

2010 SECJSA Classic and RecPlus Competition Rules

In general:

The first team is HOME and must supply three certified match officials for each home match (*exception: only one official is required for U10, U11 and U12 8v8 matches*).

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. However, as in the past, it is suggested that Classic division games be played on Sundays and RecPlus division games be played on Saturdays. Night games under the lights are available in some towns, e.g., Colchester, East Lyme and Ledyard.

You will have the opportunity to schedule all your games at the scheduling meeting. 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).

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. 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.

HOME 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 third weekend in November.

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

2010 SECJSA Classic and RecPlus Competition Rules

*mistakes. Try to limit the number of mistakes by not yelling at referees. **Let's have good sportsmanship at all games this fall.***

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.

All age groups and levels follow FIFA Laws of the Game. The 2009-2010 Laws of the Game can be found at the following website:

http://www.fifa.com/mm/document/affederation/federation/81/42/36/laws_of_the_game_en.pdf

The following modifications of FIFA Laws of the Game for the 2010 SECJSA Fall Travel Competition **are mandated:**

LAW 1: The Field of Play

U-10: Field size is 40-50 yards by 70-80 yards

LAW 2: The Ball

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

LAW 3: The Number of Players

All U-10, all U-11 and U12 8v8: A match is played by two teams each consisting of 8 players, one of whom is the goalkeeper

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.

Substitution Procedures

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

2010 SECJSA Classic and RecPlus Competition Rules

NOTE: Substitutions can now 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 NO MODIFICATIONS

Law 6: The Assistant Referees

U-10 or U12 &v8: Assistant Referees are not required.

Law 7: The Duration of the Match

U-10: 4 x 12 minute quarters

U-12: 2 x 30 minute halves (2 x 35 minute halves are allowed if **both** coaches agree; **no 40 minute halves allowed at all**)

U-14: 2 x 35 minute halves (2 x 40 minute halves allowed if **both** coaches agree; **no 45 minute halves allowed at all**)

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-10: No offside rule. **Both** coaches cannot agree to application of offside rule.

Law 12: Fouls and Misconduct NO MODIFICATIONS

Law 13: Free Kicks

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

Law 14: The Penalty Kick NO MODIFICATIONS

Law 15: The Throw In

2010 SECJSA Classic and RecPlus Competition Rules

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

Law 16: The Goal Kick NO MODIFICATIONS

Law 17: The Corner Kick NO MODIFICATIONS

Have a great season!