



Swansea-Somerset Youth Soccer League

Rules of Play

Revised August 2008

Rules Committee:

Unless otherwise stated in these Rules of Play for *Swansea-Somerset Youth Soccer League (SSYSL)* below, all divisions will play under the current FIFA rules regarding the Laws of the Game of Soccer.

All coaches and players will abide by these Rules of Play. Any infractions thereof will be handled by a Rules Committee to be chaired by the Vice-President of SSYSL.

The committee will consist of:

- Vice-President (VP)
- Age Division Directors - All that are present for the monthly Board Meeting (minimum of five (5) "voting" board members - members who abstain are not included in the minimum count) and if special mtg is called, all Age Division Directors are to be notified of the meeting time and place by the VP.
- SSYSL Secretary
- Director of Referees

Infractions (ie: mis-conduct, penalties, playing time, etc.) that are reported to the VP by any parent or coach will be researched and dealt with by this Committee. All parties concerned will have the opportunity to be heard by this committee and will be notified of the meeting. Any concerned member of SSYSL may report infractions, other than penalties, to the VP. Reports of misconduct or grievances must be submitted with the person's name being attached and anonymous complaints will not be heard.

Note: Any call made by the referee in the course of the game may not be brought in front of this committee and be challenged since this is a recreation league and the referees call on the field will be adhered to whether it was right or wrong. If a parent or coach feels that an incorrect call was made in a game, they can review with the Director of Referees so that if it was incorrect, the Director of Referees can inform/teach the referee the correct call.

Infractions of these Rules of Play are subject to, but inclusive of;

- Warnings
- Suspension for one game (the next game played the team).
- Suspension for any amount of time set forth by the committee.

All Rulings by this committee are final.

Age Limits:

Age divisions shall be comprised of players who are **under** the specified age before August 1st of the current season:

- U-5: under 5 years of age
- U-6: under 6 years of age
- U-7: under 7 years of age
- U-8: under 8 years of age
- U-9: under 9 years of age
- U-10: under 10 years of age
- U-11: under 11 years of age
- U-12: under 12 years of age
- U-13/14: under 14 years of age

Note: All players must play in their specific age group and no player is allowed to play in an older age division, unless the parent(s) of the player either comes to the BoD or submits a written letter to the BoD explaining the reasons for their request. The BoD must review and approve players playing up and players can only go up one year. No one can play down in age per MYS.

Equipment/Safety:

1. Shoes – It's recommended that each child wear molded sole soccer cleats. They must be soccer cleats and not baseball or football cleats (no cleat on the point of the toe). All-purpose sneakers can be worn if the child doesn't have soccer cleats.
2. Shin Guards - are **Mandatory** and must be worn in the inside of socks. **No** player will be allowed to play a game without shin guards. Please be sure that your child wears them to all practices.
3. Shirt – each child will be given a team colored shirt with a number. The shirt must be worn to all games. In cold weather, the shirt can be worn on the outside of a sweatshirt or jacket. The shirt must be tucked into the shorts/pants.
4. Shorts – soccer or sport type shorts must be worn to all games. Street or casual shorts are not allowed. In cold weather sweat pants or sport pants can be worn – no jeans or street pants. However, shorts must be worn on the outside, over sweat pants or sport pants.
5. Socks – must be worn over the shin guards and need to be long enough to completely cover the shin guards.
6. Elbow and Kneepads – may be worn, but they must not have any hard material (plastic) used in construction. (ie: no street hockey or roller blade padding).
7. Goal Keepers – must wear colors (shirt or pinny) that distinguish them from the other players, from each other, and from the referee.
8. **Personal Articles** – a player is not allowed to wear articles that may constitute as a danger to the wearer or any other player, it must be removed (ie: earrings, watches, rings, necklaces, barrettes, belts, head coverings with any visor or protrusions, etc.).
9. **Eye Glasses** – players who wear eyeglasses while playing are encouraged to wear a safety strap and safety lenses.
10. **Casts/Splints** - No player is permitted to participate in an SSYSL practice or game with either a cast (hard or soft) or a splint (hard or soft). A Doctor's note and/or padding the cast/splint is not an acceptable solution.

Soccer Ball Size:

- U5, U6 & U7: Size 3
- U8-U12: Size 4
- U13/14: Size 5

Number of Players on the Field:

- U5 & U6: 4v4 – No Goalkeeper.
- U7-U9: 6v6
- U10-U12: 8v8
- U13/U14: 11v11

Note: If at game time one team doesn't have enough players for a full team (as per above), the coach should ask the opposing coach to see if they have any subs available who can play for their team. This player(s) should be rotated

each quarter so that the same player isn't playing more than 1 quarter for the opposing team. The goal should be for the players who are participating in that game - they should get the most playing time available to them

If the coach doesn't want to use a player from the other teams available subs, then they must play short while the other team is allowed to play with a full team. The team that is short is "not allowed" to recruit other players when there are players available on the other teams bench.

If the opposing team has the full amount and no subs, then the team that is short is allowed to ask a player who is watching other games (this doesn't mean that a coach can call players on the phone before a game to recruit them to play when they know ahead of time that they will be short) if they are interested in playing for his team for that game. Both coaches must agree that this player can play for them and if not, then the player can't play and another can be selected.

If both teams are short players and they can't recruit enough to make a full team, then both teams should play the game with the maximum amount available with both teams having an equal number of players, unless the coaches agree to play with one team having more than the other. However, both coaches need to agree that one team can play with more than the other and if they can't agree, then they "must" play with equal numbers.

Playing Time:

- Each player **Must** play at least half (50%) of a complete game unless hurt or if they receive penalties. This doesn't mean that the same few players play only 50% of every game. ^It is recommended that every player be allowed to play the same amount of time over the season so that the weaker players can become better and the more advanced players can continue to develop their skills. ^However, this is not required and playing time greater than the required two (2) quarters is in the up to the coaches discretion.
- U5-U12: No player is allowed to play four (4) quarters of any game unless all of the other players on that team have played at least three (3) quarters.

Maximum Number of Players on a Team:

All divisions shall be determined by the number of players registered and number of teams in a division.

Practice Sessions:

Each coach must conduct no less than one (1) and no more than three (3) practices per week in order to teach new skills and practice/enhance existing skills. Coaches should stress skills/technique and encourage the children to practice at home.

A warm-up/practice should be planned for 30 minutes before the schedule start of each game and it should include a warm-up and stretching of muscles.

1) Skills/Technique

- Passing
- Trapping
- Heading
- Shooting
- Throw Ins
- Stealing the Ball
- Keeper Techniques (Catching, Diving, Blocking, Throwing, Goal Kicks, Punting)
- Slide Tackling – not allowed until U9 and it is recommended that coaches encourage players to remain on their feet and contain/force the offensive player towards the outside and wait for them to make a mistake for an easy steal.

2) Practice Game Situations

- Kickoff
- Goal Kicks
- Corner Kicks
- Setting up a Wall
- Penalty Kicks
- Free Kicks
- Controlling the Ball – just don't kick it.
- Free kicks – Direct and Indirect

Length of Game:

U5-U7: 4 - 10 minute quarters

U8-U10: 4 - 12 minute quarters

U11-U14: 4 - 15 minute quarters

Rest Periods:

There will be 2 minutes of rest/coaching between each quarter and 5 minutes between half of a game.

Substitutions:

Substitutions can only be made at the beginning of each quarter/half unless a substitution is required due to the injury of a player or if a player is sick/ill or emotional unable to play (ie: crying).

Start of Play:

Two Captains from each team come to the center of the field and a coin toss will be completed to decide ball possession and choosing ends. The home team has the “call” of side on the coin flip (heads or tails). The winner of the coin flip has the choice of either having the initial possession of the ball or the side of the field that they want to defend. If the winning team opts for the ball then the other team has the privilege of choosing the side of the field that they will defend.

The ball is not in play at the kickoff until it has “moved forward”. The kicker can’t play the ball again after the initial touch until some other player has touched it.

The ball must go forward from the kickoff. It can’t be passed backwards into the kickers half of the field until the second kick or touch of the ball.

A goal can be scored directly from a kickoff.

Drop Ball:

A drop ball shall be used to start play after an injury or any other temporary suspension of play not mentioned elsewhere in these rules of play. The referee drops the ball at the place where it was located when play was stopped. Play restarts when the ball touches the ground.

Ball in or Out of Play:

The ball can go out of play three ways:

- 1) When “all” of the ball goes over the goal line.
- 2) When “all” of the ball goes over the touchline/sideline.
- 3) When the referee stops the play.

The ball remains in play if it hits the goal post, crossbar, corner flag, the referee, or assistant referee – as long as the ball hasn’t gone completely over the goal line or touchline.

Note: The ball is said to have gone completely over the goal or touchline when there is no part of the ball over any part of the line.

Method of Scoring:

A goal is scored whenever the ball goes completely over the goal line. A goal can’t be scored from throw-in unless a second player touches the ball before it crosses the goal line

Free Kicks:

Free Kicks are classified into two categories: Direct and Indirect.

- Direct - means that a goal can be scored directly against the defending team.
- Indirect - means that a goal can’t be scored unless the ball has been “touched” by any player in addition to the kicker before entering the goal.

For all free kicks the defending team must be and remain at the following distances from the ball until it is kicked/touched:

U5-U6: 5 yards

U7-U8: 6 yards

U9 -U10: 8 yards

U11-U14: conform to FIFA (10 yards)

The exceptions are: 1) if the attacking team decides to quick kick before the defenders can position themselves; or 2) if there is an indirect free kick given to the attacking team in the penalty area with the ball placed less than the specified distance above from the goal line, the defenders may stand on the goal line, between the goal posts.

An indirect free kick infraction by a defender within the goal area will cause the ball to be placed on the six-yard line of the goal area nearest the spot of the infraction.

Note: A defensive player who delays the taking of a free kick should be cautioned (yellow carded). Any trickery by the team awarded a free kick to get the ball into the hands of the goalkeeper should be disciplined with a caution (yellow card) for unsportsmanlike behavior.

Penalty Kicks:

A penalty kick is a direct kick taken from the penalty mark (see field dimension for the distance in each division) in the center of the goal. All players except the one taking the penalty kick and the defending goalkeeper must stand:

- outside the penalty area;
- be at least 10yds from the ball (the arc at the top of edge of the penalty area indicates the required distance);
- and behind the ball until it is kicked.

The kicker must be identified before the kick is taken and should be inside the penalty area or restraining arc. The referee's whistle must initiate the act of a penalty kick. The goalkeeper is not allowed to leave the goal line or move forward towards the ball. They are only allowed to move side to side along the goal line to defend the goal.

If the ball hits the cross bar or post the kicker taking the penalty kick can't touch the ball until another player touches the ball first.

At the end of a quarter or at the end of the game, time will be extended to take (or retake if necessary) a penalty kick.

When a penalty kick has been legally taken or retaken at the end of a quarter or during a tie breaking procedure, play is over as soon as a goal is scored (directly or indirectly off the goalkeeper, goal post, crossbar and any combination thereof); when any player other than the defending goalkeeper touches the ball; or when the referee has decided that a goal has not been scored.

Throw-Ins:

When a ball has completely crossed the touchline (sideline), it is put back into play by a throw-in from the spot indicated by the referee (where it went out) by the player from the team opposite to that of the player who last touched it. The throw-in must be taken with the player facing the field of play and in the direction of the throw (can't twist as they deliver the ball), part of each foot must be either on the touch line or on the ground outside the touchline (a player's foot can't be "completely" on the field of play), they must use both hands, delivering the ball from behind and over the thrower's head.

The thrower can't touch the ball once it has been thrown-in until someone else touches the ball. The penalty for doing so is an indirect free kick for the opposing team at the point of the violation.

If the ball "never" enters the field of play once thrown, the throw-in is re-taken.

A goal can not be scored directly from a throw-in and it must be first touched by another player.

Note: There is no offside on a throw-in.

Goal Kick:

When the ball has completely crossed the end line, after being last touched by a player from the attacking team, it is put back into play with a direct kick taken by a player of the defending team from any point inside the goal area (6 yard box). The only players allowed inside the penalty area when a goal kick is being taken are the goalkeeper and the player who is performing the goal kick. If the ball isn't kicked hard enough to leave the penalty area and stops inside of it, the kick is retaken. The ball is not in play until it passes outside of the penalty area and may not be played by either team until it has passed outside the penalty area.

Corner Kick:

When the ball has completely crossed the end line, after being last touched by a player from the defending team, it is put back into play with a direct kick taken by a player of the attacking team from the corner of the field nearest to

where the ball went out of play. The corner markers/flag posts may not be moved. The ball must be placed on or within the corner arc. For all corner kicks the defending team must be and remain at the following distances from the ball until it is kicked:

U5-U6: 5 yards

U7-U8: 6 yards

U9 -U12: 8 yards

U13/14: conform to FIF (10 yards)

The kicker can't touch the ball once it has been kicked until someone else touches the ball. The penalty for doing so is an indirect free kick for the opposing team at the point of the violation.

A goal can be scored directly from a corner kick.

Support for Referees (Zero Tolerance Policy):

It is expected that every person responsible for a team, every spectator and all players will support the referee. This support is essential to the proper play of the game and to the development of our players and referees. Failure to support the referees, especially by the person(s) responsible for the team, undermines the authority of the referee, sets a bad example for everyone else, especially the players, and can rapidly lead into a hostile, negative game environment which is entirely inconsistent with the sportsmanship goals SSYSL is trying to promote.

Therefore, no one is to address the referee during the game except as allowed below.

Coaches and Managers:

During the Game:

- May respond to a referee initiating a communication.
- May ask for substitutions.
- May point out emergencies or safety issues.

At half-time or at the end of the game:

- May ask a referee to explain a rule(s) in a polite and constructive way.
- May give a polite and friendly feedback to the referee.
- Absolutely no sarcasm, harassment or intimidation is allowed in any conversation with the referee.

Penalties:

1st Minor Infraction - The referee should ignore

1st Serious Infraction - Caution or ejection depending on the seriousness of the infraction (FIFA)

2nd Minor Infraction - A verbal warning

3rd Infraction - Caution

4th Infraction – Ejection

2nd Serious Infraction – Ejection

Spectators:

During the game:

- May respond to a referee initiating a communication
- May point out emergencies or safety issues

Penalties:

1st Infraction - Referee should stop the game and ask the coach to quiet the offending spectator

2nd Infraction - A verbal warning. Referee should stop the game and ask the coach to warn the spectator that the next infraction will be an ejection or the referee will abandon the game.

3rd Infraction - The referee shall instruct the coach to direct the spectator to leave the field. The referee should abandon the game if the spectator refuses to leave the field.

Referees:

- Any game played within SSYSL may be officiated by any of our member qualified referees. However, if a referee doesn't show up to the game, a substitute referee can be named/selected by the coaches of both teams as long as they agree on the said referee. No game can be officiated by a member or coach within their division of play unless the opposing coaches agree upon said official.
- Have the authority to make a game time decision to cancel games due to weather conditions. Games are to be played in rain and cold weather. The decision to cancel a game needs to be due to lightening, very heavy rain, or severe cold or heat.

Note: Since the majority of our referees are young and under the age of 18, the coaches must be understanding and help the referee make the proper decision. If the coaches feel that the weather conditions are too severe to play, they can over rule a young referee and cancel the game. Safety of the players should be everyone's main concern.

Fouls & Misconduct:

The following violations when committed intentionally are penalized by the award of a **Direct Free Kick** to the opposing team.

- Kicking or attempting to kick an opponent.
- Tripping or attempting to trip an opponent.
- Jumping at an opponent.
- Charging at an opponent.
- Striking or attempting to strike an opponent.
- Pushing an opponent.
- Contacting an opponent before contacting the ball when tackling.
- Holding an opponent.
- Spitting at an opponent.
- Handling the ball (other than the goalkeeper within his or her own penalty area).

Indirect Free Kicks are awarded to the opposing team for the following offenses.

- Playing in a manner considered by the referee to be dangerous.
- Charging fairly, but when the ball is not within playing distance (approximately three to four feet of the opponent).
- Obstructing an opponent when not playing the ball.
- Charging the goalkeeper within the goal keepers own penalty area.
- When playing as a goal keeper within his/her own penalty area
 - Taking more than 6 seconds before releasing the ball into play;
 - Or after having released it touching the ball again before it has been touched or played by any other player outside the penalty area or opposing player within the penalty area;
 - Or touching the ball with his/her hands after being deliberately kicked to him/her by a teammate;
 - Or in the opinion of the referee, deliberately wasting time while holding the ball.
- Unintentionally interfering with or impeding the goalkeeper when the goalkeeper is in possession of the ball. One hand on the ball shall be consider possession. When in doubt, the call goes in favor of the goalkeeper.
- Heading the ball at waist level or lower when near an opposing player is regarded as dangerous play and is prohibited.

Note: Ejected player(s) and/or coach(s) name(s) and team(s) must be reported to the Division Director by the Coaches of the players and/or teams involved immediately after the game has been completed. Failure to report violations could result in suspension of the coach(s) for the next scheduled game by his/her team.

Automatic Suspension Policy:

- a) Coaches that play suspended players in violation of the suspension, will themselves be suspended for three (3) games and the game in which the suspended player participated in, will be forfeited.
- b) Ejection of a player shall result in the automatic suspension of the player for the next scheduled game.
- c) Ejection of a coach, assistant coach or manager shall result in the automatic suspension of that person for the next three scheduled games.
- d) A second ejection of a coach, assistant coach or manager in the same SSYSL calendar year (8/1-7/31) shall result in the suspension of that person from all SSYSL participation for one calendar year from the date of the second ejection.

Note: Ejected and suspended player(s) forfeit their SSYSL Rule for Playing Time in the games that are impacted by their penalties.

Injuries:

- The game will be stopped when an injury occurs. However, the game time/clock is not stopped during the injury timeout and time doesn't necessarily need to be added to the end of the game – referees discretion.

- Only the coaches or assistant coaches may go onto the field to aid the injured player.
- If a coach feels that the injury is severe, the parents should be called onto the field.
- If a player is bleeding, they must be removed from the game immediately and they can not return until the injured area has been completely covered and the blood is cleaned up/removed from the player. If a player has a bloody lip or nose, they can not return until the bleeding has stopped and they have been cleaned up.

Divisional Specific Rules of Play

The Divisional Rules listed below are for specific age divisions and have been modified due to the age and skill level of the children participating in the division.

U5-U6:

- No Keeper – Goalie.
- Off Sides – None.
- Fouls – All fouls will result in an Indirect Free Kick. Yellow & Red Cards will not be given in this age division.
- Slide Tackling – will be considered a foul in this age group and the opposing team will be awarded an Indirect Free Kick. Coaches are to encourage players to remain on their feet.
- Free Kicks – ALL Free Kicks will be Indirect. Defenders must remain at least 5 yards from the ball until the kick is taken. No kick shall be taken by the attacking team within the opposing team's penalty area.
- Penalty Kicks – None.
- Throw-Ins – a second throw-in must be allowed if the player commits a foul on the attempt. The referee/coach must explain the proper method before allowing the player to re-throw.
- Corner Kick – defenders must remain at least 5 yards from the ball until the corner kick is taken.
- No Referees – one coach from each team will be allowed on the field to coach/ref the game.
- Parents/Spectators are allowed to sit on either sideline however, they can not sit or stand on the endlines/behind the goals.

U7-U8:

- Off Sides – None.
- Fouls – All fouls will result in an Indirect Free Kick. Yellow & Red Cards will not be given in this age division.
- Slide Tackling – will be considered a foul in this age group and the opposing team will be awarded an Indirect Free Kick. Coaches are to encourage players to remain on their feet.
- Free Kicks – ALL Free Kicks will be Indirect. Defenders must remain at least 6 yards from the ball until the kick is taken. No kick shall be taken by the attacking team within the opposing team's penalty area.
- Penalty Kicks:
U7 – None.
U8 -
- Throw-Ins – a second throw-in “should” be allowed if the player commits a foul on the attempt.
U7: The coach should explain the proper method before allowing the player to re-throw
U8: Referees discretion on explaining and/or allowing a re-throw.
- Corner Kick – defenders must remain at least 6 yards from the ball until the corner kick is taken.
- Referees:
 - U7: there are no referees for games in U7 and **one** coach from each team will be allowed on the field to coach/ref the game.
 - U8: referees will be assigned to all games and coaches are to coach the games from the same sideline that the players are sitting on (bench). A coach or assistant coach is not allowed to coach the players from the parent's sideline.
- Parents/Spectators:
 - Parents/Spectators are required to watch games from the opposite sideline then the players sideline (bench). A coach or assistant coach is not allowed to coach the players from the parent's sideline.

U9-U12:

- Off Sides – conform to FIFA.
- Fouls – conform to FIFA.
- Free Kicks – conform to FIFA. Defenders must remain at least 8 yards from the ball until the kick is taken.
- Penalty Kicks – 8 yards from the goal. Defenders must remain outside the penalty arc/box and can't be in front of the ball.
- Throw-Ins – conform to FIFA.
- Corner Kick – defenders must remain at least 8 yards from the ball until the corner kick is taken.
- Referees – referees will be assigned to all games and coaches are to coach the games from the same sideline that the players are sitting on (bench). A coach or assistant coach is not allowed to coach the players from the parent's sideline.
- Parents/Spectators – parents and spectators are required to watch games from the opposite sideline then the player's sideline (bench). A coach or assistant coach is not allowed to coach the players from the parent's sideline.

U13/U14:

- All FIFA rules apply unless otherwise stated in these SSYSL Rules of Play.
- Referees – referees will be assigned to all games and coaches are to coach the games from the same sideline that the players are sitting on (bench). A coach or assistant coach is not allowed to coach the players from the parent's sideline.
- Parents/Spectators – parents and spectators are required to watch games from the opposite sideline then the players sideline (bench). A coach or assistant coach is not allowed to coach the players from the parent's sideline

Coach/Assistant Coach Responsibilities

- Must fill out MYSA Registration Form & CORI Form.
- Agree to comply with Playing Time Requirement listed in the Rules of Play.
- Hand out Fall & Spring registration forms.
- Notify parents of important dates.
- Conduct no less than 1 and no more than 3 practices per week.
- Collect all league equipment at the end of the Season.
- Assure that trash is picked up after the game/practice.
- Will not re-schedule a game unless the age group director has given prior approval.
- Can't recruit players, as all new registrations must go to the Registrar before player can be allowed to play.
- **Coaches using unregistered players will be suspended immediately.**
- **Must know and abide by the MYSA coaches rules of conduct.**
- Will sign and turn in all appropriate forms prior to the start of the season.
- Will pass out and require their team to wear the designated team shirt to all games.
- **Will support the referees as described in the Rules of Play in section "Support for Referees (Zero Tolerance Policy)".**
- **Will be responsible for all their player's parents' conduct at the game.**
- Coaches are to coach the games from the same sideline that the players are sitting on (bench). A coach or assistant coach is not allowed to coach the players from the parent's sideline or on the endline (behind the goals).
- **Coaches are asked to keep the scores of games within five (5) goals. They should be making adjustments to the lineup/positions that players are playing or placing parameters on how their team is to score additional goals (like only shooting from outside the penalty area, can only shoot on goal from a cross, can only score with their head, etc) to keep the score relatively close.**

Age Division Director Responsibilities

- Be responsible for any rescheduling or cancellation of games within their age group as allowed by the leagues By-Laws and Rules of Play. They must also contact the Director of Referee's so that referees can be assigned to the rescheduled game.
- Be the first level of appeal for any problems arising within their age group
- Where appropriate coordinate any season ending events within their age group
- Hold mandatory coaches meetings prior to the start of the season to ensure that all coaches are familiar with the SSYSL Rules of Play and their responsibilities regarding sportsmanship and said Rules of Play
- Select coaches by August 15th
- Randomly select rosters, in accordance with evaluations, by no later than August 15th
- Distribute and collect required forms
- Distribute and collect equipment
- Enforce SSYSL Rules of Play
- Enforce Coach's/Parent's code of conduct
- Attend SSYSL monthly meetings
- Assist with field maintenance
- Disseminate all information to coaches in timely fashion

Spring Competition Division – Players

Parents and players need to understand that the Spring Competition Division is a travel league and SSYSL participates in the South Coast Soccer League (SCSL). SCSL is made up from cities and towns from our neighborhood (Fall River, Dighton-Rehoboth, Freetown, etc) and it extends all the way into Cape Cod (Bourne, Falmouth, Nantucket, etc). Each team is granted an even number of homes games and away games. Home games are played at North Elementary in Somerset. The towns that your team will actually play is determined by the number of teams who are participating in that age division. The schedule is determined by SCSL, and not Swansea-Somerset.

- For a player's of U10 and below to be eligible for a Spring Division I Team, they must have signed up and played during the Fall Season. No player in U10 and below is allowed to play on a Spring Division I Team if they didn't play in SSYSL's Fall Season unless, they are new to the area of Swansea-Somerset or if there isn't enough players who tried out to make a full Division I Team.
- For players in U10 and below who didn't play in SSYSL's Fall Season, they can tryout and play for a Division II Team and the only reason they will be allowed to play for Division I Team is if there wasn't enough players that tried out for the Division I Team.
- For players in U11 and above, who live in the towns of Swansea and Somerset, they are "not" required to play during SSYSL's Fall Season in order to tryout and play in Division I or II Spring. If players in these older age divisions are good enough to play for a Spring Team, they can be selected to play Spring without playing in the Fall. But, they must participate in the Spring Tryouts just like everyone else, as stated below.
- ALL player's who live outside of the towns of Swansea and Somerset (no matter the age group), must play during SSYSL's Fall Season in order to be eligible to play for "any" Spring team. If an age group didn't have enough players tryout to make a full team, then they can select a player from outside of our towns who didn't play in SSYSL's Fall Season. However, every player from Swansea and Somerset who attended the tryouts, must be selected and be placed on the roster before this can occur.
- For a player to be eligible for a Spring Team, they must participate in at least one (1) Spring Tryout, which is held in the Fall, towards the end or immediately following the Fall Season. Each Division will have at least two (2) Spring Tryouts. Additional Tryouts can be scheduled if the Spring Coaches and Director of the Division feel that the weather conditions had an impact on the number of players who turned out for a given tryout, or if they feel that they need another tryout due to a poor showing.
- No player can be guaranteed a roster spot by a Spring Coach or Director. Every player must tryout and tryouts are not to be by invitation only, they must be open to every player in League.
- Tryouts need to be 1) Communicated to the Spring Director and 2) Posted at the fields.....at least one week prior in order to give everyone adequate notice.
 - The Spring Director needs to be notified so that he is aware of the schedule and to confirm that the fields are available. The Spring Directors then forward the leagues tryout schedule to our Web Master so that they can be posted on our website (www.ssyssl.net).
 - The posting at the fields needs to be at that Division's playing field (on the parents side line) and on the Bulletin Board on the Snack Truck. The posting must include the all the days and times for the tryouts in that division, so if the plan is to have 3 tryouts – the schedule for all 3 must be listed on the initial posting.

If an additional tryout is needed due to a poor turnout at the initial set of tryouts or if the feeling is that poor weather conditions impacted the turnout, then this posting also needs to be posted as listed above.
- If an age group (separated by boys & girls) will consist of 2 or more teams, tryouts must be completed together as one group of boys or girls. Coaches are required to workout tryout dates that are acceptable to all the coaches in that particular age group so that all the players can be reviewed and evaluated at the same time. Coaches are not permitted to have one tryout for one team and then another tryout for the other team. Tryouts are to be all inclusive.
- Division I Teams get the first selection of players from the tryouts. The Division I team must be filled with players before any other lower Division teams are created. At the lower age groups the Teams can either be divided up somewhat equally to balance the teams so that they can both compete or they can pick a true Division I and II team. This needs to be decided/worked out between the Spring Coaches and Director of the division.
- If additional players are needed to complete a team's roster because there wasn't enough at tryouts, the coaches are allowed to go out and recruit players, keeping in mind that the Division I team can take that player if they don't have a full roster. However, all players who tried out must be placed on the team before a coach can recruit other players who didn't attend a tryout.
- No U8 players can play on a U9 Spring Team until all U9's that have tried out and have been assigned a Spring Team.

- No U8, U9 or U10 player can play on a U11 or higher team as per MYS – a non-competition eligible player (MOTC) can “not” play on a competition eligible team (MOTC).
- No players of U10 or of a higher Division are allowed to play in a Division higher than their specific age Division – no player can play up in a Division after U9.
- If there are extra/left over players for U8 or U9 who didn’t make the Division I and/or II teams, those players can be moved up and be placed on a U9 or U10 team. This U9 or U10 Division II Team will also be made up from players who are extra/left over players that didn’t make their U9 or U10 Division I and/or II Spring Teams. These players are eligible to be play for a team that is one age group higher (U8 can play in U9 or U9 can play for U10).
- Two (2) Age Divisions can be combined if there are not enough players to make a team in each individual Age Division. The combined Division will play in the higher Age Division. (ie: U13 & U14 can be combined to make a U13/14 and they would play in the U14 Division.) However, only players of these two combined age Divisions are allowed to play in this combined Division. (ie: a U12 player can not play in the combined U13/14.)
- All players who are selected for a Spring Team need to complete a Spring Registration form for SSYSL. This form must be turned in with their registration fee (\$55 for player s who played during the fall season and \$65 for those who didn’t) by December 1st.
- All Spring Players are required to include with their registration form a Birth Abstract/Certificate – a photo copy is acceptable.
- All players and coaches will be issued player/coaching cards or ID’s. These include pictures and all pictures should be turned over to the Head Coaches with the Spring Registration form by December 1st.
- There are no minimum playing requirements for Spring players. However, it is “recommended” that players in U10 and below play a minimum of 50% of the game since these lower divisions are non-result oriented. The goal of the coaches in these divisions should be to get their players playing time/experience and not wins. The coaches goal should be to improve the players overall soccer skills/technique so that when they get to U11 and higher (when 11 players are needed on the field) they will have the game skills needed to play at a competitive level. Of course, players should be attending practices as well to learn the skills that they should be perfecting in game situations and not only showing up to play just in games.
- Any player who plays in Swansea-Somerset’s Spring Competition Divisions (in SCSL) and is not a resident of Swansea or Somerset, is required to supply a Waiver from the town or city they reside in.
- Any player who is a resident of Swansea or Somerset and plays on Spring Competition Team outside of SSYSL and in SCSL, is required to ask SSYSL Spring Director for a Waiver. The request for a waiver is not automatically granted. The Spring Director will need to know why the player wants to play outside of SSYSL. If the Spring Director doesn’t grant the waiver, the parent or legal guardian can bring the request to the Board of Directors for their review.

Board of Director Review Process: The parents or legal guardian will be required to present their reasons for requesting the waiver to the Board of Directors. The Spring Coach must be informed/invited to the board meeting. A reasonable accommodation to the Coaches schedule will be granted for the meeting day and time. However, if in the opinion of the VP, the Coach is purposely delaying/postponing the meeting, the meeting day and time will be chosen by the VP and the decision is final. A simple majority vote of the board members present at that meeting (minimum of five (5) "voting" board members - members who abstain are not included in the minimum count) will decide if the waiver will be granted.

Note: If a child/parent has a personal conflict with the Spring Coach of their team and they can show/prove that the conflict does exist to the Spring Director or to the Board of Directors, a waiver will be granted for the child(ren) of this family to play soccer for another town/private club within SCSL. As long as that Spring Coach is managing the team of that child(ren), the waiver will be granted for all subsequent years that the child would play for that coach without the requirement of the review/vote of the board. The parent or legal guardian will simply need to request that the board grant the waiver on a yearly basis and it will be issued.

Spring Competition Division - Coaches

- The Head Coaches for Spring must complete a registration form and submit it to the President, Spring Director or the Coach Education Director before the October Board Meeting. The Head Coaches for Spring will be reviewed and selected by the Board of Directors. The Age Division Director and the Spring Director can make their recommendation of who they feel would be good coaches for these Spring Teams, but the Board will make their decision based on these recommendations, the candidates coaching reputation, coaching experience and their coaching education.
- All coaches must be selected/in place before the first tryouts. If a situation warrants itself where tryouts for an age division need to take place before the October Board Mtg, then the President of the League must approve the early tryout.
- A coach should not be selected simply based on who they are or what position they hold on the Board. It should be based on the criteria stated above.
- All coaches and players will abide by the ByLaws and Rules of Play of *South Coast Soccer League (SCSL)* and adhere to the Bylaws and Rules of Play for *Swansea-Somerset Youth Soccer League (SSYSL)*. Any infractions thereof will be handled by the SCSL Rules Committee and/or the SSYSL Rules Committee. All infractions heard or reviewed by SSYSL will be handled as described in the Rules Committee section of the SSYSL Rules of Play.
- All Coaches must fill out MYS Registration Form & CORI Form.
- The head coach must have an assistant coach that has the ability to take over the team if needed or mandated by the Rules Committee due to infractions of the Rules of Play for SCSL or SSYSL.
- Teams should conduct no less than one (1) and no more than three (3) practices per week.
- The head coach must attend the Monthly Spring Coaches Meetings and the Mandatory kickoff meeting that is held by SCSL before the season officially begins.
- All coaches must be an active participant in meetings, keeping the fields lined, clean from trash, and help out preparing the fields for the end of the season Friendship Tournament or State Playoffs.
- Any major problem or issue that needs to be addressed/resolved, must be put in writing and submitted to the Spring Director so that he/she can appropriately respond or submit to SCSL for their review and decision.
- For all “Away” games, all Spring Team’s are required to wear the Spring uniforms (gold shirt and blue shorts) that has been voted on and approved by the Board of Directors.
- For all “Home” games, all Spring Team’s are required to wear the Spring uniforms (gold shirt and blue shorts) that has been voted on and approved by the Board of Directors. However, if the visiting team has a similar color uniform (gold), then they can either wear a piney over their Spring shirt or if SSYSL supplied the Spring Teams with an alternative T-Shirt - they can wear this instead of their official jersey.
- The first team to play a game on game day is required to put out the corner flags, and the last team to play that day is required to put the corner flags away. If you are not sure if a team is playing later in the day, you must put away the corner flags.
- Coaches need to see that all the trash is picked up after the game/practice.
- Coaches will support the referees as described in these Rules of Play in the section “Support for Referees (Zero Tolerance Policy)”.
- Coaches must show up on time for games and it is recommended that they show up 30 minutes early to warm up and have the children stretch properly.
- Coaches are responsible for all their player’s and parents’ conduct at the game.

Registration Rules

- All Registrations must be recorded by the Registrar before a player can be placed on a team by the appropriate age group director
- Coaches cannot add players to their team. Players will be added by Division Director after Registrar confirms the registration of player
- Players have to be added to teams in accordance to player evaluations so that teams remain balanced
- Registration forms received after June 1st, these players names will be placed on a late/waiting list and if position on a team becomes available due to a player moving, deciding not to play, etc – the next received registration will be contacted first. This does not mean that all players who are on the waiting list will be contacted to play and more than likely, the players on this list will have the registration fee returned to them.
- All registrations that are mailed to our PO Box must be paid for by check that must be made out to Swansea-Somerset Youth Soccer League or SSYSL. Cash can be accepted if you are registering in person at one of our in-person registration days. However, anyone who registers at an in-person registration day – they “must” receive a receipt. No one should be giving a registration form to any representative of the league without receiving a receipt. The receipt is proof that you have registered your child before the deadline (in-person) and this protects you if the form is lost.

Indoor/Tournament Play Rules:

All Indoor Teams or Individual Teams that are entered in Tournaments outside of SSYSL which are made up from a coach(s) who are considered a current SSYSL coach(s) and/or players (doesn't have to be all players) that are considered SSYSL members, must abide by these *Rules of Play* with regards to conduct since they are a representatives of SSYSL in these Leagues/Tournaments whether or not they are entered as SSYSL teams or as private teams.

SSYSL has the right to monitor and take disciplinary actions for any infractions of these *Rules of Play* by these teams, coach(s) or player(s) in these Leagues or Tournaments. Any infractions thereof will be handled by the *Rules Committee* as described in the *Rules Committee Section of these Rules of Play*.

Note: The term “current” or “members” of SSYSL as stated above are any coaches or players that have completed SSYSL registration forms for coaching/playing in the current Fall or Spring Season from August 1st of that Fall Season to July30th of the following year (i.e.: if a coach completes a SSYSL registration form for the fall season in 2001 or for the spring season on 2002, they are considered current members of SSYSL from 8/1/01 to 7/30/02).

Field Dimensions:

See the attached pages that illustrate the recommended dimensions for the fields in SSYSL and changes to the dimensions are allowed in order for all of the fields to fit/be located on the land that is used by SSYSL.