

SECJSA Classic and RecPlus Competition Rules

Approved: 8/29/2018

Edited: 8/12/2018

Volunteers:

All Adult volunteers must complete the CJSA background check.

Scheduling Rules:

The first team listed on schedule is the HOME team and must supply three match officials for each home match. Center Referee must be a USSF Certified Grade 8 or higher. Assistant referees are allowed to be club linesmen. (exception: only one official is required for U9 & U10.)

If you are scheduled to play a team on a weekend when you are also playing in a tournament (e.g., Columbus Day Weekend), you must figure out a time to play the game. It is your responsibility to play the game, particularly if the team you are playing is not playing in a tournament. Everyone has entered this league in reliance upon opposing teams playing the games as scheduled.

Games may be played on any day of the week. Night games under the lights are available in some towns, e.g., Colchester, East Lyme, Waterford and Ledyard.

It is mandatory that all teams be represented by a coach or representative of that team at scheduling meeting held each season. This will give all teams the opportunity to schedule all the games prior to the season. If you cannot finish at the meeting it is the responsibility of the home team coach to call or email the opposing teams coach to schedule games. It is suggested that the games be set up as soon as possible to make life easier on everyone involved (re: referees, field coordinators, parents). It is recommended that each team be represented by someone not representing another team during the same meeting.

The scheduling meeting is further used to get a briefing on the SECJSA rules of competition, the coach's code of conduct and any other information pertinent to the coaching community for that playing season.

Scheduled games must be canceled 72 hours prior to the game for any reason other than weather related cancelations. Both teams must make a reasonable effort to accommodate a date and time that both teams can make up any canceled game. Both teams must have an acceptable amount of players but having certain players unavailable is not an acceptable reason to not use that makeup arrangement. For example, "My premier player cannot make that makeup" is not an acceptable excuse if you have enough players to play.

*** Any missed game is subject to a forfeiture of \$100 of the clubs performance bond and payment for the scheduled referees.**

Team Rules:

Tryouts are only for Classic teams. If you are dividing players into equal teams and not sorted by talent, they can play RecPlus.

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RecPlus teams should be divided up across numbers to make the correct number of teams. You shouldn't be shorting the teams just to pull classic players from Classic just to win games. This league is for Recreational Teams only.

No RecPlus team will have more than 4 Classic players on their roster for any given game. No Classic team will have more than 4 Premier players on their roster for any given game

You CANNOT play players across Classic divisions within the league. If you have two U10 RecPlus teams, you can borrow up to 4 RecPlus players from one team to fill in for the other team (ie U10 RecPlus team 1 uses 4 player for U10 RecPlus team 2. Remember this really should be a temporary use of players and not something permanent.

Age Group Specific, you should be keeping your players in their appropriate age group. Playing up should be reserved for the very best player that may enhance their playing ability at the higher age group.

U14 and U13 Premier players are not allowed on RecPlus teams. If your team has a premier player on the team it must enter the Classic division. The rule could be appealed on a case by case basis and would be decided by a committee appointed by the Vice President

Developmental team players are allowed on RecPlus team, but should play at the next level (ex. U10 player should play U11, U11 should play U12 and U12 should play U13). The developmental player on teams is a suggestion and will be reviewed when the team is submitted.

U14 division is actually U15 because we allow players in the 8th grade who are U15 to play in our league. No player in high school at the U15 age group can play even if they are not playing soccer for their high school. A U14 player in high school can play unless they are playing for their high school team. This is still a U14 division and all U14 division rules apply regardless of the inclusion of U15 players.

Game Results and Standings:

Scoring: 3 match pts for a win, 1 match pt for a tie, 0 match pts for a loss

Standings: Teams with the most Points (Pts) are ranked higher in the standings. The tiebreakers for determining league standing position at the end of the season are: (1) Head to Head. If more than two teams are tied in points proceed to next level. (2) best adjusted goal differential (up to 3 per match); (3) least goals allowed; (4) most goals scored; (5) if still tied for first then co-champs will be declared, if not for first then coinflip by league commissioner will decide.

Blowout Penalty: Team penalized 2 points for any blowout win (win by seven (7) or more goals). Club is fined \$100.

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Forfeiture of Matches: Any match forfeited will result in a win (3 pts) for the team that was scheduled to play, appeared at the field and had at least seven (7) players on the field at the designated playing time plus fifteen (15) minutes. Forfeitures of matches result in a \$100 penalty to the offending club (\$50 for the spring season).

Game Rules:

Both coaches are required to enter scores online at www.secjsa.org. Failure to do so will subject the club to a bond forfeiture.

Games must be played and entered into the scoring system by the date listed in the schedule. Typically, this will be one week after the last game.

Remember that the game is for the kids. Parents should exercise restraint when the urge to yell at a referee arises. Referees are doing the best job they can. They are not perfect. They will make mistakes. However, the players also make mistakes. The coaches make mistakes. And even parents can make mistakes. Try to limit the number of mistakes by not yelling at referees. **Let's have good sportsmanship at all games this fall.**

Coaches:

No more than 3 coaches are allowed on the sidelines during the match. Coaches should be listed on the roster, but any coach with a pass from their club can coach the team.

Injured player:

If a player is injured, the referee should determine immediately whether the coach should be called onto the field. Coaches should remain on the sidelines **until they are called**. If the coach comes onto the field, the player must leave the field until it is ascertained by the coach or other match official that the player is capable of continuing. The player may not re-enter the field until the referee signals him or her on.

Playing time:

RecPlus and U-10 Classic players are guaranteed at least 50% playing time during all games. The only exception to this would be for injury.

Goal size:

See chart on page 6

Fields:

Dogs at the fields:

Dogs are not allowed at or near the fields during a soccer match. Because there are so many different rules and city ordinances about dogs at School, Recreational

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Parks and Fields the Southeast District (SECJSA) recommends you leave your dogs at home. Referees are instructed not to let play begin until the dogs are removed from the fields. NOTE: this does not apply to service dogs that are permitted based on the ADA requirements.

Protests:

Any person may submit a grievance for any incidents concerning rules, games and conduct. Grievances must be submitted in writing accompanied by the application protest fee of \$100.00. For details, see the League Protest Form under the Forms section of the SECJSA.org website.

FIFA Modifications:

All age groups and levels follow FIFA Laws of the Game. The 2018-2019 Laws of the Game can be found at the following website:

<http://www.theifab.com/laws> or download the [PDF](#)

LAW 1: The Field of Play

See chart on page 6

LAW 2: The Ball

U-8: Size 3 Ball

U-09, U-10, U-11, U-12: Size 4 Ball

U-13, U-14: Size 5 Ball

LAW 3: The Number of Players

U-8: A match is played by two teams consisting of 4 players, without a goalkeeper. Roster is required, but Player passes are not needed.

All U-9, U-10: A match is played by two teams each consisting of 7 players, one of whom is the goalkeeper

U-11 and U12: A match is played by two teams each consisting of 9 players, one of whom is the goalkeeper

*U-9, U-10, U-11, U-12, U-13, U-14: All players must have a player pass and name must be on a roster. If there is no player pass have the player sign the roster and the roster must be mailed by the referee to SE District Registrar, **Joe Zizik, 66 Beechwood Rd, Oakdale, CT 06370**. If there is no roster, the team must provide a list of players, their home address, phone numbers and birthdates to the referee. The referee should then mail this to the SECJSA Registrar. If the coach refuses to comply with any or all of the above, the match may proceed if the opposing coach agrees. File a supplemental game report to SECJSA explaining the circumstances.*

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Substitution Procedures

U-8, U-10, U-11, U-12, U-13, and U-14: Unlimited re-entry is allowed

NOTE: Substitutions can be made at any stoppage.

U-11, U-12, U-13 and U-14: Follow the exact substitution procedure as outlined by FIFA

Law 4: The Player's Equipment

No jewelry allowed

Law 5: The Referee

U-8: No Certified Referee is required. It can be a Referee, a coach or a parent. Both coaches need to agree.

U-9, U-10, U-11, U-12, U-13, U-14: Center Referee must be a USSF Certified Grade 8 Official or Higher. **High School certification is not an acceptable certification for district play.**

Law 6: The Assistant Referees

U-8, U-9, U-10 Assistant Referees are not required.

Assistant Referees are allowed to be noncertified "Club Linesmen" but must follow the USSF outlined procedures.

Law 7: The Duration of the Match

See chart on page 6

Law 8: The Start and Restart of Play NO MODIFICATIONS

Law 9: The Ball In and Out of Play NO MODIFICATIONS

Law 10: The Method of Scoring NO MODIFICATIONS

Law 11: Offside

U-8: No offside rule. **Both** coaches cannot agree to apply the offside rule.

U-9, U-10, U-11, U-12, U-13, U-14: Offside rule is in affect as outlined with No Modifications.

Law 12: Fouls and Misconduct NO MODIFICATIONS

Law 13: Free Kicks

U-9, U-10: Position of Opponents During Free Kick – No closer than 8 yards

Law 14: The Penalty Kick NO MODIFICATIONS

U-8: No Penalty Kicks will be used

Law 15: The Throw In

U-8, U-9, U-10: Second chances on throw-in are permitted if **both** coaches **and** referee agree.

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Law 16: The Goal Kick NO MODIFICATIONS

Law 17: The Corner Kick NO MODIFICATIONS

Have a great season!

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Chart for field & goal size, duration, offsides

| | U8 | U9 | U10 | U11 | U12 | U13/U14 |
|----------------------------------|----------------|----------------------|----------------------|------------------|------------------|------------------|
| Min - Max field size (LxW yards) | 25x15 35x25 | 55x35 65x45 | 55x35 65x45 | 70x45 80x55 | 70x45 80x55 | 100x50 120x75 |
| Number of Players | 4v4 | 7v7 | 7v7 | 9v9 | 9v9 | 11v11 |
| Goalkeeper | No | Yes | Yes | Yes | Yes | Yes |
| Playing times (minutes) | 4x10 | 2x25 | 2x25 | 2x30 | 2x30 | 2x35 |
| Break Times (minutes) | 5 | 10 | 10 | 10 | 10 | 15 |
| Ball Size | 3 | 4 | 4 | 4 | 4 | 5 |
| Min-Max Goal Size (feet) | 4x6 | 6.5x12 6.5 x 18.5 | 6.5x12 6.5 x 18.5 | 6.5x18.5 7x21 | 6.5x18.5 7x21 | 8 x 24 |
| Offside | No | Yes | Yes | Yes | Yes | Yes |

U9 & U10: Build out lines should be equidistant between the penalty area line and halfway line. Ideally, the goalkeeper will wait to put the ball into play once all opponents are past the build out line. However, the goalkeeper can put the ball into play sooner but he or she does so accepting the positioning of the opponents and the consequences of how play resumes.

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Support for Referees – Zero Tolerance Policy

A. PERSONS RESPONSIBLE FOR A TEAM

Defined as any rostered volunteer that is on coaches side of the field during the game.

With the exception of responding to a communication initiated by a referee, making a substitution, or pointing out an emergency safety issue during the play of a match, the persons responsible for a team should not say anything to a referee. Nor should they do anything that conveys in any way any criticism of the referee. Coaches may ask questions before the start of play or ask what a call was, but may not approach the referee at halftime or at the end of the match for further clarification or questioning. **Coaches who have concerns about a referee's officiating may express those concerns verbally or in writing to the District Referee Administrator (DRA). They may not express those concerns to the Referee.**

SECJSA recommends that the referee deal with infractions of this rule in the following manner:

1. Instances of infrequent and reasonably low key dissent can be ignored.
2. The first instance of persistent dissent is to be acknowledged with a verbal warning. The second instance will result in the coach's dismissal from the field. Coaches are not to be issued a card of any kind, but a referee must clearly indicate that the coach is dismissed and must immediately leave the match and surrounding area. Failure to comply will result in the match being forfeited. The referee will file the necessary reports and send them to the DRA, who in turn will forward them to the League Commissioner.
3. Player dissent is to be dealt with according to FIFA law.

B. SPECTATORS

Defined as any non-rostered individual in the vicinity of the field directly before, during or directly after the game.

With the exception of responding to a communication initiated by a referee, or pointing out an emergency safety issue, spectators will not say anything to a referee. Nor will they do anything that in any way conveys criticism of the referee. SECJSA recommends that the referee deal with infractions in the following manner:

1. Infrequent or reasonably low key dissent can be ignored.
2. At the instance of the first infraction of persistent dissent, the referee will stop the match and ask the person responsible for the team to quiet the offending spectator.
3. At the instance of the second infraction, the referee will stop the match and inform the person(s) responsible for the team that the spectator must immediately leave the match and surrounding area. Failure to comply will result in the match being abandoned. The referee will file the necessary reports and send them to the DRA, who in turn will forward them to the League Commissioner.
4. Due to the age and experience of some officials, they may need the assistance of responsible people to help if the spectator is not affiliated with either team.

C. UNBECOMING CONDUCT

If a member or members of a team, any persons responsible for a team, or a team's spectators engage in unbecoming conduct before, during, or after a match, they will be subject to discipline by the SECJSA Discipline Committee.

This discipline can include suspension of the entire team from their next scheduled match.

D. POLICY EXECUTION

Clubs are directed to notify all club participants of this policy prior to play. We recommend adding this policy to the registration process.