification. The request should address the basic factors set forth above, and must include all information or evidence which it wants the League to consider. The League will consider the request but, in no event, shall the League have any obligation to change the team's classification. Any team classified as a competition or Class 3 team under C.Y.S.A. rules shall be so classified by the League, except that upon application and after consideration of all the factors the League may reclassify the team.

B. Team Census. Each team when registering with the League shall complete a team questionnaire or survey as provided by the League, and shall also notify the League if under C.Y.S.A. or League rules it is, or because of its planned activities will become during the season, classified as a non-recreational, competitive, advanced developmental or Class 3 team. The questionnaire or survey will also be used to place the team in the proper division within its age group. The team has the sole responsibility to submit complete, detailed and accurate information and inform the League of any factors which might result in its classification as a non-Class 4 team, or effect its placement in a division. It is the responsibility of each team not to engage in activities or practices, which could result in its classification as a non-Class 4 team. Within one week of registration, each coach and any supervising coach shall review the League questionnaire or survey submitted by the team for accuracy. If any coach, supervision coach, or team representative, or any other person associated the team, submits false, incomplete, inaccurate or misleading information, or fails to correct any false, incomplete, inaccurate or misleading information about the team, the team may be eliminated from League play and the individuals involved banned from participation in the League. The League shall have no responsibility to move such a team to another division or class. The League shall have no responsibility or obligation to investigate a team's classification factors, and may consider that any team registering is a Class 4 team unless informed otherwise.

C. Playing League for Class 3 Teams. Any team classified as non-recreational, competitive or Class 3 is ineligible to participate in League play except in a Class 3 Division established by the League. The League shall have no obligation and shall not be required to create any Class 3 Divisions, and it may create Class 3 Divisions in only certain age groups. A Class 3 Division must contain at least two teams. If there is only one Class 3 Division team in an age group, that team may voluntarily play in the Class 3 Division of the next older age group. If there are two or more teams in a Class 3 Division, all those teams must play in that division unless all teams in that division volunteer to play in the Class 3 Division of the next higher age group, if any. A recreational team shall not be placed in any Class 3 Division without that team's consent. Any team which volunteers to play in a Class 3 Division must play in that division for the remainder of the season.

D. Team Formation. The Board of Directors ("Board") is instructed to explore and seek to implement in each of the U12 and U13/14 age groups a two division structure. The first division will be an upper house division where teams form themselves, may select players and may have paid coaches. The second division will consist of players and volunteer coaches registering with the League and the League forming teams based on a

draft system. The Board shall have the authority to implement this system if, in its sole judgment, the details are resolved and appropriate systems are in place to implement the structure. The Board may decide to implement this in one age group or all. The Board may also implement any interim rules necessary to put this new structure into place. If the Board does not believe that the issues have been resolved in time for the 2007 season, the implementation may be delayed or cancelled.

III. COACHING LICENSE AND OTHER REQUIREMENTS

A. F License Required. All coaches and assistant coaches must hold at least an F level-coaching license issued by the C.Y.S.A. The League shall only recognize licenses issued by the C.Y.S.A. Any person who holds a license from an organization other than the C.Y.S.A. or who desires to obtain an F level coaching license based upon playing or coaching experience must apply to the C.Y.S.A. The League shall make no exceptions to this rule.

B. Teams Must Have F Licensed Coach at Each Game. Each team and coach is solely responsible for complying with this rule prior to the start of the season, whether or not the League provides any licensing courses. Any team which does not have a licensed coach present at all times during a game shall be ineligible to participate, or continue to participate in that game.

C. Technical Advice from Licensed Coaches in Technical Area Only. Only a properly licensed coach or assistant coach who is within the team's technical area is authorized to issue tactical instructions or coach any player during a game. No team may have more than two coaches during a game. Any person, whether or not properly licensed, who is not in the team's technical area and who issues tactical instructions or coaches any player during a game shall be subject to removal from the game and discipline by the League, including being banned from League games and revocation of coaching privileges in the League. A League official observing a team receiving persistent unauthorized tactical instructions or coaching during a game may suspend play until the situation is corrected, including requiring the offender to leave the venue, and may award a loss to the team involved whether or not the game is allowed to continue. The League may ban anyone refusing to comply with this rule, or who violates this rule during two or more games, from future games and may award a loss to any team involved, whether or not the referee or any League official present at the time of the offense took any action during the game.

D. Red Hat Must be Worn by a Coach. One coach for each of the teams must wear a red baseball-style hat throughout the game. The League issues each team one such hat at the beginning of the season. The hat designates who is responsible for the teams on the field.

E. Number of teams. A coach can only be listed as the head coach on a maximum of two teams.

IV. PLAYER REGISTRATION, NO POACHING

A. False Rosters or False Players. If a team attempts to play or plays a player unregistered with CYSA or not on the current roster of the team or not otherwise eligible for play, the coach will be banned from the League for one calendar year and the team will be suspended for the balance of the season and all its games will be declared to be forfeits. Any player who presents a false player pass, the player pass of another player or otherwise attempts to represent himself as eligible for play shall be banned from the League for a calendar year. If this conduct occurs when three or less regular season games remain to be played, the team, coach and players will all be banned from participation in the subsequent League season. A second violation of this rule by a coach shall result in his permanent ban from the League.

B. Poaching Other Teams' Players. Each player is signed for the seasonal year. The League prohibits a team or coach poaching another team's players. Coaches and teams may not approach another team's players or parents thereof to suggest a player change of teams prior to the expiration of the seasonal year. A coach or team that poaches any player will be ineligible to participate in League play. Any person who intentionally disrupts any team by taking or convincing 4 or more players to switch teams, or causes any team to disband, within two months of League registration in an attempt to seek advantage for a particular player shall, along with the player, be ineligible to participate in League activities.

C. Adding Players. The League shall set a date, which is the last date on which players can be added and still be eligible for playing during the first week of the season. Players may be added after the season commences. Teams should expect at least a one-week delay between the time at which complete paperwork is submitted and when the player will be eligible to play.

D. Disbanded Teams. If a team disbands during the course of the season, the players shall be declared free agents eligible to transfer onto another team in accordance with C. Y. S. A. rule 4:07. No more than three players from the disbanded team may transfer to the same team. If a team disbands during the first round of competition, all games played by said team will be nullified. If the team disbands during the second round of a competition all results of the first round will stand.

E. Refund Policy. The board of directors may in its discretion refund part or all of a team's or a player's fees, but will not refund CYSA player registration fees nor League player-processing fees. Moreover, the League gives no refunds after 8:00 a.m. on the first Saturday of the season. As a general policy (but subject to its discretion), the board of directors will not grant refunds to teams whose League play is interrupted as a result of disciplinary actions taken by the League against the team.

F. Spectator Code of Conduct. In connection with each child's registration, any parent or custodian who might attend games shall be required to sign a parent statement acknowledging the rules of conduct required for them as spectators.

G. Age Waivers. The League will no longer grant any age waivers to players. The only exception to this rule is for children who received age waivers during the fall 2006 season, are on a U11 or younger team, and are playing on the same team as they played on in the fall 2006 season (a team will be considered the same if at least 75% of the players on the 2006 team are still on the team).

V. REQUIREMENTS FOR GAME DAY

A. Attire, Equipment, Paperwork

1. Home Team. Unless specified otherwise, the home team is the second team listed on the schedule. The home team must provide the referee with a game card and provide the game ball. The coach or assistant coach of each team must complete and submit the game card to the referee at least 10 minutes prior to game time.

2. Team Colors/Jerseys. Players must wear matching jerseys. Each player on a particular team must have a number on his jersey and such number must be different from the numbers on his teammates' jerseys. The goalie must wear something to distinguish the goalie from the other players on either team. The home team shall have the first responsibility to change colors in case of a color conflict, but both teams shall share the responsibility of resolving any such conflict. The color change may be accomplished with a change in jerseys or, alternatively one team can wear pinnies.

3. USYSA Membership Form Required at Each Game. Coaches are responsible for making sure that their teams are properly registered. Each team coach must have at each game the USYSA Membership form issued by the League for each player.

4. Casts, Splints and Jewelry Prohibited. Players wearing orthopedic casts, air-splints, metal splints, jewelry or any other thing which is a danger to another player shall not be eligible to participate or continue to participate in any League game.

5. Shin Guards. Shin guards are mandatory equipment for all players.

6. Footwear. Soccer cleats are recommended but players may play with sneakers. Players may NOT play with baseball shoes (cleat in front of toe.)

7. Player Passes. Each player must have a C.Y.S.A. player pass to participate in a League game. Players without a pass will not be allowed to play unless a "temporary pass" has been issued and signed by the League registrar. A player without a card is an ineligible player under these rules.

B. Minimum Number of Players, Delays, No Referee, Kickoff

1. Minimum Number of Players. In order to start playing a game, a team must have present at least 7 players for U12 and above and at least 5 players for U11 and below.

2. Game Time and Delays. The referee shall be responsible for keeping the game on schedule. If the game starts late due to the lack of readiness of the teams, the referee will reduce the halves proportionately from when the game actually commences in order to finish play at the scheduled time. If a team delays the start of play by 10 minutes, it shall be awarded a loss for that game. If neither team has completed the game card, or is otherwise not ready to commence play, within 10 minutes of the scheduled start time, the game shall be abandoned and both teams shall be given a loss. The game shall not be rescheduled.

If a game start is delayed for reasons unrelated to the readiness of the teams, the referee shall still reduce each half proportionately to insure prompt start of the next game scheduled for that field. If a delayed start will not delay the start of the following game, or if no game follows on that field, the halves will not be shortened.

3. Absence of Referee. In the absence of an appointed referee, the team coaches will either find a licensed referee or each coach will referee one half of the game, and the game will be official if played. The home team will referee the first half of the game and the away team will referee the second half of the game. The coaches are responsible for ensuring that the game is played in a safe manner. A coach who is acting as a referee may not coach his team while he is acting as referee.

4. Coin Toss. Prior to the start of play the referee shall conduct a coin toss with the captains of each team. The team winning the toss decides which goal it will defend in the first half of the game. The other team takes the kickoff.

5. Kickoff. On the kickoff the ball is in play when it has been kicked and has moved forward. A goal may be scored directly from the kickoff.

6. Injuries. In case of any injury requiring medical attention during a game or a practice session, the coach or team parent must notify the League office on the next working day. Players bleeding from a wound must leave the field for treatment.

C. Spectator Location and Conduct

1. Location of Players, Coaches and Spectators. Both teams, including team players and a maximum of two coaches, shall be on one sideline, and all spectators (including other coaches and team parents) of both teams shall set up on the opposite sideline. In the event that there is only one side of the field available for spectators, each set of spectators and coaches will occupy the sideline of one half of the pitch. At all games at the Polo Field spectators must stay off the field and outside the fence. All spectators must stand at least 3 feet back from the sideline. This enables the children to be able to use the entire field. The coaches shall be responsible for ensuring that spectators follow this rule.

2. Goal Lines Must Be Clear. The goal lines must be clear of spectators, debris, team equipment and signs at all times. Coaches are required to assist the referee in keeping the goal lines clear. If requested to do so, the coaches shall ask a team parent or spectator to

clear the goal line. If any team member, parent or team spectator refuses to move from the goal line, or if the coach refuses to assist the referee, the coach shall be subject to disciplinary action.

3. No Alcohol. No alcoholic beverages, controlled substances or use of tobacco products are allowed by any team representative, team official, player, parent or spectator at or near a field on which any soccer game is being played. Any violation shall subject the individual to suspension or removal from the venue and/or being banned from League venues, and shall subject the team to disqualification from League play.

4. Coach Responsible for Conduct of Spectators. Coaches are responsible for the good conduct of parents and spectators supporting their team. If, in the opinion of the referee, the coach has failed to control his or her sideline or team parents or spectators an appropriate yellow or red card may be given to the coach.

D. Minimum Playing Time, Special Substitution Rules, No Running Up the Score

1. Minimum Playing Time For Players. The coach shall play each player present at the start of the game for at least one half of the total game time. The only exceptions are if a player is being disciplined for failing to attend or participate in practice, or for a serious violation of a team rule. It is the responsibility of the coach to set up a system to ensure compliance with this rule. Any intentional or flagrant violation of this rule in any game shall result in a loss to the team for that game, and the coach shall be suspended from League play for a minimum of one game, and any repeated violation of this rule will subject the team and coach to disqualification from League play.

2. Special Substitution Rules. Substitutions will only be allowed by either team at the following times:

1. In the case of U7/U8 games with 20 minutes halves, the referee will call for stoppage of play at the 6 minute and 13 minute marks to allow for substitutions;
2. In the case of U9, U10 and U11 games with 25 minute halves, the referee will call for stoppage of play at the 8 minute and 16 minute marks to allow for substitutions; and
3. In the case of injury of a player from that team and at the game's halftime.

3. Four Goal Lead Requirement. The League is a recreational, not a competitive league. Teams and coaches are strongly encouraged not to run up the score in any game. If one team is stronger than the other, the League encourages the coach of the stronger team to take steps like substituting for stronger players, playing weaker players in forward positions, etc. to even the competition. The League requires that if a team gets a four-goal lead, it must reduce the number of players on the field by one. For each additional goal by the leading team (increase in the lead), the leading team must reduce the number of players on the field by one additional player. For each additional goal by the trailing team (decrease in the lead), the leading team may increase the number of

players on the field by one. At no time will either team have more than the maximum or less than the minimum number of players on the field according to their age group rules.

E. Coaching, Fan and Player Behavior

1. Permitted Coaching. Coaching from the sidelines, giving directions to one's own team on points of strategy and position, is permitted provided:

A. It is only given by a licensed coach or assistance coach from within the team's technical area.

B. No mechanical devices are used.

C. The tone of voice is informative and not a harangue. (Loud and/or constant sideline coaching is not in and of itself a violation of this section; provided however that sideline coaching must be toned down, reduced or stopped in the discretion of the referee, when in the opinion of the referee, loud and/or constant coaching is intimidating, disruptive, confusing or otherwise unfair or unsporting to the other team.)

D. No derogatory, insulting, abusive or offensive remarks or profanity are used.

The penalty for violation of the above shall be ejection from the game and disciplinary action by the League.

2. Offensive Remarks to Players, Referees or Others. No coach, team parent, player, substitute player or spectator is to use profanity or make any derogatory, insulting, abusive or offensive remarks or gestures to the referees, their own or other players, substitutes or spectators.

3. Referee Decisions Final. The decision of the referee will be final on all matters concerning the rules of the game, and except for actions, decisions or awards by League Officials, the referee shall be the final authority concerning the control of the players, conduct of the coaches and spectators, and all matters concerning the playing field. No one may indicate in any way their displeasure or disagreement with the actions of the referee (whether it is the direction of a throw in, the award of a penalty kick, or otherwise). If someone feels after the game that the referee was not competent, they may submit a written report to the League office. There is a space to provide comments on the referee when reporting scores through the Viking's website at www.sfvikings.com. The League keeps a record of such reports on referees.

4. Disagreeing With or Criticizing Referee is Prohibited. Any person disputing (in any manner), criticizing, questioning or refusing to comply with any decision of the

referee, or guilty of abusive language or conduct to a referee before, during or after a game, shall be subject to suspension or ejection from the game, and, along with the team such person is associated with, further discipline from the League, which may include, probation, further suspensions and/or being banned from League games. The one exception is if a coach feels that a game has become dangerous to the players, the head coach may approach the referee and confer with the referee and the other coach. If after that discussion the complaining coach is not satisfied, his only recourse is to abandon the game and accept a loss. The League may condition probation and/or suspension of any discipline upon apology to the referee, completion of a test on the laws of the game, and/or completion of a coaching or referee seminar or course. This rule will not apply to complaints issued directly to the League in the format set by the League.

5. Youth Referees. Youth referees (referees under 18 years of age) have the same power as adult referees. Youth referees are only responsible for communicating with the coaches and players concerning game issues. A youth referee need not communicate with any other adults before, during, or after a game. While at the field (even when not officiating), a youth referee at any time and in his discretion may approach the coaches and make, "a demand for support" concerning the conduct of an adult or player at the field, including the other coach. Once a demand for support is made, the coach(es) shall work with the youth referee to resolve the situation including conveying the ruling, caution or red card of the youth referee to an offending coach, adult, or player and protecting the youth referee from any resulting abuse, particularly coach or adult abuse. Any abuse will be reported to the League by email the same day by the coach(es) and the youth referee. The League shall take disciplinary action in its discretion. At the check-in of teams by a youth referee, each coach shall state to the referee that he is aware of this rule.

Because of the special issues presented by youth referees, the League shall have wider authority regarding games which were refereed by youth referees. The League shall take reasonable steps to investigate allegations of abuse of, criticisms of, humiliation of, embarrassment of or other actions towards a youth referee and may impose game sanctions after the fact, including without limitation, awarding of red cards; coach gag orders with respect to future games; suspensions or other discipline of teams, team officials or team affiliated persons; forfeiture of games; or any other sanctions the board or disciplinary committee feels is warranted by the facts.

F. Referee May Submit Report to the League. If a referee sees a coach or team violating any of the above rules, the referee may submit a report to the League office (without announcing it at the game) and the League will take appropriate actions including suspending or expelling the coach or the entire team, issuing coach gag orders or other action.

G. Reporting Scores. Both coaches are responsible for reporting the score in the manner required by the League NO LATER THAN SUNDAY EVENING. Teams must also indicate whether a referee was present and may provide feedback on the referee and the game in general. Teams may also indicate whether they think the game was a good match

The preferred way to report scores is to go online to www.sfvikings.com and go to report scores. Any score not reported will not be used to compute team standings unless the age group commissioner decides otherwise and doing so will not affect any scheduled games.

H. Trained Volunteer Linesmen: Each team playing in the U9 through U11 age groups shall be required to have one person affiliated with the team who is a Trained Volunteer Linesman. To become a Trained Volunteer Linesman, a person must take a 2 hour introductory course to be offered by the Vikings League at the beginning of the season. The duties of the Trained Volunteer Linesman in U9 through U11 age groups will be primarily to help the referee call the ball in and out of play.

Each team playing in U12 through U14 age groups will be required to have one person affiliated with the team who is an Advanced Trained Volunteer Linesman. To become an Advanced Trained Volunteer Linesman, a person must take a 2 hour advanced course to be offered by the Vikings League at the beginning of the season. The duties of the Advance Trained Volunteer Linesman in U12 through U14 will be to help the referee call offside as well as the ball in and out of play.

A Trained Volunteer Linesman or Advanced Trained Volunteer Linesman may not be a coach or assistant coach of the team. At each game one Trained Volunteer Linesman or Advanced Trained Volunteer Linesman from each team will act as Linesman. If the Trained Volunteer Linesman or Advanced Trained Volunteer Linesman for a particular team cannot be present at a game, he may communicate the Linesman's duties to another team volunteer who can substitute for the Trained Volunteer Linesman or Advanced Trained Volunteer Linesman for that game.

VI. RED CARDS

Any player receiving a red card shall be suspended for the remainder of that game, and for at least the next game, and for additional games as provided by C.Y.S.A. rules for the offense for which the red card was issued. A coach receiving a red card shall be automatically suspended for the remainder of that game, and for at least the next two games, and for additional games as provided by C.Y.S.A. rules for the offense for which the red card was issued. Issuance of a red card shall be reported to the League disciplinary committee for review, and further action, if warranted. Any protest or appeal of the issuance of the red card, or any additional discipline, must be submitted as provided in these rules. No player or coach shall participate in a League game during the suspensions provided by this rule whether or not the referee takes the player's pass or the coach's card, or the player's pass or coach's card is returned by the referee or anyone else prior to the end of the suspension without the specific authorization of the League president.

VII. CHANGE OF DIVISION, PLAYOFFS & AWARDS

A. Placement of Teams in Divisions. It is the goal of the League that each team in a division is competitive with each other team in a division so that all teams have a positive

soccer experience. At the beginning of each season the League assigns teams to divisions based upon the results of the preceding season play and information supplied by the team. Based upon the results of the first half of League play, the League may change teams from one division to another to try and make the divisions as equally competitive as possible. A team providing, or not correcting, misleading information or failing to cooperate fully in the assessment of that team's ability or degree of competitiveness shall be subject to disqualification from playoffs and/or from the League.

B. Season Format (U10 and above). The season will be broken down into the following periods:

1) **Weeks 1-6 or 7: Developmental Games.** The divisions set up in (A) above will be used to set up a series of games for the first 6 or 7 weeks of the season. The games may include crossover games between divisions. The purpose of these games will be for coaches to develop their teams. The results of these games will be used to help set up the teams in divisions for the Championship Games. The number of weeks of games will be set so that there will be 4 weeks left for playoff games (3 scheduled and 1 reserve week for rainouts)

2) **Weeks 8-10 Playoff Games.** Teams will be set up in divisions of 4 teams to the extent possible. The format will be double elimination except that if it rains in weeks 8 or 9 the format will change to single elimination. To the extent the number of teams is not divisible by 4 or divisions of 4 do not seem equitable, teams may be set up in divisions of 3, 5, 6 or 7. In this event that format will change to single elimination.

The season will be structured in order that the season will be completed by Thanksgiving.

C. Season Format (U9 and below). There will be no playoffs or official standings for U9 and below teams. Teams will be placed in divisions and the first 5 weeks of the schedule will be posted. At the end of the first 5 weeks teams will move up and down divisions in order to try to more equalize the divisions. Then the last 5 weeks of the season will be published. There will be no makeup of rainout games and the season will end on the Saturday before Thanksgiving.

D. Modification of Playoff Format. Notwithstanding the foregoing the League president may modify the playoff format by announcing a different format not later than November 1. In addition, the League president may modify the playoff format at any time in the event of rain or other field closures in any manner that he or she deems necessary to complete the season.

E. Trophies. Awards will be given to the first and second place winner in each division, or to the co-champions of a division as provided herein.

VIII. SCHEDULING REQUESTS, RAINOUTS, POSTPONEMENTS, FORFEITS

A. Scheduling Requests. Teams with routine scheduling requests should file a Scheduling Request form not less than four weeks prior to the publication of the schedule for the season. Oral requests will be ignored. The notification should include the request and the reasons for the request. The League will make reasonable efforts to accommodate reasonable requests (examples have included an early game at a specific time and date due to a school event, bar mitzvah and other similar one-time event). The League will attempt to accommodate scheduling conflicts due to players participating in other leagues (for instance volleyball, CYO soccer, basketball) but there is no guarantee that the League can accommodate these requests, particularly when these other leagues' schedules are published subsequent to this League's schedules. Teams with players playing in another league enter the League at their own risk and will be subject to the penalties described below if they forfeit a game due to a conflict. Teams who provide substantial volunteer assistance to the League will get first priority in scheduling requests.

B. Rainouts. Rained out games will be called by the League president or other official. Notice of rainouts will be posted on the League's website. It is the responsibility of each team to check the website. If a team fails to show up for a game that has not been canceled, it shall be awarded a loss and be required to pay the forfeit penalty of \$100 as otherwise provided herein

C. No Schedule Changes Once Schedule is Published. Once a League schedule for the season has been published, it shall be League policy not to grant a schedule change except based on substantial justification undiscoverable before or arising after the schedule was published. Conflicting games in other leagues, long weekends, team parties, or similar events are not considered substantial justification. If a schedule change is granted, it is the responsibility of the coach to contact the opposing coach, commissioner and the referee coordinator.

Commissioners do not have authority to reschedule or cancel any games. All rescheduling or cancellations must be approved by the League president. No changes to scheduled games will be approved after the Monday before the game. Teams rescheduling a game without the approval of the League president shall each be awarded a loss.

D. \$100 Fine For Failing To Play Scheduled Games. If a team will be unable to make a scheduled game it must notify the opposing coach, the age group commissioner and the League office (at 504-8131) as soon as possible but no later than Monday prior to the subject game. Except in the case of exigent circumstances, any team that forfeits a game will be fined \$100 (regardless of notice given), which amount shall be paid to the League before the team's next scheduled game, failing which the team shall be suspended for the balance of the season. Teams which fail to provide the notices described above will be subject to additional penalties.

E. Tournament Accommodations. Tournaments take precedence over League play. In

case one team cannot make a scheduled game as a result of sanctioned tournament play, the coach of that team shall notify the age group commissioner and the coach of the scheduled opponent, if any, as soon as the conflict is discovered, but not less than two weeks prior to the first game of the League season, unless earlier notice was not possible. The two teams will work out a mutually acceptable time for a make-up game. If they are unable to do so, the League will set a time for the game. If the coach does not contact the opposing coach, the age group commissioner and the League as required, then that team's absence shall not be excused and the team will be awarded a loss for the game and be subject to other penalties as provided by League rules.

IX. VIOLATION OF LEAGUE RULES AND DISCIPLINARY ACTION

A. Violation of Rules. Violations of the League rules by any team or person will constitute grounds for disciplinary action by the League which may include suspension, expulsion, banning from League games, awarding losses, loss of coaching privileges, and other measures the League deems appropriate. Each coach, player or other person participating in or attending any League game or activity shall be responsible for knowing the minimum suspension or discipline for violation of C.Y.S.A. or League rules, and upon being informed that he or she has violated any C.Y.S.A. or League rule shall be deemed to have notice of any applicable minimum suspension or discipline, including suspensions or ejections for red cards. Any protest or appeal of any such decision or award must be submitted in accordance with these rules.

B. Disciplinary Committee. A League disciplinary committee shall be appointed by the League's President and shall be empowered to review all violations of League rules, and impose discipline or sanctions, in addition to any required or minimum discipline or sanctions provided by C.Y.S.A. or League rules.

C. Protest and Appeals. Any protest or appeal of any discipline, decision or award must be in writing and postmarked not later than 72 hours (Sundays and holidays excluded) after notice. Notice of any discipline, decision or award is deemed given at the time the discipline, decision or award is announced, which shall include the awarding of any red card. Notice of any discipline or penalty in excess of any minimum or automatic discipline or penalty shall be deemed given upon receipt either orally or in writing. Any protest or appeal must set forth in detail the grounds for the protest or appeal and contain all documents, evidence and information which the person submitting it desires the League to consider, and shall be accompanied by a fee of two hundred dollars (\$200.00), which shall be returned if the protest or appeal is upheld. Failure to submit a proper protest or appeal within the time allowed, or without the fee, shall constitute a waiver of any protest or appeal and acceptance of the discipline, decision or award. Upon proper submission of a protest or appeal, a hearing shall be held with not less than seven days notice. Only the evidence or information contained in the written protest or appeal, and any referee report or other information or evidence gathered by the League, shall be considered at the hearing. At the hearing any discipline, decision or award may be increased, decreased or affirmed.

In the case of any offense or abuse committed against any referee or League official, the correctness or incorrectness of any decision or award precipitating the offense shall not be considered as a ground for protest. The only proper places to raise any complaints about such decisions or awards are with the League or referee association.

X. AGE GROUP MODIFICATIONS TO LAWS OF THE GAME

A. Under-7/8.

The Laws of the Game, as modified by C.Y.S.A. and these rules, shall apply with the following exceptions:

- 1. BALL** - The ball shall be size 3.
- 2. NUMBER OF PLAYERS** - Seven (7), one of whom shall be a goalkeeper.
- 3. SUBSTITUTIONS** - Substitutions will only be allowed by either team when the referee calls for stoppage of play at the 6 minute and 13 minute marks of each half to allow for substitutions. In addition, substitution is allowed for a team in the case of injury of a player from that team.
- 4. PLAYING TIME** - Each player must play at least half of the game.
- 5. GAME DURATION** - Two 20 minute halves, 5-minute break.
- 6. FREE KICKS** - All free kicks shall be indirect.
- 7. PENALTY KICKS** - There shall be no penalty kicks -- infractions usually resulting in penalty kicks will result in indirect free kicks at the point of infraction.
- 8. OFFSIDE** – not observed, unless in the opinion of the referee a team is positioning a player(s) in an offside position for an extended period of time, including when the team does not have possession of the ball or is not attacking.
- 9. TIE BREAKERS** - none, ties will stand.
- 10. THROW-INS** - one re-throw will be allowed if foul throw occurs. Referee will explain fault before re-throw.
- 11. REFEREES** - The referees are encouraged to explain the infraction. The explanation should be addressed to both teams and not focused on the individual player. More generally, the referees in this age group are encouraged to be instructional. Many first time coaches and parents will not know pertinent rules and the referee should quickly explain the rule if requested. However, the decision of the referee is final and any disagreement must be addressed to the league, and not directly to the referee as any

dispute directly with a referee will be grounds for disciplinary action - whether or not the referee is correct.

B. Under-9/10.

The Laws of the Game, as modified by C.Y.S.A. and these rules, shall apply with the following exceptions:

- 1. BALL** - The ball shall be size 4.
- 2. NUMBER OF PLAYERS** - Eight (8), one of whom shall be a goalkeeper.
- 3. SUBSTITUTIONS** - Substitutions will only be allowed by either team when the referee calls for stoppage of play at the 8 minute and 16 minute marks of each half to allow for substitutions. In addition, substitution is allowed for a team in the case of injury of a player from that team.
- 4. PLAYING TIME** - Each player must play at least half of the game.
- 5. GAME DURATION** - Two 25 minute halves, 5-minute break.
- 6. FREE KICKS** - All free kicks shall be indirect.
- 7. PENALTY KICKS** - There shall be no penalty kicks -- infractions usually resulting in penalty kicks will result in indirect free kicks at the point of infraction.
- 8. OFFSIDE** – observed.
- 9. TIE BREAKERS** - During regular season play - none, ties will stand; during playoffs - as provided above in these rules.
- 10. THROW-INS** - one re-throw will be allowed if foul throw occurs. Referee will explain fault before re-throw.
- 11. REFEREES** - The referees are encouraged to explain the infraction. The explanation should be addressed to both teams and not focused on the individual player. More generally, the referees in this age group are encouraged to be instructional. Many first time coaches and parents will not know pertinent rules and the referee should quickly explain the rule if requested. However, the decision of the referee is final and any disagreement must be addressed to the league, and not directly to the referee as any dispute directly with a referee will be grounds for disciplinary action - whether or not the referee is correct.

C. Under-11

The Laws of the Game, as modified by C.Y.S.A. and these rules, shall apply with the following exceptions:

- 1. BALL** - The ball shall be size 4.
- 2. NUMBER OF PLAYERS** - Nine (9), one of whom shall be a goalkeeper.
- 3. SUBSTITUTIONS** - Unlimited substitution at own throw-in, either team's goal kick, after a score or for an injured player.
- 4. PLAYING TIME** - Each player must play at least half of the game.
- 5. GAME DURATION** - Two 25 minute halves, 5 minute break.
- 6. FREE KICKS** – FIFA rules.
- 7. PENALTY KICKS** - There shall be penalty kicks. Kicks shall be taken from 12 yards back.
- 8. OFFSIDE** - observed
- 9. TIE BREAKERS** - During regular season play - none, ties will stand; during playoffs - as provided above in these rules.
- 10. REFEREES** - The referees are encouraged to explain the infraction. The decision of the referee is final and any disagreement must be addressed to the league, and not directly to the referee as any dispute directly with a referee will be grounds for disciplinary action - whether or not the referee is correct.

D. Under-12 and older.

The Laws of the Game, as modified by C.Y.S.A. and these rules, shall apply with the following exceptions

- 1. PLAYING TIME** - Each player must play at least half of the game
- 2. TIE BREAKERS** - During regular season play - none, ties will stand; during playoffs - as provided above in these rules.
- 3. REFEREES** - The referees are encouraged to explain the infraction. The decision of the referee is final and any disagreement must be addressed to the league, and not directly to the referee as any dispute directly with a referee will be grounds for disciplinary action -whether or not the referee is correct.

NOTE: The ball size for U12 teams is size 4 per the C.Y.S.A.; U13 and U14 teams use a size 5 ball.