



South County Youth Soccer Club

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2015 Recreation Coaches Handbook

This document is designed as a supplement to the **Laws Of The Game: Guide For Referees** handbook distributed under a separate cover. Contents focus on special rules governing our local South County Youth Soccer Club (SCYSC) Recreation League and its activities. The SCYSC is a member club Soccer Rhode Island (SRI) which governs most of youth soccer in Rhode Island and is a member of the United States Youth Soccer Association. The USYSA, through its parent organization, the United States Soccer Federation (USSF), is affiliated with FIFA (Federation International de Football Association). FIFA (founded in 1904) has 208 member associations (mostly nations) within six geographical confederations. The United States belongs to CONCACAF (Confederation of North, Central American and Caribbean Association Football). Football (what we call soccer) is played by over 265 million people, making it the world's most popular sport. There are also about 5 million referees, which means that about four percent of the world's population are actively engaged in the game. The SCYSC is administered by its elected Board of Directors (BOD), which holds regular general meetings on the third Wednesday of the month. The Recreation-League Operations Committee (ROC) that administers the recreation-league programs meets on the second Wednesday of the month and the Competitive Operations Committee (COC) that administers travel-team operations meets on the second Thursday of the month. During the summer, meeting dates may change due to space availability. Meetings are open to the public and are typically held at the SCYSC soccer office located at 1425 Kingstown Road, Wakefield, RI starting at 7:00 pm.

LAWS, RULES AND REGULATIONS

The laws controlling soccer have been codified into **Laws of the Game: Guide for Referees** published by FIFA along with a USSF addendum addressing law modifications for youth players in the U.S. In some cases the SCYSC has instituted additional regulations for its own needs. These total sets of Laws, Rules and Regulations are to be viewed as the official governance of the SCYSC Recreation League. Coaches are responsible for knowledge of and compliance with all relevant laws, rules and regulations. The following represent SCYSC additions to the 17 Laws of the Game, additional decisions of the International Football Association Board, and USYSA's governance. Those unique to specific divisions are presented first. Additional information may be found in the document **Policies and Procedures, Recreation League Operations Committee**.

SPECIAL RULES & REGULATIONS

UNDER - 5 DIVISION

Each coach receives a roster of from 8-10 names with 10 being the optimum. Usually they will all be from the same geographical area. The Division Coordinator is asked to arrange 6-8 games per season. It is recommended a coach should run a 45 minute practice, one day per week.

All players must provide and wear shin guards. **No player is allowed to play or practice without shin guards**

Equipment

- Size 3 soccer ball. The coach will be given at least 5 balls as backup
- Shin guards – supplied by player
- Soccer shoes or sneakers – supplied by player
- Pinnies for half the team
- Approx. 10 cones including 4 tall cones for making practice goals
- One jersey per player
- One ball bag
- First aid kit

Premise of the Under - 5 Division

One ball/One player practices - - to avoid waiting in line, so as to fully engage this age group, the coach will have a ball for every player. Many of the drills/games advised for this age group necessitate each player having a ball.

Focus on "ball feeling"

The skill to be developed first in the 4-5 year old is the ability to feel comfortable with the ball at their feet. Thus, many of the recommended activities involve dribbling. Each player having a ball maximizes the time with foot on ball.

Assurance of Success

Each child should go home feeling that that they were successful (that they scored a goal, or were on the winning team in Crab Soccer, Eel Soccer, and Team Knockout, for example)

Competitions

Playing situation for scrimmages: field size of 25yds x 20yds; 4 v 4 "teams" with NO goalkeeper.

Games should be kept to 4- 10 minute quarters. On game days, while training sessions are occurring, training sessions to be limited to 25 minutes, then only 2 10 minute quarters should be played.

Competition must be at an appropriate level:

- In general, we recommend de-emphasizing winning and losing at this level. Many of the drills/games result in many winners. The fun should be in the playing, not the winning.
- When there is head-to-head competition, the opponent should be someone of about the same ability. The "most experienced" should be (subtly) set up to face someone of equal caliber; the same is true for the "least experienced"

UNDER - 6 DIVISION

Each coach receives a roster of from 8-10 names with 10 being the optimum. Usually they will all be from the same geographical area. The Division Coordinator is asked to arrange 6-8 games per season. It is recommended the coach should run a 45 minute practice, one day per week.

All players must provide and wear shin guards. **No player is allowed to play or practice without shin guards**

Equipment

- Size 3 soccer ball. The coach will be given at least 5 balls as backup
- Shin guards – supplied by player
- Soccer shoes or sneakers – supplied by player
- Pinnies for half the team
- Approx. 10 cones including 4 tall cones for making practice goals
- One jersey per player
- One ball bag
- First aid kit

Premise of the Under - 6 Division

One ball/One player practices - - to avoid waiting in line, so as to fully engage this age group, the coach will have a ball for every player. Many of the drills/games advised for this age group necessitate each player having a ball.

Focus on "ball feeling"

The skill to be developed first in the 4-5 year old is the ability to feel comfortable with the ball at their feet. Thus, many of the recommended activities involve dribbling. Each player having a ball maximizes the time with foot on ball.

Assurance of Success

Each child should go home feeling that that they were successful (that they scored a goal, or were on the winning team in Crab Soccer, Eel Soccer, and Team Knockout, for example)

Competitions

Playing situation for scrimmages: field size of 25yds x 20yds; 4 v 4 "teams" with NO goalkeeper.

Games should be kept to 4- 10 minute quarters. On game days, while training sessions are occurring, training sessions to be limited to 25 minutes, then only 2 10 minute quarters should be played.

Competition must be at an appropriate level:

- In general, we recommend de-emphasizing winning and losing at this level. Many of the drills/games result in many winners. The fun should be in the playing, not the winning.
- When there is head-to-head competition, the opponent should be someone of about the same ability. The "most experienced" should be (subtly) set up to face someone of equal caliber; the same is true for the "least experienced"

UNDER – 7 Division

Each coach receives a roster of from 8-10 names with 10 being the optimum. Usually they will all be from the same geographical area. The Division Coordinator is asked to arrange 6-8 games per season. It is recommended the coach should run a 60 minute practice, one day per week.

Coaches/Assistant Coaches will referee the games.

It is recommended that one coach ref the 1st half, and the other team's coach referee the second half. The referee should help/make suggestions to both teams. Refereeing should be for the purposes of instruction. If a poor throw in is made, the coach/referee should demonstrate proper technique, and allow the player to try it again.

All players must provide and wear shin guards. **No player is allowed to play or practice without shin guards**

Equipment

- Size 3 soccer ball. The coach will be given at least 5 balls as backup

- Shin guards – supplied by player
- Soccer shoes or sneakers – supplied by player
- Pinnies for half the team
- Approx. 10 cones including 4 tall cones for making practice goals
- One jersey per player
- One ball bag
- First aid kit

Premise of the Under – 7 Divisions

One ball/One player practices - - to avoid waiting in line, so as to fully engage this age group, every player should have a ball. Many of the drills/games advised for this age group necessitate each player having a ball. Focus on "ball feeling"

The skill to be developed first for the instructional player is the ability to feel comfortable with the ball at their feet. Thus, many of the recommended activities involve dribbling. Each player having a ball maximizes the time with foot on ball.

Competition must be at an appropriate level:

For the 1st year player:

- In general, we recommend de-emphasizing winning and losing with this group. Many of the drills/games result in many winners. The fun should be in the playing, not in the winning.
- When there is head-to-head competition in practice, the opponent should be someone of about the same ability (for example, in a 1 v 1 scenario). (See "Sideline Soccer"). The "most experienced" should be (subtly) set up to face someone of equal caliber; the same is true for the "least experienced".

Assurance of Success

Each child should go home feeling that that they were successful (that they scored a goal, or were on the winning team in Crab Soccer, Eel Soccer, or Team Knockout, for example)

Competitions

Playing situation for scrimmages: field size of 35yds x 25yds; 4 v 4 "teams" with NO goalkeeper
Games should be kept to 4- 12 minute quarters.

Maximum roster size of 10 players (divides into 2 teams of 5, with 4 on the field at a time) - - it is recommended that the division coordinator arrange 6-8 meetings per season.

UNDER – 8 DIVISION

The U-8 Second Year Division plays structured games. No scores or standings are kept and there is no reporting to the the local newspaper(s). U-8 Teams will not go to state sponsored tournaments or festivals.

As far as possible, the division director shall try to make up U-8 teams from neighborhood school districts and parental requests will be honored as far as it is possible to do so. The division director may attempt to adjust this arrangement in cases where a neighborhood is clearly dominant or lacking.

Each coach will be set up with a roster of 8 players as a maximum.

All players must provide and wear shin guards. **No player is allowed to play or practice without shin guards** If a referee is not present, Coaches/Assistant Coaches will referee the games.

It is recommended that one coach ref the 1st half, and the other team's coach referee the second half. The referee should help/make suggestions to both teams. Refereeing should be for the purposes of instruction. If a poor throw in is made, the coach/referee should demonstrate proper technique, and allow the player to try it again.

Equipment

- Size 3 soccer ball. The coach will be given at least 5 balls as backup
- Shin guards – supplied by player
- Soccer shoes or sneakers – supplied by player
- Pinnies for half the team
- Approx. 10 cones including 4 tall cones for making practice goals
- One jersey per player
- One ball bag
- First aid kit

Premise of the Under – 8 Division

One ball/one player practices - - to avoid waiting in line, so as to fully engage this age group, each player should have a ball. Many of the drills/games advised for this age group necessitate each player having a ball.

Focus on "ball feeling"

The skill to be developed first for the instructional/Under 8 player is the ability to feel comfortable with the ball at their feet. Thus, many of the recommended activities involve dribbling. Each player having a ball maximizes the time with foot on ball.

De-emphasize winning and losing. Emphasize fun, sportsmanship and learning. The following statements pertain to the competitive aspect of coaching this division:

1. Competition must be at an appropriate level. It is recommended that coaches talk prior to the game to coordinate their subbing patterns. At this level, the coach is not trying to "outfox" the other coach.
 - a. Coaches should discuss which of the following subbing plans they will adhere to:
 - b. Playing your most experienced players against the other team's most experienced, perhaps in the 2nd and 4th quarters. Likewise, the least experienced would be on the field at the same time, perhaps in the 1st and 3rd quarters.
 - c. A mixture of talent on the field at any one time
2. Equal playing time - - As best as possible, all players should play at least half the game with the objective being equal playing time.
3. Focus on teaching many players many positions. Even at the expense of losing games, it is advised that
4. coaches switch players around into different positions (possibly not during the game, but at least during the season). After the season is over, almost all players should have played defender and forward.

Assurance of Success

Each child should go home from practice feeling that that they were successful.

Competitions

1. A number 3 ball shall be used.
2. The field size shall be 50yds x 30yds
3. The center circle shall be 5 yards in radius
4. Goals shall be 4 yards wide by 6 feet high.
5. The goal area shall be defined by lines at right angles to the goal line 2 yards from each goalpost, extending 2 yards into the field of play and joined by a line parallel to the goal line.
6. The penalty area shall be defined by a line 6 yards from and parallel to the goal line, extending the entire width of the field, from one touchline to the other. There shall be neither penalty-spot markings nor penalty kicks.
7. A full team on the field shall consist of 4 players. Changes in this number are subject to SCYSC Board of Directors approval. There shall be NO goalkeeper.
8. The game shall consist of four 12-minute quarters.
9. The defending team must retire a minimum of five yards on any free kick.
10. There is no offside law.
11. All free kicks shall be taken as indirect free kicks regardless of the infraction

UNDER - 10 DIVISIONS

1. A number 4 ball shall be used.
2. The field size shall be 60yds x 40yds.
3. The center circle shall be 5 yards in radius.
4. Goals shall be 4 yards wide by 6 feet high.
5. The goal area is defined by lines at right angles to the goal line, 2 yards from each goalpost, extending 2 yards into the field of play and joined by a line parallel to the goal line.
6. The penalty area shall be defined by a line 6 yards from and parallel to the goal line, extending from one touchline to the other. The goalkeeper is only allowed to handle the ball in this area.
7. There shall be neither penalty-spot markings nor penalty kicks.
8. A full team on the field shall consist of 6 players, one of whom shall be designated as the goalkeeper. Changes in this number are subject to SCYSC Board of Directors approval. A minimum of four players is needed for the team to play a scheduled game (see Law 3).
9. The ball must hit the ground or any other player before crossing the midfield line. (Infraction = indirect free kick for other team at midfield)
10. The game shall consist of 2 25 min halves. A rest period of 5 minutes shall occur at halftime.
11. The defending team must retire a minimum of five yards on any free kick.
12. There is no offside law.
13. One referee shall officiate the game.
14. All free kicks shall be taken as indirect free kicks regardless of the infraction.
15. Maximum roster size is 12.

UNDER-12 DIVISIONS

1. A number four ball shall be used
2. The field size shall be 75 yards x 50 yards

3. A full field team shall consist of 8 players, one of whom shall be designated as the goal-keeper. Changes in this number are subject to SCYSC Board of Directors approval. A minimum of 6 players is needed for the team to play a scheduled game (see Law 3).
4. The game shall consist of two 30-minute halves.

UNDER-14 DIVISIONS

No special rules or regulations.

UNDER-17 DIVISIONS

When the Under-17 division is played with teams from outside SCYSC, regulations shall be established in accordance with the organization coordinating those games. Currently, SCYSC U-17 teams compete against other teams from Rhode Island in a recreational league coordinated by the state soccer organization. This is the recommended league for the U17 age spectrum.

Eligibility of Players

To participate, players must be duly registered with SCYSC for the current season and must not be high-school varsity players nor be "crossover" players on a Rhode Island Interscholastic League high-school varsity team.

Player Drafts

Player drafts shall be conducted by division coordinators as specified in the **SCYSC Fall Season Player-Draft Regulations**. All player drafts for U-10 through U-14 divisions are to be held preferably at the same time on or before Aug. 30. Rosters for U17 teams are subject to review and approval of the ROC. The SCYSC Vice President or his/her designee must be in attendance and will be in charge of the proceedings. Player registrations received after the draft date, but on or before September 15th are accepted at the discretion of the ROC Director, or the club's administrator if there is room on team rosters. All team rosters are frozen after September 15. Division coordinators must turn in final rosters to the SCYSC ROC Director prior to September 22. The ROC Director must submit final rosters to the SCYSC registrar prior to October 1.

Medical Release Forms

Coaches must have copies of signed medical release forms for all players available at all practices, scrimmages and games. These forms may allow for emergency medical care of players when parents/guardians cannot be contacted. They are available on the SCYSC website or can be printed out after player registration with getsoccer.

No player should be allowed to practice or play unless an unmodified SCYSC medical release has been signed by the appropriate parent/guardian and is in the possession of the coach.

The Fall Season

Except for the Under-17 divisions, the fall season shall commence on the last weekend in August or the first nonholiday weekend in September. A minimum of eight games must be scheduled during the regular season, with schedules being approved by the ROC prior to the start of the season. Tournament schedules must be submitted and approved at the same time as regular-season schedules. All tournament play must be completed prior to the 2nd weekend in November.

Game Cancellations or Changes

Except as noted below, no games shall be postponed, canceled or rescheduled by coaches. This authority rests with the appropriate division coordinator who will make arrangements in coordination with the SCYSC Fields Director, the SCYSC Director of Referees, and the SCYSC Director of Recreation.

In cases of inclement weather, the division coordinator or her appointee shall decide whether the entire slate of games for a given day shall be canceled. Should cancellation be necessary, the division coordinator or her appointee shall notify all coaches in her division as well as the Director of Referees. The Director of Referees shall in turn notify referees of such a decision.

Unless notified of game cancellations by their division coordinator or her appointee, coaches and their teams must show up at the field expecting to play. Please see the third and last paragraphs under Law 3 below for the consequences of not showing up for a game.

In cases of **frozen ground/water or standing water that cannot be removed from the field**, both head coaches shall vote **at the field** on whether the game shall be played. If the vote is tied, the referee(s) shall vote to break the tie. In games involving two referees, if there is a tie after the referees have voted, the game shall be canceled. Referees are also empowered to stop a game. Please see Law 5 and Law 12 below. All cancellations are required to be made at least 1 hour prior to scheduled game start.

Law 1. The Field of Play

Optimum field dimensions (length by width) and goal size for various age groups in the SCYSC house league shall be:

Division

Field Dimensions

Size of Goals

Under - 5	25 yds. x 20 yds.	6 ft. Pugg Goals
Under - 6	25 yds. x 20 yds.	6 ft. Pugg Goals
Under - 7	35 yds. x 25 yds.	4 yds. wide x 3 feet high
Under - 8	50 yds. x 30 yds.	4 yds. wide x 3 feet high
Under - 10	50 yds. x 40 yds.	4 yds. wide x 6 feet high
Under - 12	75 yds. x 50 yds.	7 yds. wide x 7 feet high
Under - 14	100 yds. x 65 yds.	8 yds. wide x 8 feet high
Under - 17	100 yds. x 70 yds.	8 yds. wide x 8 feet high

* Two fields side by side, a team of 10 is split into a group of 5 on one field and the other group of 5 on the other field, competing against another team divided similarly playing 4 v 4 Soccer.

Three feet outside of one touchline, a restraining line or arc (preferably) shall be marked off. Spectators shall remain behind this restraining boundary while the game is in progress. This allows the referee or assistant referee a clear view of the field of play and touch line. On the OPPOSITE side of the field, lines shall designate two team boxes of 3 x 10 yards. These shall be placed (3 feet from the touch line) on either side of the midfield line. Coaches and players must remain in their respective team boxes while the game is in progress. **Spectators shall not be permitted on the side of the field that is occupied by teams nor behind the goal lines.**

After each game, participating teams, under the direction of their coaches, shall remove all litter and otherwise put the field in proper order.

Coaches

All head coaches must be of the age of majority. Additionally, it is the head coach's responsibility to insure that under no circumstances should any person(s) under the age of majority be the only individual(s) present during any team meeting (practice, scrimmage, etc.).

Law 3. Number of Players

For the U-14 divisions, a full team on the field consists of 11 players, one of whom shall be designated as the goalkeeper. Changes in this number shall be subject to Recreation Committee approval.

The optimum number of players assigned to any 11-a-side team shall be 15, and for 8-a-side teams it shall be 12. For 6-a-side teams this number shall be 10, and for 4-a-side teams the number shall be 10. Any increase in team size above these optimum numbers is subject to Recreation committee approval.

Unless otherwise permitted by the ROC, in 11-a-side fall-season games a team may play with a minimum of 7 players, (one designated as goalkeeper) but, unless division coordinators have made prior arrangements with the ROC, during end-of-fall-season Tournament play for deciding state-playoff eligibility 11 players must be played if they are present (even when the opponent cannot field a full team).

Unless otherwise permitted by the ROC, in 8-a-side fall-season games a team may play with a minimum of 6 players (one designated as goalkeeper) but, unless division coordinators have made prior arrangements with the ROC, during end-of-fall-season Tournament play for deciding state-playoff eligibility 8 players must be played if they are present (even when the opponent cannot field a full team).

Unless otherwise permitted by the ROC, in 6-a-side fall-season games a team may play with a minimum of 4 players (one designated as goalkeeper) but, unless division coordinators have made prior arrangements with the ROC, during end-of-fall-season Tournament play for deciding state-playoff eligibility 6 players must be played if they are present (even when the opponent cannot field a full team).

If a team cannot field the ROC approved minimum number of players within 10 minutes of the scheduled starting time, that team shall forfeit the game by a score of 0 to 4.

Game Duration and Playing Time

ALL players must be allowed to play a minimum length of time in **EACH** game. Game durations and minimum playing times are:

<u>Division</u>	<u>Game Duration</u>	<u>Minimum Playing Time</u>
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Under- 5	Four 10 min quarters	Equal playing time
Under - 6	Four 10 min quarters	Equal playing time
Under - 7	Four 10-12 minute quarters	Equal playing time
Under - 8	Four 12 minute quarters	Equal playing time
Under - 10	Two 25 minute halves	30 minutes minimum 45 minutes maximum
Under - 12	Two 30 minute halves	30 minutes
Under - 14	Two 35 minute halves	35 minutes
Under - 17	Two 30 minute halves unless playing in a state-run league	30 minutes 1/2 of the game

Any team found in violation of the playing-time rule for any player(s) who are willing and able to play shall be required to forfeit the game(s) in question by a score of 0 to 4. The coaches involved may also be asked to appear before the ROC for an explanation. Referees shall add time (amount at their discretion) for significant delays of the game such as for injured players, difficulty retrieving an out-of bounds ball, etc.

Substitutions

Substitutions shall be unlimited. In U-10 and older divisions, players leaving or entering the field during substitutions must do so at midfield. A substitute may not enter the field of play until the player being replaced has left, and then only with the permission of the referee. In U-10 and older divisions substitutions may be made, **with permission of the referee**, at the following times:

- Prior to a throw-in by the team with ball possession, if the team with ball possession substitutes on a throw-in, the opposing team may also substitute
- Prior to a goal kick by either team
- After a goal, by either team
- At half time
- For a player who has just received a caution, the opposing team may also substitute a like number of players
- If the game is stopped for an player injury the injured player must be replaced. At that time the opposing team may substitute a player

See also, Law 12 -- Fouls and Misconduct

Law 4. Players' Equipment

Players are REQUIRED to wear shin guards in all games **and practices**. For fall-season games, players must wear the uniform consisting of team jersey and socks, shin guards and appropriate shorts and footwear. Nothing may be worn **over** the uniform. Players **shall not be allowed** to participate in a game or practice while wearing anything which is dangerous to themselves or another player -- such as a dangerous footwear (including baseball and football cleats), **any type of hard cast, including finger casts** (even when wrapped in soft material) or jewelry including rings, watches, necklaces, barrettes, earrings, silly bands etc. Medical alert bracelets are an exception to this rule. Soft medical bracelets are preferred and it is required that any loose chains on the bracelet be covered with tape.

For safety reasons, socks MUST be worn **over** shin guards. Jerseys must be tucked into shorts. Except as indicated below for cold weather, anything worn under the shorts must end above the knee. Sweatshirts are allowed under team jerseys. If hooded sweats are worn, the hood must be worn inside the team jersey and any drawstrings must be kept inside the jersey. Referees will be instructed to allow sweat pants and tights, etc. **only** if and when the weather gets very cold. Such circumstances will be exceptions, not the rule, during only the latter part of the fall season.

Goalkeepers must wear a jersey color easily distinguished from the colors of either team.

Coaches are expected to assist referees in enforcing these regulations.

Law 5. Referees

The assignment of referees for each game in the U-8 and older divisions shall be the responsibility of the Director of Referees. In the event that a referee is not assigned or, for some reason, should fail to appear for the game, the two head coaches shall mutually agree on a willing official from available personnel. This official's decisions and call of play shall be binding on both teams to the same extent as an officially assigned referee's decisions and calls.

Games shall normally be officiated by two referees or, if necessary, by one referee, however, a three referee system is preferred depending upon the ROC referee budget and the availability of qualified referees. When only one referee is officiating a game, she may appoint up to two linesmen to assist her.

Referees have the authority **at the field** to temporarily halt or to completely stop games due to dangerous field conditions and/or weather. Referees shall **stop** a game when they **first** hear thunder and/or see lightning. The safety of players is the overriding consideration in this decision. Therefore, the primary concern is for everyone to **immediately** leave the field and reach a safe place (not under trees!) -- all considerations about the game can be addressed later. Coaches should try to provide a safe shelter for any players/referees who do not have a parent at the field.

If a Tournament game is terminated by the referee **before** the end of the first half of play because of dangerous field conditions and/or weather, the entire game shall be replayed and no team shall be credited with goals scored in the partial game. If a game is stopped after the first half has ended, only the second half shall be replayed. In this latter case, the score at the beginning of the rescheduled second half shall be the score, as it stood at half-time in the original game. Coaches should ensure that referees note the half time score on the game report at half time.

Games stopped by a referee before the end of allotted time for reasons other than inclement weather (problems of control, etc.) shall be reviewed by the **SCYSC Board of Directors** before a decision is made concerning the outcome or possible rescheduling of the game.

Games stopped by referees or canceled by division coordinators shall be rescheduled **only** by the appropriate division coordinator in consultation with the Director of Referees.

Law 12. Fouls and Misconduct

Using offensive, insulting or abusive language; fighting; striking or attempting to strike; or other intentional, serious fouls are sufficient reason for the referee to eject a player or coach from a game. A player so ejected may not be replaced for the duration of the game (the team must play short) and shall not be allowed to play in the next league game. The ejected player or coach must leave the field area. Ejected players and coaches are subject to review by the Board of Directors as well as the Recreation committee.

Any coach or spectator engaging in or encouraging unsporting conduct may be immediately ejected from the area by the referee.

The referee shall not allow the game to continue until any person ejected from the area has actually left the area and remains away from the area for the duration of the game.

The referee shall promptly report orally and then in writing to the Director of Referees any cautions or ejections. The Director shall promptly bring the matter to the Recreation Committee and the Board of Directors for consideration. These groups shall determine whether any additional action is appropriate.

A coach receiving 2 cautions during a season **must** meet with the BOD to discuss the situation.

A coach is responsible for controlling his fans and parents and, if he is unwilling or unable to control their unsportsmanlike behavior, the coach may receive a caution and/or be ejected by the referee.

Coaching is considered a privilege and not a right. Any alleged misconduct or misbehavior by a coach can result in a hearing before a hearing committee appointed by the Recreation Operations Committee Director.

SCYSC House League Fall Season Championship & Tournament Playoff Regulations

Since no regular-fall-season standings shall be kept in any divisions, no fall-season championship trophies shall be awarded. Trophies for tournament champions will be awarded as indicated below.

TOURNAMENT REGULATIONS FOR UNDER-12 THROUGH U-14 DIVISIONS

1. In the Under-12 through Under-14 divisions and in any Under-17 division not competing against teams from other soccer clubs, all teams shall participate in a double-elimination end-of-season tournament. Seeding for this tournament shall be accomplished by a **random** drawing. In an 8-team age bracket, team 1 plays team 8, team 2 plays team 7, team 3 plays team 6, and team 4 plays team 5. Winners of the tournament shall receive trophies and the second-placed team shall receive either trophies or medals. In the Under-12 and Under-14 divisions, the playoff tournament scheduling outlined in the following sections is recommended. However, the scheduling of up to two games per day is allowed as long as each participating team plays the same number of games on the day(s) that they compete against each other, and there is at least a two-hour rest period between games. All mid-week playoff games shall start at 4:45 p.m.
2. The format for playoffs shall be **Double Elimination With A Winners' And Losers' Bracket**. That is, if a team loses one game at any time in the playoffs, it is assigned to play other teams that have also lost one game, and these teams continue to play and eliminate each other from further competition. Teams that continue to win remain in the winners' bracket and play each other. Teams that lose **two** playoff games are eliminated from further playoff competition. The

structure and scheduling that **MUST** be used for playoff games is presented on the remaining pages and are considered to be part of this document.

3. It is important to note that a team must lose **two** games to be eliminated from the playoffs. Therefore, should the occasion arise in any division that the final remaining team from the Winners' bracket is beaten by the final remaining team from the Losers' bracket, then an additional game (GAME 7 for a division with one league, and GAME 15 for a division with two leagues) **must** be played between these two teams to determine a tournament winner.
4. Playoff games shall not be allowed to end in a tie. The following provisions shall be implemented for any playoff game that concludes regular time in a tie:
 For the U-12 through U-14 divisions and any U-17 divisions not playing against teams from other clubs, no overtime periods shall be played because daylight disappears early during the play-offs. If the game is tied at the conclusion of regulation time, kicks from the penalty mark as specified by the **FIFA Laws of the Game** shall be employed to determine a winner. Any player on the game roster as checked and approved by the referee may participate in the kicks from the penalty mark. **Only the coaches may join the players participating in the penalty kicks on the field of play - - spectators must remain off the field.**

Handbook submitted by Al Della Bitta and Dan Wheelan -- July, 1985

Revised and adopted by the SCYSC Board: September 10, 1985; Aug. 12, 1986; March 10, 1987; July 14, 1988. Abridged Sept, 1989; Revised

August 9, 1990; Nov. 20, 1991; July 15, 1992; July 28, 1993; July 20, 1994; August 1995; Feb. 21, 1996; June 1997; May 1998; Jan. 1999; July 2000; July 2001; Aug. 17, 2005; Aug 15, 2011

Tournament Rules Adopted by the SCYSC Board on October 10, 1989; Revised February 21, 1996; June 1997; May 1998

Playoff Tournament Schedule – Four Participating Teams

DAY ONE	DAY TWO
Game 1 <u>and</u> Game 2	Game 3 <u>and</u> Game 4

DAY THREE	DAY FOUR	DAY FIVE
Game 5	Game 6	Game 7 if Needed

Proposed changes to this document by the ROC must be submitted to the Board of Directors (BOD) The last-approved version of the document will remain in force unless the BOD makes its own modifications. The manual that is in force for the Recreation **must** be complied with.

Playoff Tournament Schedule – Eight Participating Teams

DAY ONE	DAY TWO
Games 1, 2, 3 and 4	Games 5, 6, 7 and 8

DAY THREE	DAY FOUR
Games 9, 10 and 11	Game 12

DAY FIVE	DAY SIX
Game 13	Game 14

DAY SEVEN

Game 15 if Needed