



## **BPL OUTDOOR WINTER LEAGUE RULES**

- Checklist USYSA rosters player cards must be present
- Referee will check players cards before each game
- Any schedule updates will be posted online at [www.sport-11.com](http://www.sport-11.com) as well as emailed
- Check Friday for ANY schedule changes. Official changes will be emailed through Gotsoccer
- Home Team will wear Light (bring alternate as backup)
- Away Team will wear Dark (bring alternate as backup)
- Official Results will be posted in Gotsoccer and can be accessed via [www.sport-11.com](http://www.sport-11.com)
- Home Team will provide three (3) game balls per match
- Home Team is responsible for acquiring fields and referees.
- All decisions made by the referee are final and may not be protested
- For weather updates, please visit [www.sport-11.com](http://www.sport-11.com) and our Twitter (@ sport\_11\_apc)

## **Age Group Requirements**

- U9-U10 (7v7) will have a maximum roster size of 12
- U11-U12 (9v9) will have maximum roster size of 16
- U13 will have a maximum roster size of 18
- U14-U19 will have a maximum roster Size of 22 players maximum
- Minimum number of players on field is 7 to begin and continue a game
- Forfeit is marked as 5-0 and team is unable to advance to playoff round
- Maximum 7 substitutions per HALF
- Substitution is can be made by EITHER team on any stoppage, except kicks from the mark
- Teams and Spectators MUST reside on opposite sides of the field
- All Games will have a three-man crew



### League Information

- League Dates
  - January 2018 12-13, 19-20, 26-27
  - February 2019 2-3, 9-10, 16-17, 23-24
- Each Team will play up to 7 games
- Teams will be responsible for 50/50 of Referee Fee, to be paid prior to each game
- Awards to First and Second Place Teams in Each Division
- Entry Fee:

U9-U12	\$575.00 per team
U13-U19	\$625.00 per team

### Game Lengths

- U9/U10 7v7 25-minute halves Ball Size: #4
- U11-U12 9v9 30-minute halves Ball Size: #4
- U13-U15 11v11 35-minute halves Ball Size: #5
- U16-U19 11v11 40-minute halves Ball Size: #5

A game may begin with 7 players. (4 players for 7v7 and 6 players for 9v9)

### COACHES CHECKLIST - WHAT TO BRING TO GAMES

Here's a checklist of things a team manager should bring to every game:

- **Player Passes**
- **Official Roster**
- **Gotsoccer Game Card**
- **Referee Fees**



### Scheduling

We created the league to give teams flexibility within their schedules. If you cannot play on a certain day; please coordinate with your opponent to find an alternate date. If you both cannot agree on a date, then we will step in and find a remedy.

**ALL games must be completed by February 24, 2019**

- **Schedule Lock Dates is 1/10/2019**
- No game may be rescheduled after the schedule lock date without submitting a game change request and receiving approval from the league.
- Game change request forms must be submitted at least two weeks prior to the schedule date.
- Note: Any requests submitted less than 7 days may be denied.
- A game may be changed if it falls on the same day as a league-accepted priority competition for conflict purposes. Such competitions will be acknowledged prior to the start of the season.
- If the host team's fields are unplayable or unavailable for any reason other than the weather, and the listed visiting team has fields available for the game date and time, teams may switch the fixture (home team becomes the away team; away team becomes the home team) with the mutual consent of both teams.
- Upon receiving the posted schedules, teams are expected to promptly contact their opponent for their scheduled games. All communication should be done via the Gotsoccer Chat.
- All game dates must be confirmed by 1/10/2019
- Teams should contact opponents promptly if there will be a request to change the game day or game week. If there is mutual consent before the schedule is locked, the game must be updated in Gotsoccer by the home team.
- Host teams should confirm the date of the game, provide the time and place of the game and any travel directions as soon as possible, but at least ten days prior to the scheduled game.
- Both scheduled clubs have an obligation to be proactive in the scheduling process. If a host team is not contacting the visiting team within a reasonable time with game details, or either team is not responding to attempts to contact the team, the BPL Coordinator should be advised promptly.



### Referees

- ALL BPL games will be assigned through approved USSF Referee Assignors. Teams will use their local assignor unless otherwise directed by the league
- All clubs at registration are required to identify Assignors in their area who work with their club, for consideration and approval by the BPL Referee Administrator.
- Information (Game #, date, time, age, gender, home team, away team, and field name/address plus contact information for the home team) must be provided to the BPL Referee Administrator or the designated Sub-Assignor at least eight (8) days before each game by the Host Team.
- Any changes to the scheduled game must be reported to the designated Assignor (and to the opponent) by no later than 7:00 PM and five (5) days prior to the game in question. Failure to do so may result in the imposition of referee costs and/or failure to properly assign referees for the scheduled game. Communication should be by both email and by phone message, if confirmation of the change by all concerned has not occurred by 7pm five (5) days prior to the game date.
- A three-referee system should be requested for all BPL Flight games and assigned when available.
- Fees should be paid in advance of the match.
- The no-show policy for referees favors getting games played in the event teams are otherwise assembled at the fields. Therefore, the league will allow the use of a designated referee or parent.
- The Individual designated to referee must be approved by both teams.
- If teams decide to play the game as a friendly, both teams must send email notification to the league prior to kickoff.
- The default position of the league is that if the game is played, the result will stand.
- If the game is not played, it will be re-scheduled, and the home team will travel to the opposing team.
- The league will contact the local assignor and home team regarding the situation.
- Any open issues will be addressed at a conference between the league and the DOCs of both clubs.

### Referee Failure to Appear

- If the assigned Referee(s) has not arrived by the scheduled start time for a game, the home team should contact the appropriate Referee Assignor (see name below). If a replacement Referee is not provided, the coaches of both teams should mutually agree on an individual to perform as a substitute Referee. If mutual-agreement cannot be reached on a single person, each team may nominate one individual to act as substitute Referees who will jointly officiate the game. Likewise, if Assistant Referees fail to appear, the teams shall provide substitute Assistant Referees. Each substitute Referee will have the authority of the regular Referee and be considered a volunteer.



### **Payment of Officials**

- Referee fees are established for each season by agreement between Sport-11 and the Referee Association. The current season Referee fee schedule will be posted to the Sport-11 website prior to the start of each season. Teams will each pay 50% of the total fee prior to the start of each game. Referee's will not have change, so please ensure you have exact amount for payment.
- Only the fee for Referees who appear for the game will be paid. If only two officials show, then the Center Referee fee and one Assistant Referee fee will be paid. Referees who appear as scheduled will be paid the full fee even when the game is terminated by a cause over which neither Club has control, such as darkness or the Referee declaring the field unplayable. The full fee must also be paid whenever a game is terminated because of the actions or conditions over which either Club could or should have had control, and whenever either team forfeits a game. When a Referee declares a field unplayable only the fee for the first game scheduled on that field must be paid. Referees do not have to be paid when notice of a cancellation has been delivered to the Referee Assignor in the prescribed manner.

### **Referee Fees**

- U9/U10: Referee \$40
- U11 / U12: Referee \$50; AR \$25; AR \$25
- U13 / U14: Referee \$60; AR \$30; AR \$30
- U15 / U16: Referee \$70; AR \$45; AR \$45
- U17 - U19: Referee \$80; AR \$50; AR \$50



### Discipline

- While BPL games will adhere to normal standards of sanctions and discipline, it is stressed that we expect teams to be self-disciplined and self-policing as much as possible. The league stresses that the primary concern should always be about player development, and not solely wins and losses. Teams are expected to monitor their own coaches, players and supporters as much as reasonably possible, and continual poor behavior, inappropriate language, harassment of officials, disrespect to opponents or attempts to circumvent rules and regulations are grounds for sanctions and even immediate removal from the balance of the league schedule.
- All red cards will be reviewed by the disciplinary committee and sanctioned accordingly.
- ANY player, coach or parent ejected, sent off or dismissed from ANY game for Fighting or a Racial Epithet will be disqualified from the league in its entirety. For each player, coach or parent ejected, sent off or dismissed, the team will be fined \$500 per person to be paid prior to the next scheduled game or their next game will result in a forfeit
- Players accumulating 5 yellow cards in one season will be suspended the game following the fifth yellow card
- All suspensions will be served in the next following BPL match with a regular season opponent. This game must appear on the team's original schedule released by the league.
- At its sole discretion, the league reserves the right to suspend a coach or player as result of a pattern of behavior.
- In reporting their scores, Team Managers are obligated to advise Head Referee Administrator Bob Woods at bob@desoccerref.com (and copy their next opponent) of the Red Card received by their team, identifying both the player's full name and uniform number.
- In return for self-policing the sit out of the player or coach, teams will be allowed to have their Player Passes returned to Team Managers at the conclusion of their match. (BPL recognizes that its teams participate in various other high-level competitions where the Red Card sanction in league play does not carry over, and concerns for retrieving player passes in a timely fashion can be problematic.) Note that referee Game cards will be checked to verify that proper Red Card communications and subsequent sit outs were properly processed. The highest-level sanctions will be imposed if it is discovered that a team attempted to circumvent these procedures.
- Nothing herein prevents a Referee from properly holding onto a Pass in egregious circumstances (referee assault, violent conduct, foul & abusive language, deliberate attempt to injure, etc.)
- Each Red Card, Send-off or removal from a game will de-duct 1 point from the teams overall seasonal point standings
- Team Benches – each team is expected to clean up their area after each game. Failure to do so will result in a \$100 fine per game

**Each game will be played in accordance with FIFA Laws of the Game, with modifications prescribed by USYS, US Club, Region 1, BPL and/or the State Soccer Association your Team currently is a member.**



### Scoring

- Win: 3 team points
  - Loss: 0 team points
  - Tie: 1 team point
  - Red Card: -1 team point per red card.
  - Goal Diff Max goal differential is 5. So, 5-0 is same as 8-3, you will only be recorded as +5
- Tie-Breakers for League Placement
    1. Head to Head (if 3-way tie, move on to 2<sup>nd</sup> until one or more teams are eliminated and then; reverts to Head to Head)
    2. Most Wins
    3. Most Shutouts
    4. Most Goals
    5. Least Goals Allowed
    6. Positive Goal Differential (max 5 per game)

### SCORE REPORTING

- Both teams should report all scores immediately following the conclusion of the match. Directions for reporting scores can be found on the game card.
- Games not reported within 24 hours may be posted as a forfeit.
- A forfeited match will be reported as a 5-0 score.
- Teams that default in their obligations, withdraw after the seasonal schedule has been posted or are sanctioned by removal from their remaining scheduled games may have their remaining games posted as 1-0 forfeit losses.
- In BPL / GotSoccer bracket games, IF a rescheduled game remains unplayable by the end of the seasonal year, and awarding a forfeit is inappropriate, the game may be recorded by a 0-0 score.
- <https://www.gotsport.com/events/scoring/>

### Playoffs

If the league determines a playoff is needed to determine a group winner, the playoff format and dates will be posted to the Sport-11 website. Sport-11 Executive Director selects the fields for all playoff games. Teams are responsible for sharing the Referee fees in all playoff games except the final. A copy of the playoff rules will be posted to the BPL League website during the season. Teams are not permitted to modify these rules. Failure to follow the playoff rules may result in forfeiture of the game or a replay of the game being ordered.



### **Protests**

There are no protests of the outcome of any game.

Teams may only protest the use of an illegal player prior to game start. If, after the start of the game, a \$500 non-refundable protest fee must be paid. Payment must be paid by certified bank check

### **Forfeit**

Every team is required to appear at every game for which it is scheduled during the regular season. A team that must forfeit a game must notify the opposing coach and the BPL League Director Roger Rubinetti. In addition, the forfeiting team is subject to a fine no less than \$200.

A team that is not prepared to play on the scheduled field 15 minutes after the scheduled start time must forfeit the game to the opposing team unless the delay has been mutually agreed upon by the coaches of both teams. Play may begin with seven players (4 players for 7v7 games and 6 players for 9v9 games). When a game is forfeited under this condition the forfeiting team must pay the entire Referee fees. All forfeits are recorded as 5-0 scores. Any team forfeiting a game without cause, as determined by the Executive Committee, shall not be permitted to participate in the League playoffs for that season.

### **Abandoned Games**

An abandoned game is a game for which play starts, but the game must be terminated before completion. Games can be abandoned by the Referee for one of two reasons:

- 1.) Weather (as directed by the league's Executive Director), either the field becomes unplayable or continuing lightning strikes
- 2.) Due to the action of one the teams, no carded coach on the sideline, failure of ejected player/coach to leave the premises, failure to field a team, etc.

If a game must be abandoned due to weather conditions and the second half has started, then the game is official and the score at the time the game was abandoned will stand. If a game must be abandoned due to weather conditions and the second half has not started, the game must be replayed in its entirety. If a game must be abandoned due to the actions of a team, no matter when in the game this occurs, the opponent will be awarded a victory. This will be recorded as a 5-0 score when the game is abandoned. In all cases the losing team will be credited with 0 goals. In-the-event that the game is abandoned due to the actions of both teams, the game will be a double - forfeit and will not count in the standings. All decisions of the Referee are final.





### Spectators

The home team selects one end of one sideline, along which its players and coaches must remain. All visiting team players and coaches must remain along the other half of the same sideline. Only carded coaches and players are permitted in the team areas. Supporters of both teams must remain on the opposite side of the field. The sideline positioning may not be changed by the teams. Coaching may be restricted by the Referee at that section of the sideline extending 10 yards on both sides from the center of the field. Coaching may be prohibited entirely whenever the Referee considers it to be detrimental to the play of the game. This rule will be reported to the Referee Assignors as a League rule.

### Uniform

- All soccer equipment must adhere to Laws of the Game per IFAB. A player must not use equipment or wear anything that is dangerous to himself or herself or another player (including any kind of jewelry).
- Shin guards are mandatory.
- Knee braces, if worn must be safe per referee's discretion. The referee has the final decision.
- Hard casts must be wrapped by padded by cushioning material to allow for safe play. It is recommended that casts be covered with closed cell, slow recovery foam padding no less than 1/2'-inch thick. The padded casts covering must be deemed safe per referee discretion and the referee has the final decision on game day at the field.
- Players' numbers must match with numbers listed on the roster.
- All players must have unique number on all jerseys.
- All teams should have two sets of jerseys in contrasting colors. All players must wear matching color team shorts and team socks; one set of each will be acceptable for the team. Players can wear long sleeve undergarments, but undergarments must match the same color as the shirts or shorts of the given team.
- If team colors are similar, the home team will change colors. The home team is the team listed first or above on the schedule, if not explicitly designated.



### Field Preparation

The home Club is responsible for providing adequate goals, nets, corner flags, and field markings in accordance with FIFA Laws of the Game and any modified playing rules set forth by the BPL League. For 11v11 games the field should be at least 100 yards long and at least 50 yards wide. However, a smaller field may be used where larger dimensions are not practicable. Adequate protection must be provided to the Referee and visiting team.

### Postponement and/or Rescheduling

**Rescheduling Due to Inclement Weather:** Games should not be postponed for light rain or wet fields. Should postponement due to inclement weather be necessary, the home Club must notify the Referee Assignor, the visiting teams, and the BPL League Director as early as possible.

- The home club/facility may cancel matches prior to 9:00 AM on game day due to weather related unplayable field conditions. The referee shall cancel the game if they deem the field to be unplayable.
- Host teams must consider the travel of the opposing team when determining a cancellation. The league reserves the right to adjust the home team designation. If a team was found to have shown wanton disregard for their opponent's travel needs for a specific game.
- Teams must notify the league that day if a game is canceled due to weather or other circumstance. Notifications need to be sent to Scott at [scott.becker@sport-11.com](mailto:scott.becker@sport-11.com) and Bob at [bob@desoccerref.com](mailto:bob@desoccerref.com)
- Games that are canceled must be rescheduled by 5:00 PM on the following Friday.
- If the game goes unscheduled, the home team may be assessed a forfeit.
  
- Notification to the Referee Assignor must be made no later than 2 hours prior to the first scheduled game or the Club will be responsible for paying the Referee fees for the first scheduled game at each field affected. Postponed games must be rescheduled as soon as possible. The teams should agree on a new date/time/location and then notify the BPL League Director. The League has the final authority to reschedule any game.

**Rescheduling Not Related to Weather:** Once the final schedule is released games will be rescheduled only in the case of loss of fields. Once a Club knows that a game must be rescheduled for loss of a field they must notify the BPL League Director immediately. The League will reschedule the game and notify the teams and Referee Assignor.



## **PRE-GAME PROCEDURES**

Prior to each match, teams should expect the Referees to collect the following

- (a) Game Line-up Card from the team 15 minutes prior to the scheduled kick off time
- (b) check laminated and pictured US Youth Soccer member passes for each player and team official that shall be participating in the match.

The Referee is authorized to retain all documents for further inspection except for US Youth Soccer member passes that are to be returned to the team for the match.

- The Game Line-up Card shall be prepared by the team and submitted to the Referee 15 minutes prior to the scheduled kickoff.
- The Game Line-up Card shall list a maximum of 18 players and a minimum of 7 players (for 7v7 maximum of 14 players and a minimum of 4 players and for 9v9 maximum of 16 players and a minimum of 6 players) that are eligible to play in such game.
- Every player listed on the game roster must be included on the team roster to be eligible to participate with the team.
- Any player on the team roster but not listed as being eligible to play who desires to sit on the team bench (and is not subject to any suspension) must also be listed on the Game Line-up Card on the appropriate list. Such players are subject to the authority of the Referees.
- All players and team bench personnel that appear on the Game Line-up Card are subject to the authority of the Referees.
- Any individual that is sent off and/or asked to leave the team bench area by the Referees shall be suspended for the team's next BPL game.
- An additional suspension may be assessed following review by the Executive Director.
- Referee calls for captains: allows home team to call heads or tails in toss of the coin; asks whether winner of toss wants to have the first kickoff OR wants to choose which end of field to attack in the first half. (In second half, teams swap ends, and another team has kickoff).
- Referee verifies that at least 7 (4 for 7v7 and 6 for 9v9) players are on the field for each team. Any number less than 11 (7 for 7v7 and 9 for 9v9) should be reported to the respective coach. A team may always play with 11 (7 for 7v7 or 9 for 9v9) players even though the opposing team fields less than 11 (7 for 7v7 or 9 for 9v9). A team with less than 7 (4 for 7v7 or 6 for 9v9) players on the field must forfeit the game.
- If the home team is wearing a uniform of the same color as the visiting team, so as is indistinguishable by the Referee, the home team will change to a different colored jersey.
- Referee verifies each team is ready to play, and then Referee whistles for the game to begin.
- All player cards and coach cards will be returned to the coaches at the end of the game. The Referee and coach must submit an immediate incident report utilizing our online reporting system. Coaches are mandated to hold players out of next game and remain out of the next league game until the Referee Liaison reaches a decision.
- Any player who arrives as the game is in progress, and whose name appears on the lineup form, may substitute in the normal manner upon presenting a player pass to the Referee, subject to a later verification by the opposing team.
- The Referee shall not take the pass of any coach or player who is sent off prior, during, or after the game. The Referee shall complete a supplemental report and forward to the League Office.



### **Roster Limitations**

- U9-U10 (7v7) teams – must register a minimum of 7 players with a maximum of 12 players (14 will be allowed for the 2019-20 season).
- U11-U12 (9v9) teams – must register a minimum of 9 players with a maximum of 16 players.
- U13 teams – must register a minimum of 12 players with a maximum of 18 players.
- U14 through U19 teams must register a minimum of 12 players a maximum of 22 players.

#### **Typical age division placements are as follows:**

- Under 9 - No player may play who reaches a 9th birthday prior to January 1st of the current seasonal year.
- Under 10- No player may play who reaches a 10th birthday prior to January 1st of the current seasonal year.
- Under 11- No player may play who reaches an 11th birthday prior to January 1st of the current seasonal year.
- Under 12- No player may play who reaches a 12th birthday prior to January 1st of the current seasonal year.
- Under 13- No player may play who reaches a 13th birthday prior to January 1st of the current seasonal year.
- Under 14- No player may play who reaches a 14th birthday prior to January 1st of the current seasonal year.
- Under 15- No player may play who reaches a 15th birthday prior to January 1st of the current seasonal year.
- Under 16- No player may play who reaches a 16th birthday prior to January 1st of the current seasonal year.
- Under 17- No player may play who reaches a 17th birthday prior to January 1st of the current seasonal year.
- Under 19- No player may play who reaches a 19th birthday prior to January 1st of the current seasonal year.

### **Club Pass**

The "club pass" concept's core objective is to provide clubs and coaches with the flexibility to move players from team to team in their own club as necessary for the BPL League, based on player development and team needs. The club pass is the US Youth Soccer member pass issued to a player of a club that is registered through a club to a State Association and may be used to place the player on the roster of any team of that club competing in the BPL League competitions.



### **Match Day Procedure**

**The following steps should be followed for matches:**

- Host / Home team should confirm game schedule the **Wednesday prior** to each game. Please use Gotsoccer chat when possible to ensure a record of correspondences
- Contact Info:
  - (1) Log into GotSoccer Team account.
  - (2) Click on BPL League located under Event Registration History.
  - (3) Click on Schedule tab.
  - (4) Click on the Chat button to the right of field for the match.
- Host / Home team should confirm field/game time and referee assignments.
- Home team as listed on the schedule is responsible for providing the Game Report Card to the referee.
- Printing Game Card:
  - (1) Log into GotSoccer Team account.
  - (2) Click on BPL League located under Event Registration History.
  - (3) Click on Schedule tab.
  - (4) Click on the game number to download a printable game card.
- Referee Fees are split by both teams and paid prior to the match.
- Referee checks in each player with pass against the Game Card Roster.
- At the end of the game, the Home team is responsible for reporting the score, cautions and ejections:
  - (1) Phone-In Scores: 904-758-0875. Event ID: 66151
  - (2) [Online](#)
- Referee or Home Team should email the completed Match Report to [Scott Becker](mailto:scott.becker@sport-11.com)

### **FIFA Laws of the Game**

### **CONCUSSION POLICY**

<http://www.ussoccer.com/about/recognize-to-recover/concussion-guidelines>

### **League Contacts**

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