

## **SSSAA Soccer League Regulations**

### **Home teams are responsible for:**

1. Providing two nets, four proper corner flags, and an official match ball, practice balls are not acceptable.
2. Providing a game sheet for the opposing coach and referee - team roster with numbers.
3. Changing to an alternate jersey if there is a colour clash.
4. Contacting the opposing coach to confirm venue and time, 24 hours prior to kickoff.
5. Providing a neutral person to assist the referee - ball in play or out of play only, no direction or offsides.
6. Emailing the score and any card infractions to the zone coordinator no later than the following morning.
7. Ensure the field has been freshly lined - failure to do so may result in an appeal and potential forfeit.
8. Ensuring suitable sideline conduct of its players and fans.
9. Finding an alternate playing field if necessary - due to weather or unforeseen circumstances.
10. The home team has the right to pick their bench side and should be set up prior to the arrival of the opposition.
11. The home team has the choice of which end they would like to warm up on.

### **Visiting teams are responsible for:**

1. Providing a back up game ball.
2. Providing a game sheet for the opposing coach and referee - team roster with numbers.
3. Contacting the home coach to confirm venue and time, 24 hours prior to kickoff.
4. Providing a neutral person to assist the referee - ball in play or out of play only, no direction or offsides.
5. Ensuring suitable sideline conduct of its players and fans.
6. The visiting team and its supporters will be on the opposite side of the field from the home team.

## **General Rules**

### **Game Times:**

- Should be a 3:30 kickoff unless both coaches and referee have agreed to a different time or due to time constraints of turf fields.

### **If a referee does not show up:**

- If by 3:45pm a referee does not show up to the field, coaches would get together and see if they have a qualified ref suitable for the calibre of game being played. Perhaps a staff member or parent. If this is not possible or both coaches cannot agree then each coach referees one half of the game. If this is not agreeable, then the game must be made up at a later date. However, if this is agreeable there is no protests laid after the match because of the refs ability or his or her calls etc. The results of the game stands.

### **Substitutions:**

- Unlimited substitutions are allowed. Referees will signal a player on to the field at their discretion.

### **Game Lengths:**

- Juniors and Grade 8/9 play two 35 minutes halves.

In all league games, if the game ends in a tie, there is no overtime or penalty kicks.

### **Field Conditions:**

- If games are in jeopardy due to field conditions, the home team should seek out an alternate field. If the home team is unable to find an alternate field, the visiting team has the option of finding one. All field changes must be reported to the zone coordinator and referee allocator.

### **Protests:**

- All protests must be filed immediately and must include making the referee and the opposing coach aware that a protest is being filed and the reason for the protest.

All league games must be completed by seasons end. No points will be awarded for games left not played. A win is worth 3 points, a tie is worth 1 point, and a loss is worth no points.

## **League Standing Tie Breakers**

### **Two way tie in points:**

- A. How the two teams did head to head
- B. Goal difference between the two teams in games played against each other
- C. Goals against in all games played
- D. Goal difference in all games played
- E. Playoff at neutral site sharing costs and responsibilities

### **Three way (or more) tie in points:**

- A. How the three or more teams did head to head
- B. Goal difference between the three or more teams in games played against each other
- C. Goals against in all games played
- D. Goal difference in all games played
- E. Three way (or more) playoff at neutral site sharing costs and responsibilities

## **Referees and Infractions**

### **Referees:**

- The zone coordinator communicates with the referee allocator for that particular zone.

Referees should be contacting the home team's school by noon the day of the game to verify the venue. Referee's should email all cards given out to Derek Duke.

### **Card Infractions:**

- Two yellow cards in one game = 1 game suspension
- 3 separate yellows accumulated over the course of the league season = 1 game suspension (suspension carries over to playoffs)
- 5 separate yellow cards accumulated over the course of the league season = 2 additional game suspension (suspension carries over to playoffs)
- Any red card = minimum 1 game suspension in addition to the game the player was ejected from. Referee report will be emailed to Derek Duke.

The discipline committee spokesperson, Derek Duke, will contact the coach of the player involved with any further suspensions. The committee uses the BC Soccer Association Disciplinary Guidelines and will make a decision within 7 days of the incident. Players receiving red cards must not play until the discipline committee makes a decision.

Cards do not carry over to the Fraser Valley Championships. Any cards received during Fraser Valley Championship play will be dealt with by the BC Secondary Schools Soccer Commission.