

## **Region D3D4 United League**

### **Competition Rules and Regulations 2007**

#### **SECTION 1. GENERAL**

1. All Region D3D4 United League games shall be played under the current “Laws of the Game” published by FIFA, subject to specific League Rules created by the membership and/or the Rules and Regulations Committee.
2. The Region D3D4 United League shall post the Region D3D4 United League’s rules and regulations on the website to provide all administrators, referees, players and parents to be familiar with the rules and regulations.

#### **SECTION 2. CLUBS/TEAMS ADMITTANCE INTO REGIONAL LEAGUE**

1. Clubs/Teams must be registered with US Club Soccer. Staff and Players must have valid players/staff cards to participate in Region D3D4 United League.
2. The Region D3D4 United League is open to any Club/Team with valid US Club Soccer passes. The league is for D1/Class1 level teams only.
3. Clubs/Teams requesting admittance into the Region\_ League shall submit a completed Club and/or Team application form. Incomplete forms may be returned in which case a decision on the Club’s/Team’s acceptance shall be deferred until completed forms have been received. Applications and fees must be submitted to the Region D3D4 United League Registrar on or before the date as specified on the current year’s form.
4. A \$200 performance bond will be submitted by each club. The fee to play in the Region D3D4 United League is \$70 per team. Priority of Admittance in Region D3D4 United League: Returning teams will be given priority of admittance into the Region D3D4 United League.
5. Clubs/Teams not being accepted into Region\_ League:
  1. The Region League will try to accept all Club/Teams into its league. However, there may be reasons a Club/Team is not accepted into the league. Number of teams, quality of Competition, not enough divisions, club/team in bad standing, or other reasons the BOD feel may diminish the league.
  2. All application fees and the performance bond shall be returned if the new applicant is not accepted prior to the start of the season (this does not apply to teams withdrawing). Teams shall be deemed accepted when the competition committee has tentatively bracketed them and the region league board has approved the tentative bracketing.
  - 3.

6. Any team that withdraws after its application is submitted will forfeit their bond. Any team that withdraws after **June 15th** will forfeit their bond and Application fee as well as any other fee paid to the Region D3D4 United League through the registration process and will not be readmitted to the league.
7. When any team in good standing determines that they will not apply for the next regular Region D3D4 United League Season, they may request the return of the teams performance bond that was paid on their original application to the Region D3D4 United League. This must be done in writing to the Region D3D4 United League BOD, and a registered Team Administrator must sign the letter. The request must be made within twelve (12) months of the requesting team's last scheduled Region D3D4 United League game, or the bond shall be forfeit.
8. The Board of Directors may deny a Club's or Teams admittance to the Region D3D4 United League based on a Team's or Club's violation of the league, other leagues, or other organizational rules, or due to excessive disciplinary problems caused by members of the Team or Club including but not limited to the administrators, players, parents or spectators.

### SECTION 3. TEAM AND PLAYER DUES

1. Team applications fees for the 2007 fall league are \$70 per team.
2. Clubs/Teams shall be considered in bad standing and shall not be allowed to participate in League and/or League Cup competition until all fees are paid.

### SECTION 4. AGE GROUPS

#### 2007 Fall League

1. Under 9 years of age
2. Under 10 years of age

#### 2008 & Future

1. Under 9 years of age
2. Under 10 years of age
3. Under 11 years of age

## SECTION 5. PLAYER AND COACH REGISTRATION

1. All Players and coaches must be registered with US Club Soccer. The Player and/or coach is considered registered when US Club Soccer notifies the party.

## SECTION 6. PLAYER RELEASE AND TRANSFERS

1. Any player released for disciplinary (or misconduct) reasons may be subject to a Trial Board (discipline committee) before transferring to another team. For any issues relating to this contact Todd Higley at [hig4soccer@aol.com](mailto:hig4soccer@aol.com)
2. All player releases and transfers are required to be completed in accordance to US Club Soccer's Rules and regulations.
3. Teams are not allowed to move players between club teams after June 15 when rosters are turned in and frozen.
4. Players cannot play down an age group but can play up.
5. All rosters are frozen after the July 15th due date. Each team is allocated one player to be added from inside or outside of the club after the frozen date of June 15<sup>th</sup>.
6. No players can be moved up for any playoffs games.

## SECTION 7. FIELDS AND ETIQUETTE

1. U9 & U10- All games will be played on an appropriate sized field within the following dimensions.
2. U9/U10 Field Dimensions: 60-80 L x 40-50 W (Yards)
3. Goals will be 7 ft. x 21 ft.
4. All clubs/teams must submit a current field parameters to the scheduler, detailing field information. The scheduler shall strive for the maximum use of each field on a home and away basis, with consideration given to referee availability.
5. Each field must have a valid permit issued by the appropriate authority for the times listed on the field parameters. A copy of the permit should be submitted with the club application, or prior to the first Region D3D4 United League game on that field.
6. The field must have additional named insurance as required by the appropriate authority and provided by US Club Soccer. Contact US Club Soccer for certificate of insurance.
7. The home team listed (at home or on a common field) shall be responsible for the conditions of the field of play, the proper field markings, and proper equipment i.e., goal posts, nets, and corner flags. It shall also be the responsibility of the home team to provide game balls.
8. In the event the field is not playable or not available, it is the responsibility of the home team to notify the scheduler and then all teams scheduled to play on the field at least forty-eight (48) hours prior to the game time.

9. A field may be declared not playable by the scheduler twenty-four (24) hours prior to the game on information supplied by the proper non-club authority, i.e. school district, park, recreation district, or referee.
10. If a game has been canceled or postponed by one of the methods listed above, regardless of the circumstances, all parties involved must proceed to the playing field and prepare to play observing game time regulations. The field may then be declared not playable by the field authority or referee.
11. Coaching from the sideline is permitted. Coaches should stay within the technical box. Only coaches, team administrators, or other staff members with proper US Club Soccer passes should be in the technical box. All other spectators, fans, and parents should be on the opposite side of the field. Team administrators and coaches are responsible for the action of their spectators and parents.
12. It is recommended each club/team have a first aid kit available at each game and practice.

#### SECTION 8. CLUB/TEAM COLORS, UNIFORMS AND PLAYER SAFETY

1. When the colors of two competing teams is similar to the point of confusion during play, as judged by the referee the home team shall change shirts.
2. The Goalkeeper of each team shall wear a shirt that does not resemble the shirt color of either team, as judged by the referee.
3. The referee has the discretion of any equipment that is unsafe and may ask the player to fix before allowing to play.

#### SECTION 9. NUMBER OF PLAYERS

1. U9 & U10's: all games will be played 8v8 (7 field players and a goalie)
2. U9's & U10's: 14 is the maximum numbers of players allowed on any U9 or U10 team roster.

#### SECTION 10. PLAYER SUBSTITUTION

1. Substitutions may be made, with the consent of the referee, at any stoppage of play.
2. Unlimited substitutions is allowed and players can go back on as many times as the coach feels necessary.

## SECTION 11. SCHEDULING

1. Once the schedule is published, the clubs/teams shall review the schedule. If any changes are to be made it is the responsibility of the team needing to reschedule. This reschedule should be done at the beginning of the year, before any games have been played. All rescheduled games need to be played before the end of the playing season.
2. Teams wishing to forfeit a game will forfeit their Region D3Dr United League Bond. The first offense is a \$100 fine and the second forfeit in a season would be a forfeit of the remainder of the \$200 bond.
3. SECTION 12. COMPETITION, STANDINGS AND AWARDS
  1. Standings will be held in the U10 division.
    - 3 points for a win
    - 1 point for a loss
    - 0 points for a tie
  2. Awards are up to the Region D3D4 United League BOD. This will be reflected in the cost to play.

## SECTION 13. GAME PROCEDURES AND CONDUCT (For U9's & U10's)

1. Games will consist of two (2) twenty-five minute halves with a five (5) minute half-time. Played with size 4 ball.
2. Teams will be checked in 30 minutes prior to the game.
3. All teams will need US Club Soccer rosters and passes at check-in.
4. There will be one ref and two club linesmen per game. The Referees shall have no family members playing in the games. The home team will arrange the refs for all the team's home games. Home team is responsible for paying the referees. Fee for U9-U10 game is based on what the home teams normal rates are. If a home team plays a home game at an opponents field the home team pays the cost of the referees.
5. Hand balls will be enforced
6. All play will continue regardless of throw-in quality. Coaches are encouraged to instruct players the proper way to throw balls in. Clubs will inform their ref coordinators to inform all the referees of this league rule.
7. Penalty kicks will be allowed
8. All major and technical fouls will be enforced resulting in direct free kick or indirect free kick as appropriate.
9. All goal kicks will be taken from the top of the penalty area and the opposing team shall allow for 10 yards from the kicker. A team wishing to take a kick from the goal area may do so and all FIFA rules regarding a kick from this spot shall apply.

## SECTION 14. FORFEITS, FINES AND SUSPENSIONS

1. The Region D3D4 United Board may fine and/or suspend any member club, team, or individual in any of the following situations:
  - 1) If such a member Club/Team/Individual shall refuse or neglect to fulfill any of its/their obligations as a member, or violates any of the provisions of the Bylaws and Rules and Regulations of the Region D3D4 United League.
  - 2) If such member Clubs/Teams/Individuals shall commit act which is determined to be contrary to or inconsistent with the principles and standards of good sportsmanship.
  - 3) Behavior of an coach, administrator, player or spectator that encourages referee abuse, referee assault or non-referee assault, or any verbal abuse by the other

## SECTION 15. PROTESTS AND APPEALS PROCEDURES

1. PROTESTS. Any member Club/Team may protest the action of another Club/Team by using the following procedures. Any protest must be made in writing and the postmark will determine the filing date, or if hand delivered by the date and time received and acknowledged by signature by the appropriate person. If delivered by hand, the person delivering the protest must countersign the document. The board will make a final ruling on any protests.

## BRACKETING GUIDELINES

1. The Board of Directors has the absolute discretion to bracket teams applying for the U9 & U10 Region D3D4 United League in any manner that, in the opinion of the Board, will provide the best competition and meet the objectives of the league.
2. The Board will utilize the following guidelines in bracketing teams:
  1. All coaches in particular age group will recommend where they think their team shall play and also where the other teams shall play. A written document- explaining why they believe this.
  2. Utilizing this information, along with knowledge of the team (results & observing) the Board shall make the divisions.
3. The league is open to as many divisions as seen appropriate to the levels of competition and number teams. i.e. Division 1, 2, 3, 4, 5, 6 ,7 , etc... Teams will play in the division that is appropriate for their level.
4. At the conclusion of the season, a U11 age group will be formed out of the performance of the teams at U10. The top 6 teams from U10 will make up the Gold Division at the U11 level with the remaining teams being placed in the Silver group. In the Gold group, teams will face each other twice and in the Silver group teams will face each other once. **Any new team entering at the U10 and u11 level will automatically be placed in the Silver Division. There will be no exceptions to this.**
5. At the end of the U9 season, the bottom team from the Gold Division will be automatically dropped to Silver. The top Silver team will be automatically moved into the Gold Division. If additional teams must be removed from the Gold level to maintain a competitive structure then this determination will be made by the BOD at the discretion as to what is best for the overall integrity of the league.

### Referee Assigning

1. Referee assigning will be the responsibility of each club for its teams own home games
2. games must be scheduled with a referee at least 30 days prior to the date of the scheduled match
3. Each club is responsible to make their schedule public once times are completed so that referees can be assigned and information can be posted on the Nor Cal Website