

SPRING 2022



SOCCKER

RULES & REGULATIONS

2022
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The current edition of the National Federation of State High Schools Association, will govern play in all organized youth soccer leagues administered by the Town of Harrisburg where not stated in this Youth Soccer Policies & Regulations Manual.

If a situation arises that results in teams participating in other leagues in order to have a place to play, those teams will follow the rules set in place by the league in which they are participating.

PROGRAM PURPOSE

The purpose of the Harrisburg Parks and Recreation Athletic Program is to provide the citizens of Harrisburg the opportunity to play organized sports. The leagues will promote, regulate, develop, and conduct competitive play, will encourage sportsmanship, and good conduct among participants, and it will develop such rules and regulations that will be for the general good of the leagues. At all times the health and welfare of each individual will be taken into consideration. It should be clear that participation in Harrisburg Parks and Recreation Athletic Programs is a privilege and NOT an inherent right of an individual. Those who persist in exhibiting a negative attitude toward the program shall be asked to refrain from participating or attending any league activities particularly after they have been counseled and given extended opportunities to change their conduct. This type of action distracts from the positive aspects of the program and the department has an obligation to protect the interests of those who participate within the League's Rules & Regulations.

HARRISBURG YOUTH SOCCER OBJECTIVES

The objectives of the Harrisburg Youth Soccer Program shall be to implant firmly in the minds of the children of the community the ideals of good sportsmanship, honesty, loyalty, courage and reverence and to provide a training ground for life to help them become better citizens. These objectives will be achieved by providing supervised competitive athletic games. The supervisors shall bear in mind that the attainment of exceptional athletic skill or the winning of games is secondary. The development of future citizens is of prime importance.

Leagues will be formed in the following age categories:

COED LEAGUES

U5	(Boys and Girls ages 3-4)
U6	(Boys and Girls age 5)
U7	(Boys and Girls age 6)
U18	(Boys and Girls ages 15-17)

GENDER DIVIDED LEAGUES

U9 Boys & U9 Girls	(Ages 7-8)
U11 Boys	(Ages 9-10)
U12 Girls	(Ages 10-11)
U13 Boys	(Ages 11-12)
U15 Boys & U15 Girls	(Ages 13-14)

****Leagues may be combined to become coed if there is not enough participation to support a male/female league****

Ball Sizes: U9 & under- 3, U11, U12, & U13- 4, and U15 & U18- 5

ORGANIZATION – STRUCTURE AND RESPONSIBILITIES

1.01 Parks and Recreation Staff

Shall be responsible for determining and administration of all program related fees, shall be accountable for scheduling all league games. Staff shall be the chief supervising body of all teams under the Harrisburg Parks and Recreation Youth Soccer Program. The Harrisburg Parks and Recreation reserves the right to suspend any team member, manager or coach whose conduct is considered as detrimental to the best interest of Harrisburg Youth Soccer. The department will also be responsible for ruling on all matters not herein stated in the rules and regulations.

The Parks and Recreation Staff shall have the following additional responsibilities:

- 1) To review all matters concerning complaints, suggestions, violations, and subject concerns of stated program Rules and Regulations.
- 2) To resolve all matters concerning the interpretation of the accepted playing rules.
- 3) To render decisions and rulings on all league matters.

TEAMS

- 2.01 U5 teams will be composed of players of age three and four.
- 2.02 U6 teams will be composed of players of age five.
- 2.03 U7 teams will be composed of players of age six.
- 2.04 U9 Boys and U9 Girls teams will be composed of players of ages seven and eight.
- 2.05 U11 Boys teams will be composed of players of ages nine and ten.
- 2.06 U12 Girls teams will be composed of players of ages ten and eleven.
- 2.07 U13 Boys teams will be composed of players of ages eleven and twelve.
- 2.08 U15 Boys and U15 Girls teams will be composed of players of ages thirteen and fourteen.
- 2.09 U18 teams will be composed of players of ages fifteen, sixteen, and seventeen.

ELIGIBLE PLAYERS

(Spring 2022)

- 3.01 U5 – A player must be three years of age on or before May 15 of the current year, and shall not have turned five years of age on or before May 15 of the current year.
- 3.02 U6 – A player must be five years of age on or before May 15 of the current year, and shall not have turned six years of age on or before May 15 of the current year.
- 3.03 U7 - A player must be six years of age on or before May 15 of the current year, and shall not have turned seven years of age on or before May 15 of the current year.
- 3.04 U9 Boys and U9 Girls league - A player must be seven years of age on or before May 15 of the current year, and shall not have turned nine years of age on or before May 15 of the current year.
- 3.05 U11 Boys league - A player must be nine years of age on or before May 15 of the current year and shall not have turned eleven years of age on or before May 15 of the current year.
- 3.06 U12 Girls league- A player must be ten years of age on or before May 15 of the current year and shall not have turned twelve years of age on or before May 15 of the current year.
- 3.07 U13 Boys league - A player must be eleven years of age on or before May 15 of the current year and shall not have turned thirteen years of age on or before May 15 of the current year.
- 3.08 U15 Boys and U15 Girls league – A player must be thirteen years of age on or before May 15 of the current year and shall not have turned fifteen years of age on or before May 15 of the current year.
- 3.09 U18 – A player must be fifteen years of age on or before May 15 of the current year and shall not have turned eighteen years of age one or before May 15 of the current year.
- 3.10 Any player wishing to advance to a higher level than their current age must be evaluated by the appropriate level coordinator and will not be allowed to advance more than one group from their current level. In order to advance to an older age group, players must be in the **top 20% of their actual age group evaluations** and in the **top 40% of the evaluations in the age group in which they are wishing to advance**. Once one game is played in the older age group, participants will not be allowed to move back down to their original age group.
- 3.11 Players are eligible who reside inside and outside of Cabarrus County. Player's legal residence is determined by the residence of their legal guardian or parent that has primary legal custody of said player at time of registration.
- 3.12 All players new and old will be drafted every season. **(U9 and older)**
- 3.13 All participants will be required to pay a participation fee as adopted by the Harrisburg Town Council.

- 3.14 The Parks and Recreation staff shall have the authority to suspend any team member, whose conduct is considered as detrimental to the best interest of Harrisburg Youth Soccer.

SPONSORS

- 4.01 Harrisburg Youth Soccer shall be sponsored only by those organizations or business firms whose activities or products are not detrimental to the welfare of the youth of the community.

OFFICIAL EQUIPMENT

- 5.01 Teams are to be dressed in soccer uniforms. Uniforms shall consist of athletic pants (long or short), jersey, socks, shin guards which must be completely covered by socks and appropriate shoes. (Cleats are not required but are recommended)
- 5.02 Each participant will be provided with the shirts and socks for their respective league. **(U6 and above)** Each U5 participant will be provided with a shirt for their respective league. Players will be allowed to keep the uniform provided for their respective league.
- 5.03 Players who do not wear the proper game uniform (issued by the Parks and Recreation Department) will not be allowed to participate in that game.
- 5.04 Mouth pieces are recommended for goalies at all age levels.
- 5.05 Tennis shoes, rubber soled or plastic cleats are permitted. Metal cleats are not allowed.
- 5.06 Shin guards are considered part of the uniform and are required for all practices and league play. Shin guards must be completely covered by socks at all times.
- 5.07 No jewelry shall be worn by any player, except for medical identification. Jewelry is defined as “any ornaments for personal adornment, including but not limited to, necklaces, earrings, bracelets, including those made of base metals, glass, plastic, rubber, cloth, leather or the like.” Those players with a medical condition that need to wear medical alert tags in the form of bracelets or necklaces will be allowed to do so. If worn, the medical alert tags should be taped to the body so that the medical alert information remains visible. Players with newly pierced ears, will be allowed to play as long as they are taped/bandaged before the game starts.
- 5.08 Players in an arm cast may be allowed to play under the following circumstances: Approval from both the age group coordinator and the Town Athletic Coordinator, possession of an official Doctor’s note releasing the child to play, and final approval from a game official. Any cast must be wrapped in a protective covering, such as bubble wrap, for the duration of game play.

FORFEITURE

- 6.01 The following applies to U6 and U7 leagues only:
- Seven players plus a goal keeper may play for a total of seven players on the field.
 - Teams must have at least five eligible players to start a game.
- 6.02 The following only applies to U9 and U12 leagues only:
- Seven players plus a goal keeper may play for a total of eight players on the field for U9 Boys, U9 Girls.
 - Eight players plus a goal keeper may play for a total of nine players on the field for U12.
 - Teams must have at least five eligible players to start a game.
- 6.03 The following only applies to U11, U13, U15, and U18 leagues only:
- Ten players plus a goal keeper may play for a total of eleven players on the field.
 - Teams must have at least seven eligible players to start a game.
- **On field player numbers are subject to change based on coaching availability and number of children on a team.***
- 6.04 A team failing to field at least the minimum number of eligible players for their specific age group shall forfeit the game. If a team has the minimum number of eligible players for their specific age group present at game time, they must start play. There is a 5-minute grace period from the originally scheduled game time.
- 6.05 If the preceding game ends early, the next scheduled game can only begin early with the approval of both team managers. If approval is not issued, game time will immediately revert to the original schedule game time.
- 6.06 Forfeiture rules do not apply to U5, which is strictly an instructional league.

PLAYING RULES

- 7.01 At the beginning of a game, the choice of the end or kick-off shall be determined by the toss of a coin. The team winning the toss shall have the option of “choice of ends” or kick-off. (**All leagues except U7 and under.**) U6 and U7 leagues will only determine kick-off for each half and will play on their bench side of the field the whole game.
- 7.02 The start of play at the beginning of each half and after a goal shall proceed with a kick-off.
- 7.03 After half time, the ends shall be changed and the kick-off shall be taken by the opposite team that accepted the kick-off in the first half. (**All leagues except U7 and under.**) U6 and U7 leagues are not required to switch ends of the field and may play at the same end of the field as their team bench.
- 7.04 The following applies to kick-offs:

- The ball must be stationary on the ground in the center of the field and is considered in play once kicked and moved forward or backward.
- The kicker may not play the ball a second time until it has been touched by another player. If this rule is violated, the kick shall be retaken.
- A goal cannot be scored directly from a kick-off. A kickoff is treated as an indirect kick **for local league play only**, such that if a kick-off touched another player and goes into the goal, the goal shall be counted. If a kick-off goes into the goal and does not touch another player, no goal will be scored and the ball shall be placed for a goal kick.

7.05 After a temporary suspension of play for any reason not mentioned in these rules, the referee shall restart the game by a drop ball where the ball was when play stopped. A player may not touch the ball until it touches the ground. If this rule is violated, the drop ball shall be retaken. A goal may be scored directly from a drop ball.

7.06 A. The ball is out of play when:

- Crosses the end line, goal line or touch line in its entirety by ground or air.
- When the game has been stopped by the referee.

B. The ball is in play when:

- It rebounds from a goalpost, crossbar or corner flag into the field of play.
- It rebounds off the referee or a linesman when they are in the field of play.

7.07 Offside will not be called in U7 and under. (“Goal Hanging” is not acceptable in younger age groups and should be addressed by the coordinator if the problem becomes reoccurring). A player is offside if he or she is nearer the opposing team’s goal line than the ball at the moment the ball is played unless:

- The player is in their own half of the field.
- Two opposing players are nearer the goal than he or she is. (Including the opposing goal keeper)
- An opponent last touches the ball.
- Player received the ball directly from a goal kick, corner kick, throw in or drop ball.

A player in an offside position is not offside unless, in the opinion of the referee, he is seeking to gain an advantage by being in an offside position. For an offside infraction, the defending team is awarded an indirect free kick.

7.08 Method of Scoring:

- A goal is scored when the whole of the ball crosses the goal line between the goal posts and under the cross bar. The ball cannot be thrown, carried, or intentionally propelled by arm or hand by an attacking player (except the goal keeper who throws the ball from his own penalty area). The ball has to cross in its entirety.
- If a defending player deflects the ball with his hand or arm and the ball goes in the goal, a goal is scored.
- Each goal scored counts as one point. The team scoring the greater number of goals during the game wins.
- If the game is tied at the end of regulation, the game is recorded as a tie.

7.09 Free Kicks:

- Direct free kicks are awarded only for the 11 direct free kick fouls. All other offenses are awarded with an indirect free kick. The following are the 11 direct free kick fouls:
 1. *Kicking or attempting to kick a player*
 2. *Tripping*
 3. *Jumping at opposing players*
 4. *Charging violently*
 5. *Charging from behind*
 6. *Striking or attempting to strike*
 7. *Holding*
 8. *Pushing*
 9. *Intentionally handling the ball to gain an advantage (except goalkeeper in penalty area)*
 10. *Spitting*
 11. *Slide tackling(except when a goalie is going with hands to the ball).*
- A direct free kick is taken from the place where the offense occurred. Players must allow a distance of 10 yards from an opponents free kick.
- The ball must be stationary on the ground and is not in play until it has been kicked or moved forward. The player may not play it a second time before being touched by another player.
- All opposing players must be at least ten yards away from the ball when the ball is played.

7.10 Penalty Kicks:

- The kicker may not play the ball until the whistle is blown. If the kick is taken prior to the whistle, the kick will be taken again, regardless of the outcome.
- A penalty kick is awarded if the opposing team commits one of the direct free kick fouls in its own penalty area.
- The penalty kick is taken from the designated penalty mark.
- All players except the kicker and goal keeper must be outside the penalty area and at least ten yards away from the penalty mark.

- The goal keeper must stand with both feet touching the goal line and must not come forward off the line until the ball has been kicked.
- A goal may be scored directly on a penalty kick.
- The kicker cannot touch the ball a second time until it is touched by another player.

7.11 Goal Kick:

- A goal kick is awarded to the defending team if the ball passes completely over the defending team end line outside the goal after last being touched by a player of the offensive team.
- The goal kick is taken from any point within that half of the goal area nearest the place where the ball crossed the goal line.
- The ball must travel outside the goal area before being in play and may not be played by the kicker a second time before being touched by another player. If this occurs, the kick will be retaken.
- A goal may not be scored directly from a goal kick.

7.12 Indirect Free Kick:

- Indirect free kicks are awarded for all fouls, misconduct, and offenses other than the 11 direct free kick fouls. Other fouls and misconduct include:
 1. *Dangerous play*
 2. *Charging fairly when not within playing distance of the ball*
 3. *Obstructing*
 4. *Charging the goalkeeper.*
 5. *The goalie picks up the ball with his/her hands after an intentional pass back from teammate using his/her feet(U11 and above).*

7.13 Corner Kick:

- A corner kick is awarded to the attacking team if the ball passes completely over the defending team's goal line outside the goal after having last been touched by the defending team.
- The corner kick is taken from within the quarter circle at the corner of the field nearest the place where the ball crossed the goal line.
- All players must be at least ten yards away from the ball.
- A goal may be scored directly from a corner kick.
- If the kicker plays the ball twice before another player touches it, the opposing team shall be awarded an indirect free kick.
- All players must be ten yards away from the ball(**U11 and above**)

7.14 Throw In:

- A throw in is awarded if the ball passes completely over a touchline, either on the ground or in the air.

- The ball is thrown in at the place where the ball passed over the touchline by a player of the opposing team that last touched the ball.
- The thrower must face the field and part of each foot must be on the ground either on the touchline or outside the field of play and the ball must be thrown with both hands from behind and over their heads.
- A goal cannot be scored directly from a throw in.
- If the throw is improper, a throw in from the same place shall be awarded to the opposing team.
 - In U6 and U7 leagues, players will be allowed unlimited attempts if their throw is improper.
 - In U9, players will be allowed one “redo.” If one the second attempt their throw is improper, a throw in is awarded to the opposing team.
- The ball is in play immediately upon entering the field of play, but may not be played by the thrower before being touched by another player.

SPECIAL LEAGUE CONSIDERATIONS

- 8.01 Players and **4 coaches (1 head, 2 assistants and a team mom)** will be allowed on the sideline during the game. No other persons are allowed in these areas. **(U6 and U7 Divisions)**
- 8.02 Players and **2 coaches (1 head, 1 assistant.)** will be allowed on the sideline during the game. No other persons are allowed in these areas. **(U9, U11, U12, U13, U15, and U18 Divisions)**
- 8.03 An additional coach is allowed behind the end line, but may not enter the field of play during the game. **(U9, U11, and U12 Divisions)**
- 8.04 No coach is allowed on the field during play. **(U9, U11, U12, U13, U15, and U18 Divisions)**
- 8.05 Only ONE coach may be on the field during the game. A second coach is allowed behind the end line but may not enter the field of play during the game. **(U6 and U7 Divisions)**
- 8.06 No coach will be allowed in the penalty box area during the game. **(U6 and U7 Divisions)**
- 8.07 Officials will not be used and coaches will officiate the game. **(U6 Division)**
- 8.08 The team side of the field will be divided into two equal areas separated by the midfield line. Each coach is responsible for keeping their team within their team area during the game.
- 8.09 Un-badged parents and spectators must remain on the side of the field opposite the team bench for the entirety of the game.
- 8.10 Spectators will not be allowed behind the goals.

REGULATION GAME

- 9.01 A regulation game will be four (4) eight (8) minute quarters. **(U6 and U7 Division)**
- 9.02 A regulation game will be four (4) 10 minute quarters. **(U9 Division)**
- 9.03 A regulation game will be two (2) 25 minute halves. **(U11 Division)**
- 9.04 A regulation game will be two (2) 25 minute halves. **(U12 Division)**
- 9.05 A regulation game will be two (2) 30 minute halves. **(U13 & U15 Division)**
- 9.06 A regulation game will be two (2) 35 minute halves **(U18 Division)**
- 9.07 Halftime will be five (5) minutes in length. Where applicable, quarter breaks will be two (2) minutes in length.
- 9.08 A mid-period break will be called in the middle of each half only in instances where excessive heat or other weather related circumstances dictate. Only substitutions are to enter or leave the field of play during the break.
- 9.09 If games are tied at the end of regulation, the game is recorded as a tie.
- 9.10 During the regular season, if games are called early due to weather conditions, a game will be considered complete if three (3) full quarters have been played **(U9 and below)**. For age groups that play (2) two halves, the following will be considered complete games (2/3 of regulation time):
- 34 minutes – **U11 Boys and U12 Girls**
 - 40 minutes – **U13 & U15 Boys and Girls**
 - 48 minutes – **U18**

PROTEST

- 10.01 There will be no protests.

MANAGERS AND COACHES

- 11.01 Persons interested in coaching must fill out a Harrisburg Parks and Recreation Youth Sport Coaches Application, Criminal Background Check and Coaches Code of Conduct.
- 11.02 A person must be at least 18 years of age to be considered for a coaching position for the Harrisburg Parks and Recreation Department. Unique circumstances will be considered and will be approved on a case by case basis by the Parks and Recreation Manager. (Ex. Senior Project, etc....)
- 11.03 Completed coach's information will be sent to the appropriate league coordinator who will recommend coaches for the league they oversee. The coordinator's documented recommendation is then returned to the Parks and Recreation Athletic Coordinator for final decisions and approval.
- 11.04 The Parks and Recreation Manager shall approve all coaches. Those coaches shall be responsible for the selection of their teams and for their actions on the field.
- 11.05 The Recreation staff shall have the authority to suspend any manager or coach whose conduct is considered as detrimental to the best interest of Harrisburg Youth Soccer.
- 11.06 Any coach expelled from a game must be reinstated through the Harrisburg Parks and Recreation Staff prior to entering the next scheduled team game. If this is not done, then the coach in question will be automatically expelled from the Youth League Soccer Program for the remainder of the season.
- 11.07 All expelled coaches must immediately leave the facility and will automatically serve a one week suspension. If a suspension is appealed, it must be appealed to the Athletic Oversight Committee:
- Events that caused the ejection will be recorded by the official and submitted to the Harrisburg Parks and Recreation Athletic Coordinator.
 - The suspension will remain in effect until the Athletic Oversight Committee investigates and either overturns the suspension or increases it.
 - If the police are called as a result of the ejection the player/coach will be suspended indefinitely.
 - The suspension includes practices as well as all team affiliations. If an individual coaches multiple teams, the suspension includes all teams coached.
- 11.08 If a coach is ejected, the ejection will stand regardless of the circumstances.
- 11.09 Second offensives will merit automatic expulsion from the total Youth League Soccer Program for the remainder of the playing season.
- 11.10 No profanity or un-sportsman-like conduct will be allowed. Coaches will be ejected from the game (no warnings).

11.11 Objectionable demonstration or dissent at any official's decision by the use of profanity and/or mannerisms may result in expulsion from the game and/or premises.

PLAYER CONDUCT

12.01 The Recreation staff shall have the authority to suspend any player whose conduct is considered as detrimental to the best interest of Harrisburg Youth Soccer.

12.02 Any player expelled from a game must be reinstated through the Harrisburg Parks and Recreation Staff prior to entering the next scheduled team game. If this is not done, then the player in question will be automatically expelled from the Youth League Soccer Program for the remainder of the season.

12.03 All expelled players must immediately leave the facility and will automatically serve a one week suspension.

- Events that caused the ejection will be recorded by the official and submitted to the Harrisburg Parks and Recreation Athletic Coordinator.
- The suspension will remain in effect until the Athletic Coordinator investigates and either overturns the suspension or increases it.
- If the police are called as a result of the ejection the player/coach will be suspended indefinitely.
- The suspension includes practices as well as all team affiliations.

12.04 If a player is ejected, the ejection will stand regardless of the circumstances.

12.05 Second offensives will merit automatic expulsion from the total Youth League Soccer Program for the remainder of the playing season.

12.06 No profanity or un-sportsman-like conduct will be allowed. Players will be ejected from the game (no warnings).

12.07 Objectionable demonstration or dissent at any official's decision by the use of profanity and/or mannerisms may result in expulsion from the game and/or premises.

PARENT AND SPECTATOR CONDUCT

13.01 The Recreation staff shall have the authority to suspend any parent or spectator whose conduct is considered as detrimental to the best interest of Harrisburg Youth Soccer.

13.02 Any parent or spectator expelled from a game must be reinstated through the Harrisburg Parks and Recreation Staff prior to attending the next scheduled team game. If this is not done, then the child or relative of the player in question will be automatically expelled from the Youth League Soccer Program for the remainder of the season.

13.03 All expelled parents or spectators must immediately leave the facility and will automatically serve a one week suspension.

- Events that caused the ejection will be recorded by the official and submitted to the Harrisburg Parks and Recreation Athletic Coordinator.
 - The suspension will remain in effect until the Athletic Coordinator investigates and either overturns the suspension or increases it.
 - If the police are called as a result of the ejection the parent or spectator will be suspended indefinitely.
 - The suspension includes practices as well as all team affiliations.
- 13.04 If a parent or spectator is ejected, the ejection will stand regardless of the circumstances.
- 13.05 Second offensives will merit automatic expulsion of the child or relative from the total Youth League Soccer Program for the remainder of the playing season.
- 13.06 No profanity or un-sportsman-like conduct will be allowed. Parents and spectators will be ejected from the game (no warnings).
- 13.07 Objectionable demonstration or dissent at any official's decision by the use of profanity and/or mannerisms may result in expulsion from the game and/or premises.
- 13.08 Objectionable demonstration directed towards players or coaches will not be allowed. Parents and spectators will be ejected from the game (no warnings).

PLAYER SELECTION

- 14.01 Kids will be allowed one placement request that will allow them to have improved confidence, whether through being on the same team as a friend or with a coach they know. There are no guarantees. **(U5, U6, U7 only)**
- 14.02 Teams are created by the coordinator randomly picking kids out of a pool and assigning them to coaches. Coordinators and the Parks and Recreation Athletic Coordinator will have the discretion to adjust for team balance. **(U5, U6, U7 only)**
- 14.03 All players who are new to the Athletic Program or those who have not participated in soccer in the previous season are required to attend a skills assessment.
- 14.04 Players will be selected based on current evaluations and those gained at skill assessments.
- All players, scores and the one day they are unable to practice will be available for draft.
 - All coaches will pick their practice times before the draft.
- 14.05 Coordinators and/or the Harrisburg Parks and Recreation Athletic Coordinator are responsible for controlling the kids available for each round of the draft. This can be accomplished by limiting the number of kids available in a round to equal the number of teams plus up to 10 kids and/or group like scored kids together.

- 14.06 Each coach will be assigned their child and the child on one (1) assistant coach prior to the draft. Their score and ranking will be added to the coach's team total.
- 14.07 In co-ed leagues, the combined score of the children of the coaches will apply to both the selection of girls and the selection of boys. **(U18 Divisions)**
- 14.08 The coach with the lowest score will pick first with picks alternating to the coach with the lowest score after each individual selection.
- 14.09 Selections may not be made from lower levels until the all the players from the current selection range have been chosen.
- 14.10 Children in the draft who, for any reason, do not have an evaluation score will be excluded from draft eligibility and will be randomly assigned to teams by the age group coordinator.

TOURNAMENT PLAY

- 15.01 There will be a post season tournament for U9 and above. All tournaments shall be single elimination.
- 15.02 No seeding will occur except to separate the number one (1) and two (2) teams from starting in the same bracket.
- 15.03 All tournaments games must be completed and played the full regulation time. If a game is tied at the end of regulation, one, 8 minute overtime period will be played **(U9, U11, and U12)**. In the U13, U15, and U18 divisions, the overtime period will consist of two 5 minute halves. The team ahead at the end of overtime will be declared as the winner. If the score is still tied at the end of the overtime period, teams will take penalty kicks to determine a winner **(U9 and above)**.
- 15.04 In the event a tournament game goes into an overtime period, the entire period must be played i.e. no golden goal rules are in effect.
- 15.05 In the event a tournament game must be decided by penalty kicks, the first round of penalty kicks will consist of each team selecting five (5) players. Each team will also select a goalkeeper. The goalkeeper is not required to be one of your five (5) selected players.
- 15.06 In co-ed leagues, two (2) of the first five (5) players must be female. Any team having only one female player participating in the shootout will waive their fifth shot. This means the team will only take four penalty shots to the other team's five shots **(U18 Division)**.
- 15.07 Neither your five shooters, nor your goalie, are required to play in the overtime period to be eligible to participate in the shootout. You may not change goalies or shooters once the shootout begins. Injuries or other extenuating circumstances will waive this rule, with approval of the referee(s).

- 15.08 During the shootout, the ball is not live until the referee blows his or her whistle. If the kick is taken prior to the whistle, the ball will be returned to the penalty spot and kick retaken regardless of the outcome of that kick.
- 15.9 No person, coach or otherwise, is allowed behind the net during the shootout. Coaches may stand to one side of the goal on the touchline, if desired, but may not interfere with the play once the whistle has blown to initiate play.
- 15.10 The shooter may only touch the ball one time. The ball is not live and in play on a goalie deflection back into the field of play, so follow-up shots are not allowed and will not count. If the shot deflects off the goalie and still goes in the net, the goal will be counted.
- 15.11 The goalie may not step off of the touchline that defines the goal until the ball is kicked. A goalie stepping forward prior to the kick is at an advantage as it reduces the goal size to the shooter.
- 15.12 Each team will alternate taking penalty kicks until all five players have shot. The order of your shooters is completely up to you. The team with more goals at the end of the shootout is the winner. If after the five player shootout, there is still a tie, it becomes a one for one shootout until one team scores and the other team does not. One of your original five cannot shoot again until you have gone through your entire roster, regardless of the size of your opponent's roster.
- 15.13 In co-ed leagues you are not required to alternate male and female players.
- 15.14 All tournament games halted before a winner is determined shall be resumed from the exact point where play was ceased.

PLAYER PARTICIPATION POLICY

- 16.01 Every player shall play at least **one half of every game**.
- 16.02 Substitutions will be unlimited for all age groups.
- 16.03 If at any time a team gains a four (4) goal advantage and their team has more players than the opposing team, the winning team must "drop back" to an even number of players on the field until a time when the lead is cut to two (2) goals.

- 16.04 In the cases of a player missing practices, games or other disciplinary problems, the coach may not have to meet a player's participation requirement. In such a case, prior to the start of the game, the coach must present to the Coordinator and/or Parks and Recreation Staff his/her reasons for anyone that is not going to meet their playing requirement in the game in question. The Coordinator and/or Parks and Recreation Staff will make a final decision on playing time for the game in question.
- 16.05 In the case of a player arriving after the game has already started, the coach does not have to meet that player's participation requirement for that game.
- 16.06 In the case of a player who becomes a disciplinary problem after the game has started, the head coach can make an immediate appeal to a Coordinator and/or a Parks and Recreation Staff member. If the individual agrees with the decision the said player may not have to meet their playing requirement for that game. If there is no Coordinator or Staff present, the coach may make an executive decision to sit the player and must follow up with the coordinator or staff immediately following the game. If a coach abuses this freedom, they will serve a suspension at the discretion of the Coordinators and Staff.

WEATHER RELATED GAME POSTPONEMENTS

- 17.01 In cases of inclement weather occurring before 4:00 p.m. on game day, all attempts will be made to contact the coaches about postponements or cancellations.
- 17.02 In cases of unfavorable playing conditions occurring after 4:00 p.m., teams should report to their respective fields prepared to play. All decisions to postpone or cancel games will be made by game time. On-site decisions shall be umpires judgment. Information after 4:00 p.m. will be available on the recreation department voice mail system.
- 17.03 In the event of postponements or cancellations no decision on rescheduled times and dates shall be made until the following morning. Coaches should call the Recreation Department after 10:00 a.m. on the morning following the postponement or cancellation for the reschedule.
- 17.04 Reschedule Considerations
- A. On game cancellations and postponements an effort shall be made to reschedule during the same calendar week.
 - B. Teams should prepare for weekday (Monday-Friday) play on game cancellations and postponements.
 - C. Games not played in the same calendar week will be rescheduled as soon as possible.
- 17.05 Practice Cancellations are at the coach's discretion unless the Parks and Recreation Department deems field conditions or weather conditions unsafe for participants and spectators.