SGV SOCCER LEAGUE RULES

REGISTRATION: Teams must turn in registration forms/waivers for each player, coach and manager to League director on their 1st scheduled game. In case that registration forms are not turned in by the 3rd scheduled game the team will not be scheduled to play any further game until registration forms are turned in.

By registering your team, you are committing to play all games scheduled for your team. ALL teams are committed to playing ALL games, as scheduled.

Teams withdrawing from the League after they received their acceptance notice or after playing their 1st game will lose their registration fee.

If a team doesn’t show up for a scheduled game that team will be responsible to cover referee fees for that game. The fee should be turned in at their next scheduled game, if a team that forfeited a game fails to cover referee fees for that game the team will not be schedule for any further game until fee is turned in. Grace period for a team that is running late for a game is 15 minutes, after that time the game will be counted as a forfeit.

CREDENTIALS: Before each game teams must provide credentials to the referees. A valid credential is one that shows player picture and birthdate. If your team doesn’t have credentials they must provide documentation to League Director so League can provide you with player cards that will be valid only for SGV Soccer League games

ROSTERS:

U12 (2012) - U18 (2006) age groups • Up to twenty one (21) players

U10 (2014) – U11 (2013) age groups • Up to sixteen (16) players

U9 (2015 and younger) age group • Up to twelve (12) players

A game can be played if a team fields a minimum of 7 players for 11 v 11 games, 5 players for short sided games

GUEST PLAYERS: Teams may use an unlimited number of guest/loan players as long as they have the proper credentials, teams are still subject to the maximum roster size rules above. For Playoffs and finals guest players will be only allowed to play with a team if those guest players participated in at least 5 league games with the team that they will play in playoffs or final

RULES OF PLAY: All 7v7 and 9v9 games will be played using the US Soccer mandated rules for the

2022/23 season.7v7 games: Deliberate heading is not allowed in 7v7 games. If a player deliberately heads the ball in a game, an indirect free kick should be awarded to the opposing team from the spot of the offense. If the deliberate header occurs within the goal area, the indirect free kick should be take on the goal area line parallel to the goal line at the nearest point to where the infringement occurred. Build out line: When the goalkeeper has the ball in his or her hands during play from the opponent, the opposing team must move behind the build out line until the ball is put into play. Once the opposing team is behind the build out line, the goalkeeper can pass, throw or roll the ball into play (punts and drop kicks are not allowed). After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal. The opposing team must also move behind the build out line during a goal kick until the ball is put into play. If a goalkeeper punts or drop kicks the ball, an indirect free kick should be awarded to the opposing team from the spot of the offense. If the punt or drop kick occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred. The build out line will also be used to denote where offside offenses can be called. Players cannot be penalized for an offside offense between the halfway line and the build out line. Players can be penalized for an offside offense between the build out line and goal line. To support the intent of the development rule, coaches and referees should be mindful of any intentional delays being cause by opponents not retreating in a timely manner or encroaching over the build out line prior to the ball being put into play. Coaches are responsible for addressing these types of issues with their

players. Referees can manage the situation with misconduct if deemed appropriate. Referees should be flexible when enforcing the 6 second rule and counting the time of possession should only begin when all opponents have moved behind the build out line. Punting nor drop kicking the ball by the GK is allowed. Goals may not be scored directly from kick-off. Substitutions are unlimited and can occur at any stoppage. Deliberate heading IS allowed in the 9v9 games for the U11 (2013) birth year games only. U10 (2014) can not use headers. Punting or drop kicking the ball by the GK WILL BE ALLOWED. There is no build out line on 9 v 9 games. Substitutions are unlimited and can occur at any stoppage

A game is "complete" upon completion of one half of play regardless of the circumstances of termination during the second half with final results based on the score at the time the game is called.

Semi-Final or Final games tied after regulation will go directly to FIFA Kicks from the Mark to determine who the winner is.

HALF TIME: Halftime will be exactly five (5) minutes for all age groups.

GAME CHECK-IN: Referees will perform safety checks prior to the start of each game. When doing check in teams must provide to the referees payer cards, referee fee and a player roster form filled out with players, coaches, managers and team’s information. You can find a printable player roster at the website www.sgvsoccerleague.com

SUBSTITUTIONS: Teams may substitute only with the referee's permission at any stoppage of play. Substitutions shall be unlimited.

PLAYERS’ EQUIPMENT: All players in a team should wear the same color of uniforms with a number on their jersey. Shin guards are mandatory. It is the Home team responsibility to change colors in case of a color conflict or away team may change colors if agreed for both teams. Home team is the 1st team listed on the schedule.

It will be at the game Referee's discretion to determine the safety and suitability of player equipment including the wearing of a hard brace or cast. Referees will perform safety checks prior to the start of each game.

COACHING: All Coaches have total responsibility for the conduct of their players, substitutes, friends and spectators at all times and they or the team may receive sanctions because of inappropriate behavior from players, parents and spectators on their sidelines.

CAUTIONS AND EJECTIONS: A player receiving two cautions (yellow cards) in a single game will be given an ejection (red card). A player who has been ejected (sent off), will not be replaced. A player who has been ejected will not return for that game and will not be allowed to participate in the next scheduled game. It is the coach and manager’s responsibility to make sure that the player sits down his suspension, failure to do so can cause the team losing points. A player who is ejected for violent conduct will not be allowed to participate in the next TWO scheduled games, at a minimum. Further suspensions for Violent Conduct or Referee Abuse may be issued at the discretion of the League Director or tournament official. Any player or coach who assaults a referee will be expelled from the League. A coach who has been ejected (sent off) will be suspended the same as a Player ejection. During game suspension(s) for coaches: there can be NO contact between the team and the coach during the game and the coach must be out of sight and sound of the field. Additionally, the coach must not be involved in unacceptable conduct (defined as coaching his/her players by any means or method, or harassment of opponents/players/referees/staff). Failure to adhere to this rule will result an immediate ejection from the tournament for the coach.

SUSPENDED AND TERMINATED GAMES: If in the opinion of the referee a game must be suspended (for reason), the game may be resumed, but is subject to being ended not less than five (5) minutes prior to the scheduled start of the next game. If in the opinion of the referee, a game must be terminated for misconduct of players, bench, coaches, or spectators; the offending team could be suspended from further play.

A game is "complete" upon completion of one half of play regardless of the circumstances of termination during the second half with final results based on the score at the time the game is called.

REFEREE DECISIONS: The decisions of the referee regarding facts connected with play are final. Any complaints regarding referees shall be sent in writing/email directly to the Referee Assignor to [reneflores1791@hotmail.com](mailto:reneflores1791@hotmail.com)

POINTS AND TIE BREAKERS: Teams will be awarded points on the following basis:

- Three (3) points for each win

- One (1) point for each tie

- Zero (0) points for each loss

In the event two teams are tied in points at the end of group play, the teams to advance will be determined as follows:

1. The winner in head to head competition

2. Best goal differential in overall competition

3. Most goals for

4. Most total wins

5. Most shutouts

6. If a tie still exists after steps 1 through 5, a coin toss will be made with two

League officials present the result of which will then be communicated to each team manager.

HOME TEAM: The Home Team will be the team who appears first on the game schedule. The Home Team will be required to switch to alternate jerseys to accommodate a color conflict as declared by the referee. . The Home Team will have the selection of the bench they wish to play from, and the direction in which they would like to play before the initial kickoff. The game balls will be subject to Referee approval.

VISITING TEAM: The Visiting Team will be the team who appears second on the game schedule. The Visiting Team shall be awarded the initial kickoff.

SPECTATORS: All spectators are to be on the opposite side of the field

from the Team Benches. In the spirit of sportsmanship, we ask spectators to be on the same half as their team “mirroring” their team and that spectators do not intermingle with each other. No spectators are allowed on the team side of the field.

FORFEITS: An automatic forfeit will be given if any of the following occur:

1. A team is not present and ready to play with a minimum number of eligible players (7 eligible players for ages 2007 through 2001 and 5 eligible players for ages 2011 through 2008), and verified player cards, within 15 minutes after the original kickoff time.

PROTESTS: No protest or appeal process exists for disputes on or off the field.

WALNUT RANCH PARK RULES: All participants and spectators must strictly adhere to Park rules:

No dogs are allowed at WALNUT RANCH PARK. Drive cars only in designated areas.

Follow all signs and Parking Attendants.

4. No participants or spectators are allowed on the fields prior to 6:30 am.

5. All participants and spectators that violate the above rules will be removed from premises and not be allowed to return.

All referee decisions are considered final. Red cards and ejections will not be rescinded. We will not review any video to support any protest, objection, complaint or matter of judgement. Cheating will not be tolerated. Any team caught cheating, in any manner, will immediately be forfeited out of the event and will not be accepted in to any event in the future.

DOGS ARE NOT ALOWED ON ANY FENCED FACILITY

WAIVER OF LIABILITY: If accepted to participate in the SGV Soccer League you agree to release,indemnify and hold harmless the SGV Soccer League, San Gabriel Valley Soccer League, officials, coaches, referees, sponsors and/or representatives from any action brought about through claims, lawsuits or any type of judgements that may arise out of any injury, physical or monetary to members posted on your submitted game roster

The league director has the right to amend and/or change the above rules if he/she feels its necessary for any reason