

# SCCL Rules and Procedures

These rules govern the 2020-2021 SCCL season. Lack of knowledge of these rules will not relieve any coach, team official, parent or player of a team participating in or seeking entry into these programs from the responsibilities and possible penalties herein.



## Match Day

### Host Responsibility

- SCCL Club based level of play will provide **benches, tents, and water/ice/cups** for both teams. An SCCL A-Frame will be present at the mid-field sideline between team benches.
- Home team reports the score of each match within 24 hours using the call-in number or link provided by the SCCL prior to each season.
- Matches played at a neutral site need to be reported by the team listed as the HOME team in the SCCL schedule.
- The host team must provide at least three (3) balls for each game, the two spare soccer balls should be placed as directed by the referee crew.

### Fields

- Spectators must be positioned on the opposite side of the field from players. Spectators may not sit behind either goal.
- Fields must be appropriately lined with corner flags by scheduled match time. Should the referee determine that the field is not appropriately lined and set up within 15 minutes of the scheduled game time (weather notwithstanding), the home team shall be charged with a forfeit and will be solely responsible for paying the referee crew, field rental and assignor fees (see “Sanctions” for penalty assessments.)

### Game Management

- At the scheduled time for the match, the minimum number of players will constitute a team and the match will start at the scheduled time. There is no permissible waiting period to wait for additional players to arrive at the game site.
- Incomplete Games: In the event the game cannot be completed (by any other reason than misconduct) the following will determine the outcome:
  - Games suspended after the first half will stand as scored at the termination of the game.
  - If a game is tied prior to half time and the game is terminated, the game shall be replayed in its entirety. The league must agree upon a time, date, and location of the rescheduled match.

## **Substitution Rules**

### **12U-14U: CLUB & PREMIER**

- Substitutions can occur at any stoppage for either team with the referee's consent
- Substitutions should be made at the middle of the field and the player should not enter the field until the player he is replacing has stepped off the field of play. Players coming off the field shall do so at the nearest exit point of the field

### **15U-19U: CLUB**

- Substitutions can occur at any stoppage for either team with the referee's consent.
- Substitutions should be made at the middle of the field and the player should not enter the field until the player he is replacing has stepped off the field of play. Players coming off the field shall do so at the nearest exit point of the field.
- When a player is substituted from a half, the player is NOT permitted to return in that same half.
- If a player is substituted in the first half, that player is eligible to return in the second half.
- **Head Injury.** Any player suspected of suffering a head injury must be evaluated by a licensed medical professional prior to returning to play. During the time, a player is being evaluated by a licensed medical professional for possible return to play, the player may be temporarily substituted while the evaluation occurs, provided that the team has a substitution remaining in that half. This substitution will not count against the team's total number of substitutions and will not prohibit re-entry by the player being evaluated if he/she is ultimately cleared to play. For purposes of clarification, only an eligible player may be used for a "temporary substitution", and if the team has used all eligible substitutions (7) for the half, the team must play down during the evaluation period. Should the injured player not be cleared to play, the substituted player becomes a permanent substitute.

### **15U-19U: PREMIER**

- Substitutions can occur at any stoppage for either team with the referee's consent.
- Substitutions should be made at the middle of the field and the player should not enter the field until the player he is replacing has stepped off the field of play. Players coming off the field shall do so at the nearest exit point of the field.
- There will be unlimited substitutions at the premier level.

## **Failure of Referee or Team to Appear**

- If the Referee fails to appear for a scheduled match, both coaches will be required to agree upon a substitute.
  - If one of the AR's assigned to the game is a grade 8, he/she will become the Referee with the other AR acting in the capacity of an AR and a club volunteer acting as a second AR.
  - Grade 9 referees are not permitted to perform the duties of a Referee in an SCCL game.
  - If no appropriate certified referee is available to officiate the game, the home team will be charged with a forfeit.
- No-Shows/Forfeits: A forfeit is charged when a team willfully does not show up for a scheduled game (see "Sanctions" for penalty assessments).
- A team unable to attend a scheduled game due to an accident, weather conditions, or an act of God, should immediately notify the opponent and the league office. A written statement must be submitted to the League Director within 48 hours of the game scheduled (holidays excluded.) A decision regarding a reschedule will be provided within seven days of the receipt of the statement.

## **Coach and Player Presence and Roles at Games**

- Each game must have a registered coach or administrator (with a current pass) from within the same club at all scheduled and played matches for the entirety of the game.
- All players, administrators and coaches on the team sideline must have a valid pass for the team or club.
- Failure to have a coach or administrator with a valid pass will cause the game to be terminated and forfeit by the offending team. Referee, assignor fee and field rental fees will be paid by the team at fault.
- A maximum of four credentialed coaches or administrators per team will be on the sideline of any game.

## **Weather or Poor Field Conditions**

- Inspection of Playing Site: It shall be the home team Coach or Administrator with the Club's designated authority to inspect the field prior to a match.
- In the event of bad weather, the Home Team's Club Official, after inspection of the field, must [notify the SCCL](#) and the opposing club/team as early as possible prior to the scheduled starting time of the match that field conditions may require a postponement of the match. This authority rests with the Club Official --- NOT the coach.
- The Referee holds the responsibility to cancel a game due to either poor weather or dangerous field conditions while at the field.
- A game terminated by the Referee, prior to the start of the game, due to weather/poor field conditions/darkness will be rescheduled by the SCCL. If the match is terminated after the conclusion of the first half, the score at the time of the termination will be the final score.

## **Modifications to Laws of the Game**

**Rules of Play:** All US Club sanctioned competitions must be played in accordance with the most current [FIFA Laws of the Game](#) and the modifications noted within these rules unless specifically accepted by the SCCL Board. It is the responsibility of all coaches, administrators, and referees to be thoroughly familiar with and abide by the [FIFA Laws of the Game](#) (LOTG) and the modifications below.

### **Law 1: The Field of Play**

- The SCCL allows each club to designate the appropriate size for all 7v7, 9v9 and 11v11 games.
- No Club official, club member, administrator, player, or spectator may enter the field of play regardless of the circumstances, unless the Referee has given them permission. Disregard of this law may result in disciplinary action.

### **Law 2: The Ball**

- 12U and younger teams utilize a size 4 ball.
- 13U and older teams utilize a size 5 ball.

### **Law 3: The Players**

- Roster size = 26 players for all age groups
- 12U play 9v9 with a maximum of 14 players declared/dressed for the game. Teams must maintain a minimum of seven on the field at any given time.
- 13U and older play 11v11 with a maximum of 18 declared/dressed for the game. Teams must maintain a minimum of seven players on the field at any given time. Teams must have a minimum of eight players to start the match.
- Two teams shall play a match with no more than the listed number of players on the field at one time, one of whom must be a goalkeeper.

### **Law 4: The Players' Equipment**

- Home teams will wear LIGHT uniforms. Away teams will wear DARK uniforms.
- The Goalkeeper is permitted to wear a tracksuit or similar trousers and leggings, or other type of clothing in all League sanctioned events. The Goalkeeper is also permitted to wear a FIFA approved vinyl foam soft soccer helmet.
- Team Captain(s) may wear an armband for identification purposes, which is to be displayed on the arm.
- Shin guards are required equipment for all players and are to be worn at all matches. Shin guards are to be covered entirely by the players' socks. Shin guards are to be made of suitable material, rubber, or plastic, to provide a reasonable degree of protection.
- Hair control devices with any hard or sharp parts will not be permitted.
- Earrings or any other jewelry, regardless of covering, will not be permitted.

- Soft foam headgear, approved by FIFA, for goalkeepers or players, are approved provided that the Referee has determined that it is not a danger to themselves or another player.
- In the event of severe weather conditions, players will be permitted to wear additional clothing (leggings, stockings, track suit, etc.) UNDER their team uniform. Any additional clothing must match the color of the team uniform. No portion of the additional clothing is permitted to have metal snaps, buckles, buttons, or any other item considered by the Referee to be dangerous to others.
- **Eyewear, Braces, Splints and Casts**
  - A soft splint or soft cast is permitted, provided that the Referee has determined that it is not a danger to themselves or another player.
  - A brace, joint or prosthetic device is permitted provided that the Referee has determined that it is not a danger to themselves or another player.
  - Protective sports spectacles or plastic prescription frame sports glasses with the lenses fully contained within the frame and held on by an elastic strap are permitted. Any eyewear containing glass, metal or sharp edges are prohibited.

### **Law 5: The Referee**

- The Referee has the authority vested under the FIFA Laws of the Game with approved SCCL Modifications to the Laws of the Game.
- The Referee is required to submit an official Referee Report for each match within 48 hours (holidays excluded) after the match. The Referee report must include all player, coach, administrator, spectator misconduct and include cautions, ejections, terminations, forfeits, injuries, or any other issue that pertains with the game.
- Referees DO NOT retain player or administrator passes for ejected participants.
- Referees have the authority to rule on all player equipment.
- The Referee has the authority to display cards and eject players, coaches, administrators, and spectators from the game.

### **Law 6: The Other Match Officials**

- 7v7 games are recommended to have two Assistant Referees but are not required to do so.
- 9v9 and 11v11 games are required to have certified two Assistant Referees on each game.

### **Law 7: The Duration of the Match**

- 9v9 games are comprised of two 30-minute halves and a 5-minute half time.
- 13U-14U games are comprised of two 35-minute halves and a 10-minute half time.
- 15U-16U games are comprised of two 40-minute halves and a 10-minute half time.
- 17U-19U games are comprised of two 45-minute halves and a 10-minute half time.

There is no overtime in regular season SCCL competition.

### **Law 8: The Start and Restart of Play**

In 7v7 games, all opposition players must retreat behind the buildout line which is equidistant from the midfield line and the top of the opponent's penalty area

## **Law 9: The Ball In and Out of Play**

There are no current modifications for Law 9.

## **Law 10: Determining the Outcome of the Match**

There is no overtime played in regular season SCCL matches.

## **Law 11: Offside**

Offside is played in all age groups of SCCL.

## **Law 12: Fouls and Misconduct**

Fouls and misconduct before, during and immediately after a game are determined and acted upon by the Referee. There are seven cautionable offenses that prescribe the display of a yellow card. Two yellow cards in one game = a red card. All red card offenses are punishable by immediate removal from the field of play.

Coaches, players, administrators, and spectators who are ejected, must immediately leave sight and sound of the field, and must serve a minimum of a one-game suspension in the next scheduled and played game. The SCCL will provide information on further sanctions should the SCCL Disciplinary Committee elect to assess further penalties.

Please see the section on MISCONDUCT for more precise information.

## **Scores, Standings, Tie Breakers, Team Withdrawals**

### **Standings**

Standings are kept for all 12U-19U SCCL games and are determined by the following point system:

**Win:** 3 points

**Tie:** 1 point

**Loss:** 0 points

In the event of a tie for first place in the standings at the completion of the season's regular game schedule, the winning team will be decided by the following tiebreakers – in order:

- Head to Head
- Goal differential (max of +4/game)
- Most goals overall (max of 4/game)
- Fewest goals allowed
- Number of shutouts

### **Playoff**

Should two teams be tied after all tiebreakers they will play each other to determine the winner. A neutral field will be provided by the SCCL.

## **Withdrawals**

- If a team withdraws from competition prior to having completed 1/2 of the originally scheduled games, all results of these games will be deleted from the records.
- If a team withdraws from competition after 1/2 of the originally scheduled games, all game results will be recorded as played and the remainder of the games will be charged as 4-0 forfeits

## **Promotion & Relegation**

### **Club Level**

It is within the authority of each Club level member to choose the team and players who play at this level.

### **Premier Level**

There will be promotion and relegation within the Premier level. In groups more than eight teams, two teams will be promoted, and two teams will be relegated each season. In groups of eight or less, there will be only one team promoted and one team relegated each season. The SCCL Board of Directors reserve the right to adjust ensure appropriately competitive divisions.

For 13U - 14U there are two seasons/year --- fall and spring. For 15U and older, the fall season is the only official season of the year.

## **Club Pass**

### **Club Level**

Club pass may be used to assign up to three players to an older team. Club level players may not be passed onto any level of premier play.

### **Premier Level**

Club pass may be used to assign up to three players except for 19U which can have five club pass players to:

- A higher-level team at the same age group (SCCL Club level is considered a higher-level team than any SCCL Premier Level team).
- Either the same or higher-level team at an older age group.
- Under no circumstances, may players ever be utilized on a lower or younger level team.
- Players may play a maximum of two games in one day.

## **Recruiting**

- The date that players and coaches may have first contact with each other is May 1st of each year.
- A fine of \$250 will be assessed to the club where training and/or communication with a registered player of another club prior to May 1st is reported and verified by the SCCL.
- A five-game suspension will be assessed to any player who trains with another club's team without written permission of his/her coach of record.