

# SOUTHERN NEW HAMPSHIRE RECREATIONAL SOCCER LEAGUE



## RECREATIONAL SOCCER POLICIES AND PROCEDURES (U10, U12, U15 & U18 DIVISIONS)

Updated August 2023

**TABLE OF CONTENTS**

I. Statement of Purpose..... Page 3

II. Game Specifics..... Pages 3 - 4  
    Seasons 3 Ball Size 3 Goal Size 3 Game Length 3

III. Team Specifics..... Page 4  
    Age Groups 4 Roster Size 4 Uniform Requirements 4

IV. Game Scheduling and Changes.....Pages 5 - 6  
    Pre-Season 5 Mid-Season 5

V. Score Reporting..... Page 6  
    Game Report Form 6

VI. Ranking Calculations..... Page 6

VII. Playoffs..... Pages 7 - 8  
    Scheduling and Location 7 Additional Regulations For Playoffs 7

VIII. Forfeit Rules..... Pages 8 - 9  
    Borrowed Players 8 Game Cancellations 8 Double Rostering 9 Unregistered Players 9  
    Failure to Report Scores 9

IX. Disciplinary Procedures and Appeals.....Pages 9 - 11  
    Disciplinary Committee 9 Appeals Committee 10 Conflict of Interest and Recusal 11

X. Sportsmanship and Code of Conduct..... Pages 11 - 13  
    Team Size 11 Excessive Goals 11 Double Rosters - Ringers 12 Equal Play 12 Referees 12  
    Game Cautions 12 Send Offs 12 Spectators 13 Players and Coaches 13

Revision History.....Page 13

## **I. Statement of Purpose**

The Southern New Hampshire Recreational Soccer League (“SNH Rec Soccer League”, “SNH Rec Soccer”, or “SNH Rec”) is a co-ed recreational league with the ultimate objective of creating a safe and fun experience for all players from all participating towns. This league is a collaboration of volunteers from towns in southern New Hampshire. SNH Rec has a mission to allow local communities within southern New Hampshire to have a recreational soccer league that offers co-ed teams from U10 to U18 a venue to play together.

SNH Rec is operated by the Directors of the participating towns’ recreational soccer programs. Each participating town has at least one Director that provides input to the league regarding concerns, ideas, and criticisms. The SNH Rec Directors meet on a monthly basis.

This guide is designed for coaches and Directors and consists of best practices to be considered during recreational game play, as well as the process for reporting inconsistencies that may arise throughout the season. It is the responsibility of the Directors to review these Policies and Procedures on a regular basis to ensure that it is updated and inclusive of any and all opportunities to create a positive experience for all players from all participating towns. It is the duty of each town’s Director(s) to share this document with all coaches, players, and families prior to each season and immediately following any version updates.

## **II. Game Specifics**

### **A. Seasons**

SNH Rec has two seasons - fall and spring. Fall generally runs from the beginning of September through the beginning of November. Spring generally runs from mid-April through mid-June. For towns that offer a full year of soccer, the beginning of the year is the fall season.

### **B. Ball Size**

Ball sizes are to be as follows for each division:

**U10 and U12** - Size 4 Ball

**U15 and U18** - Size 5 Ball

All balls used in game play should be properly inflated. The Home team is responsible and shall strive to provide an appropriate ball for the duration of the game.

### **C. Goal Size**

As put forth by New Hampshire Soccer League, regulation goal sizes should be as follows:

**U10 and U12** - 6’ x 18’

**U15 and U18** - 8’ x 24’

### **D. Game Length**

All games in each division should be played according to the following time guidelines:

**U10** – Two 25 minute halves with a break of at least 5 minutes but not to exceed 10 minutes between halves.

**U12** – Two 30 minute halves with a break of at least 5 minutes but not to exceed 10 minutes between halves.

**U15** – Two 45 minute halves with a break of at least 5 minutes but not to exceed 10 minutes between halves.

**U18** – Two 45 minute halves with a break of at least 5 minutes but not to exceed 10 minutes between halves.

All games are considered final if at least half the game is played. Referees should be equipped to handle accurate timing of halves. With the exception of playoff and championship games, this league does not play past regulation time. Any “regular season” games tied at the end of regulation will be recorded as such. Please refer to the “Playoffs” section of this document for our playoff overtime rules.

### **III. Team Specifics**

#### **A. Age Groups**

Age groups are determined by birth year following the recommendations of the US Youth Soccer Association. Age groups are designated U and then a number (U10, U12, etc.). The designation generally means that the players in that age group are under the associated age at the beginning of the season (e.g., U10 players are generally under the age of 10). Players remain in their assigned age group for the entirety of a season - players generally do not move up in age groups between fall and spring - so it is possible for a player to be older than the assigned age group if their birthday falls during the season (i.e., a player may be in U10 and be 9 years old in the fall, but have a birthday in March and still play in the U10 age group in the spring). Any player in the U18 age group that reaches the age of 18 during the season must provide evidence of SafeSport certification prior to being allowed to play.

#### **B. Roster Size**

Games are to be played according to the following player format as outlined by New Hampshire Soccer League:

**U10** – 7 v 7

**U12** – 9 v 9

**U15** – 11 v 11

**U18** – 11 v 11

The total number of players on each roster is an individual decision left up to each town’s/team’s discretion. When developing rosters, however, it is important to consider the number of players on the field at any given time (i.e. game format) and develop rosters in such a way that it provides all players the opportunity for a reasonable amount of game time, as well as making sure there are enough players that a team does not have to consistently borrow from their opponent. Forfeit rules apply for double-rostering and unregistered players. Please see the “Forfeit Rules” section of this document for more details.

This is a co-ed league. As such, two players of each gender are required on the field at all times. If a team is unable to play two players of each gender, they are required to play with one less player on the field (e.g., with only 1 girl and 9 boys on the field your team would play 10v11 in a traditional 11v11 game). Players may be borrowed from the opposing team, or both teams can choose to play equal numbers of players, if a team cannot meet these requirements. Please see the “Forfeit Rules” section of this document for more details. If a town finds that based on registered participation they will not be able to field a team with a sufficient number of both genders, the director of that town’s program should reach out to neighboring towns for assistance. Neighboring towns should work together to make full co-ed teams that can play together throughout the season.

#### **C. Uniform Requirements**

Players shall have shin guards and soccer cleats. Further, all players on a team shall have similar (not necessarily “identical”) colored jerseys to facilitate officiating. Also intended to facilitate officiating, goalkeepers should have a noticeably different colored jersey to differentiate them from other team members. Goalkeepers

may wear appropriate and official 'Goalie Gloves' if they choose.

#### **IV. Game Scheduling and Changes**

Game schedules will be developed by a volunteer ("Scheduler") whose intent is to be fair and consistent to the maximum extent possible. Non-standard "requests" for schedule accommodations due to unique situations should be limited to the extent possible.

##### **A. Pre-Season Opening Schedule Accommodation Requests**

Town Directors will submit any requests for the season to the Scheduler no less than 2 weeks prior to the season start. Examples of reasonable and appropriate requests for a schedule accommodation may include:

- No games for your town's U15 team(s) on a certain date due to a function at school that many players will be attending
- No morning games on a certain date for one specific team due to prior, unchangeable commitments of both the Coach and Assistant Coach on that specific day
- Requesting an afternoon game (at or after a designated time) on a certain date because many of your U18 players are taking the SAT
- Requesting either a 'Home' or 'Away' game on a specific date due to field availability limitations

Every reasonable effort will be made in an attempt to accommodate pre-season requests, however, it is recognized and understood that all preferences may not always be possible due to many variable factors such as, but not limited to, field or officiating availability, or conflicts imposed on other teams if a request is not consistent with standard scheduling patterns.

All requests will be noted and every reasonable effort to accommodate requests submitted will be made. As the initial step in a multi-step process, the Scheduler will create the 'shell' of the schedule and will then provide this information to all participating towns. Towns will then individually submit their game times and field assignments for all 'Home' games to complete the schedule. Town input must be completed **within 3 days** of the release of the 'shell' schedule. Any requests which were not addressed in the initial scheduling step (before schedule 'shell' is distributed to towns) will be noted on the document provided to all towns. It is up to the Home team to assign the game time after taking into consideration any noted request(s), if applicable.

As a courtesy to all others, when the completed schedule is released, coaches/field coordinators/referees/etc. (as applicable) shall promptly review the game schedule. Subsequent changes to individual games should be discussed/coordinated between the two participating teams within the **next 3 days** and once agreed upon, details shall be forwarded to the Scheduler to be updated in the system.

##### **B. Mid-Season Schedule Accommodation Requests**

Once the official schedule is released prior to the commencement of season play, it is considered "final". However, it is recognized that additional changes may be necessary due to unforeseen circumstances beyond the reasonable control of league coordinators (e.g. field conditions, extreme adverse weather, local emergencies, safety concerns, etc.). These situations shall be addressed in the most time-sensitive manner possible.

Every effort should be put forth to make any game changes **at least 2 weeks or more** prior to the date of the game. Once it becomes clear that a game needs to be canceled or rescheduled, all coaches and directors of the towns playing must be notified, as well as the referee(s). The coach that needs to cancel the game must fill out a Game Cancellation Form. This will notify the town directors that a game was canceled and that they may need to work with their coach(es) on rescheduling the game. In the event a change request by one team cannot be reasonably accommodated/agreed upon by the other team, the existing pre-season schedule shall remain unchanged and the game will not count toward the standings for either team.

When a game needs to be canceled or rescheduled a Game Change Form must be submitted by the canceling town's director **within 7 days** of the original game date. The new game must be played within 10 days of the original game date. If a game is not rescheduled within 7 days of the original game date, or played within 10 days of the original game date, the game will not count towards either team's standings. When a game is rescheduled, the new game does not have to take place at the same field as originally scheduled. The new schedule for a game is not official until an email has been received from the Scheduler stating that the game has been changed.

If a game needs to be rescheduled in the last week of the regular season, the Game Change Form must be submitted by Monday of the following week, prior to the playoff weekend. The new game must be rescheduled and played by Wednesday of the following week, prior to the playoff games in order to count toward the teams' standings.

## **V. Score Reporting**

Results of each game should be called into the Score Reporting Line or entered via the web at <http://ww2.demosphere.com/phoneitin/> in a timely manner. Typically, the score should be entered by the hosting town, but both teams are responsible for making sure the score has been entered properly. The scores will be used to determine team rankings for the purpose of the Playoffs. In addition to online reporting of scores, one coach from each team will fill out and submit a Game Report Form. See the section "Game Report Forms" for further information.

Scores and Game Report Forms are due by Monday morning following Saturday/Sunday games, and by the following morning for weekday games. Failure to report scores will result in a 0-0 tie during regular season play, and will not count toward either teams' standings. See the "Playoffs" and "Forfeit Rules" sections for additional details.

### **A. Game Report Form**

At the conclusion of each game, a Game Report Form is required to be filled out by one representative from each team regardless of whether you are home or away. Only town representatives and referees may provide feedback regarding the game. No parent or spectator responses will be accepted. Only one report from each team will be accepted for a game. Any ranks of 1 or 2 must have supplemental information included. If a team brings any issues to the league about another team during the season and no Game Report Form was submitted, those issues will not be addressed for those specific games. Only games with submitted Game Report Forms will be utilized in determining issues within the league. All Games Report Forms will go to the Disciplinary Committee and will be shared with all of the town Directors. The Game Report Form will be final once submitted.

## **VI. Ranking Calculations**

All participating teams shall be ranked using a point system as follows:

- 3 points for a win
- 1 point for a tie
- 0 points for a loss
- In the case of a forfeited game, the forfeiting team will receive 0 points; the opposing team will receive a number of points depending on the reason for forfeiture.

The totals, after the final week of “regular season” play in both the Fall and Spring seasons, will be used for determining placement in the playoffs when a minimum of 5 teams exist in the group. DemoSphere is used for Scheduling and Score Reporting and will automatically maintain and update the rankings as weekly game scores are entered into the system.

In the case of ties within the rankings, tie breakers shall be decided in accordance with the generally accepted rules of professional sports as follows:

- First tie breaker: Head-to-Head winner during regular season play.
- Second tie breaker: Fewest goals allowed during regular season play.
- Third tie breaker: Most goals scored during regular season play.

## VII. Playoffs

*Please remember this is a recreational league!*

### A. Scheduling and Location

Playoffs will be held the final weekend of the regularly scheduled season for any grouping consisting of five (5) or more teams. The 4 teams with the highest total of accumulated points throughout the preceding “regular season” weeks of play will advance to the Playoff games. Playoff games will be hosted at a field designated by the league. **All other teams will have consolation games scheduled that weekend.** Consolation game teams and locations may vary based on the number of teams in a grouping. All teams are guaranteed at least one game on the final weekend of play.

The Playoff format will be as follows:

- Saturday- 1<sup>st</sup> place team to host 4<sup>th</sup> place team.
- Saturday- 2<sup>nd</sup> place team to host 3<sup>rd</sup> place team.
- Sunday- Winner of 1<sup>st</sup> vs. 4<sup>th</sup> plays winner of 2<sup>nd</sup> vs. 3<sup>rd</sup>.

Scores for playoff games must be entered within 2 hours of the end of game play. Teams may not double-roster ANY players for ANY playoff games. The result will be a forfeit and elimination from the playoffs for the team double-rostering.

It is up to the participating town’s discretion if there is any acknowledgement for participating in and/or winning the Playoffs. The Southern NH Rec Soccer League does not provide any awards or trophies but does not prohibit participating towns from doing so.

### B. Additional Game Play Regulations for Playoff Games

The games designated as ‘Playoffs’ shall be played according to the same rules and time parameters as all other regular season games. There are, however, situations that can arise in a Playoff situation as the games cannot end in a tie.

In the case of a tie at the end of the second half of game play, the game shall proceed as follows:

Two 10 minute Overtime Periods – regular play continues for the entirety of two 10 minute periods and the score is increased by one each time either team scores. There shall be a 5 minute break between periods. Any goals scored are added to the score of the game and the

team with the highest score at the end of the second period shall be deemed the winner.

If a tie still remains after Overtime, then play advances as follows:

Two 5 minute Sudden Death Overtime Periods – Game play shall continue for 5 minutes with the first team to score a goal earning 1 additional point and being deemed the winner. There shall be a 5 minute break between periods if going into the second period.

If at the end of the Sudden Death Overtime periods, neither team has scored, then play advances as follows:

Penalty Shootout – Each team selects 5 players to shoot direct kicks on goal. A goalkeeper may be included in the selected players. Each team selects a Goalie/Player from their team to defend against the opposing team's shots on goal. Shots shall be taken from the Penalty Line. A coin toss determines which team shoots first. The team winning the coin toss can choose whether to shoot first or second. Teams alternate kickers, each team having one player take one kick (and then returning to the team area/sideline) until all 5 players from each team have a shot on goal. Each goal is worth one point and the team with the highest total at the end of the Shootout is deemed the winner. If there is still a tie after all 10 shots have been taken, each team will continue to select 1 additional shooter until a winner is determined. Repeat shooters will not be allowed until all players from a team have attempted a shot.

## **VIII. Forfeit Rules**

The Southern NH Rec Soccer League is designed as a recreational league for players of all ability levels. In order to keep play consistent and fair, the Directors have established the following forfeit rules. Any game forfeits must be communicated via email to [snhrec@derrysoccerclub.org](mailto:snhrec@derrysoccerclub.org) in a timely manner.

### **A. Borrowed Players**

In an effort to promote sharing of players and maintaining a fun game environment with full-sided teams, players may be borrowed from the opposing team if a team does not have enough players. Playing short-sided or reducing the total number of players on the field (ex. 9v9 instead of 11v11) are also options available to the coaches. Borrowing players from the opposing team will not result in a forfeit or have any associated penalties.

### **B. Game Cancellations**

Teams must decide within 7 days following a cancellation notice if/when a game is to be made up. Final say on rescheduling games is at the discretion of the Directors. We hope to have all games played as scheduled, but it is possible that some canceled games may not be made up.

- If a game is rescheduled it must be played within 10 days of the original game date in order to count toward the teams' standings.
- If a team does not respond within 7 days to a request to reschedule, the game will not be rescheduled and will not count toward either teams' standings.
- If both teams agree to not reschedule a game, the game will not be played and will not count toward the either teams' standings.

Games in the last week of the "regular season" must be played by Wednesday of the following week (before the playoff weekend starts) or will not count toward either teams' standings. No additional forfeit



penalties will be assessed for the need to cancel or reschedule a game.

### C. Double-Rostering

Double-rostering of teams is not allowed. Any town who shares players between teams within their own town in order to increase roster sizes will earn a 0-4 forfeit for games won when utilizing shared players. (ex. Team1 loans players to Team2 for their game against Team3). This may be imposed at any time after being reported to the Directors. If a coach believes that this is happening they should immediately notify their town Director who can bring the issue up with the rest of the league Directors.

### D. Unregistered Players

Any team who allows an unregistered player to participate in any game will earn a 0-4 forfeit for that game. This may be imposed at any time after being reported to the Directors. If a coach believes that this is happening they should immediately notify their town Director who can bring the issue up with the rest of the league Directors.

### E. Failure to Report Scores

Score reporting is primarily the responsibility of the Home team, but may be completed by the Away team if necessary. It is the responsibility of both teams to ensure that scores are reported in the proper time frame. Failure by both teams to report scores within the documented timeframe for "regular season" games will result in the game not counting toward the standings. Failure to report scores of "playoff" games within the documented timeframe will result in a 0-1 forfeit for the Home team and will result in elimination from the playoffs. The documented timeframes are as follows:

- Sat/Sun game, regular season - must be reported by Monday morning of that week
- Mid-week game, regular season - must be reported by the morning following gameplay
- Playoff games - must be reported within 2 hours of the end of the game

## **IX. Disciplinary Procedures and Appeals**

All coaches and other team officials shall be subject to all rules pertaining to misconduct. Any other individuals who may be reasonably understood as being associated with a team shall be subject to the jurisdiction and authority of the league. Any coach or team official can be held responsible for any individual associated with their team at any match.

### A. Disciplinary Committee

Southern New Hampshire Recreational Soccer League will refer disciplinary issues to the Disciplinary Committee. Disciplinary issues will be determined based on responses provided on the Game Report Form that is to be submitted by each team at the end of each game.

The Disciplinary Committee will consist of 3 active participants of the league (e.g., coaches, coordinators, directors of town programs) and one officer from the league. Each league member will have the ability to recommend participants to the league. The Disciplinary Committee will be appointed by the board of directors at the league's annual meeting. Disciplinary Committee members will serve a term of two years, but may serve multiple terms.

The Disciplinary Committee will be responsible for reviewing the Game Report Forms for each game each week. Game Report Forms will be due the Monday after Saturday/Sunday games, and due the day after for any weekday games. Game Report Forms will be reviewed ***within 4 calendar days*** of submission.

The Disciplinary Committee will make sure they have sufficient information provided for issues that are rated two or less. For any forms that have a section rated as two or less, the Disciplinary Committee will jointly review the issue prior to providing a response. Responses can come in the form of a written warning or a review. All decisions that do not result in a written warning or review will be documented in writing by the Disciplinary Committee, including the reason for the decision. Decisions will be provided **within 7 calendar days** of the Game Report Form's submission.

Any games receiving a two in the following categories will automatically receive a written warning from the Committee: overall game rating, either team staff rating, and either team players rating. For a written warning, one member of the Disciplinary Committee will notify in writing the League officers, both coaches, player(s)/player's parent(s) (if necessary), and the Directors from each town involved of the decision. This notification will state the issue receiving a two rating, and the possibility of disciplinary action should the issue not be corrected. The notification will come in the form of an email to the email addresses the league has on file for each individual involved. Written warnings will be issued **within 7 calendar days** of the game that was given a two rating. It is important that the Disciplinary Committee obtain notification of receipt of the warning from each individual **within 2 days** of the email being sent. If no receipt notification has been obtained within two days, a Committee member must make a phone call to the individual to ensure receipt of the warning email.

Any games receiving a one in the following categories will automatically receive a disciplinary review from the Committee: overall game rating, either team staff rating, either team players rating. One member of the Disciplinary Committee will notify in writing the League officers, both coaches, player(s)/player's parent(s) (if necessary), and the Directors from each town involved of the need for a review. This notification will state the issue receiving a one rating and the possible disciplinary action that will be taken as a result of receiving this rating. Notification of a disciplinary review will be issued **within 6 calendar days** of the game that received the one rating. The town/team/player will have **5 calendar days** in which to respond to the allegations in writing, and this information will be considered in the review. If necessary, the Disciplinary Committee may have a meeting to include all committee members and the town directors and coaches. If so, the affected parties will receive a choice of dates for a review hearing. It may be necessary for the Disciplinary Committee to do additional investigating into the issue prior to the review hearing, or issuing a final decision. The Disciplinary Committee's final decision will be emailed to both towns/teams **within 5 days** of the team response or meeting, whichever took place later.

#### B. Appeals Committee

Any town/team/individual that has received a disciplinary decision against them may request a hearing by the Appeals Committee.

Any team that receives a disciplinary action by the league has the right to appeal the decision. All appeals will be handled by the Appeals Committee. The Appeals Committee will be determined by the league board of directors (and league members?) at the league's annual meeting. The Appeals Committee will consist of 3 actively participating members of the league (e.g., coaches, coordinators, directors of town programs) and one officer from the league, different from the Disciplinary Committee.

Any player, team official, or club given a disciplinary action by the Disciplinary Committee may file an appeal. All matters must originate from a formal appeal request submitted in writing, with any documented evidence, **within 5 calendar days** of the official written notification of disciplinary actions. The written appeal should be emailed to each member of the Appeals Committee listed on the League's website. The Appeals Committee will set up a meeting with the appellant to take place either in person or via online meeting **within 5 calendar days** of receiving the request.

### C. Conflict of Interest and Recusal

To maintain fairness, if the towns involved in a game that needs to be reviewed have members on the Disciplinary Committee, that member will be recused and a temporary replacement from a different town will be assigned by the league officer to assist with determining disciplinary actions.

In addition, if the towns involved have filed an appeal with the Appeals Committee, that member will be recused and a temporary replacement from a different town will be assigned by the league member to assist with determining appeal decisions.

## X. Sportsmanship and Code of Conduct

This guide is designed for Coaches and Directors and consists of best practices to be considered during recreational game play, as well as the process for reporting inconsistencies that may arise throughout the season. It is the responsibility of the town Directors to review this Sportsmanship Guide and Code of Conduct on a regular basis to ensure that it is updated and inclusive of any and all opportunities to create a positive experience for all players from all participating towns. It is the duty of each town's Director to share this guidance with all coaches and staff prior to each season and immediately following any version updates.

### A. Team Size

It is anticipated that teams may occasionally arrive at games with a fewer-than-ideal number of players. In this event, it is the responsibility of both teams to determine the terms of gameplay. Below are a few examples of acceptable solutions:

- Teams share players to allow for full-fielded teams and maximized play time for all players; keep in mind that each team must field two (2) players of each gender, or play down
- Both teams play short on the field to maintain an even match (e.g., 8v8, 9v9, 10v10, etc.)
- Games are played in different segments (i.e. quarters vs. halves) to allow for additional water breaks and rest periods for teams with limited or no substitutes
- Refusing to share players or refusing to alter gameplay in a way which is fair and beneficial to all players IS NOT an option

### B. Excessive Goals

There may be times when a particular game becomes single-sided. In this case, running up scores is not appropriate. The Southern NH Rec Soccer League has a set goal differential of +4. Though it is sometimes difficult to control, below are some alternative play suggestions to help limit games from having goal differentials of greater than +4:

- Play offense as defense and/or put top scorers in goal
- Forbid top scorers from shooting
- Require X number of passes before shooting
- Limit shots to outside of the penalty box/goalie box
- Limit/require a certain number of touches before passing/shooting
- Play short a player
- Offer to mix teams and share top players to equalize gameplay

If a game starts to become lopsided and a team has more than a +4 goal differential, the team must play short a player until the opposing team catches up. For example, Team1 is winning a game with a current score of 5-1. If Team1 scores another goal before Team2 (the score becomes 6-1) then Team1 must remove the player who scored the leading goal from the field and play with one less player on the field. Team1 cannot go back to playing even-sided until Team2 has scored a goal. So once the score becomes 6-2, Team1 can return to even-sided play.

### C. Double-Rosters & Ringers

The Southern NH Rec Soccer League participates in a playoff event in some seasons. This playoff event is meant to be fun and exciting for the teams, and also to acknowledge all teams for a well-played season. The objective of the season should not be winning recreational soccer games. If this is the sole focus of your team, then you are likely playing in the wrong league and should be seeking out competitive play. As previously stated, this is a recreational league designed for the purpose of creating a safe and fun experience for all players. In order to allow the most rewarding experience for the players who have worked hard all season, please refrain from the following:

- Double-Rostering is not allowed and will result in a forfeit
  - E.g., Somewhereville has 2 teams registered. Team1 and Team2 share players to maximize rosters or increase their potential of making/winning the playoffs.
- Addition of “Ringers” to rosters is strongly discouraged
  - Adding players from competitive leagues late in the season with the objective of winning games is highly frowned upon. Again, this is a recreational league where the focus is on fun and player development.
  - Allowing play from unregistered players will result in a forfeit.

### D. Equal Play

All coaches will make an effort to allow equal minutes for their players, regardless of age, gender, or skill level. Again, this is a recreational league and the focus should not be on winning games. Though it is ultimately at the coach’s discretion, below is an example that would be frowned upon by the league, as well as examples of reasoning as to the unfairness of this tactic:

A team may have a set of superstar players who play the entire game, while the remainder of the team divides up the minutes of the game. All players should have a chance to be on the field an equal amount of time. If a coach determines that this is being done by an opposing team they should immediately notify their town Director who can bring the issue up with the rest of the league Directors.

### E. Referees

This league has a zero tolerance policy for misconduct towards game officials. Referees and their game decisions are to be respected. In the event that a referee concern arises, please contact the Assignor for that game immediately and provide complete details of your concern. If you do not know who the Assignor is, you should notify [snhrec@derrysoccerclub.org](mailto:snhrec@derrysoccerclub.org) and the town Directors will help connect you to the appropriate person. Under no circumstances are players, coaches, or fans to interact with referees other than when asking appropriate gameplay questions, discussing league rules, or thanking them after a game.

### F. Game Cautions

Issuance of yellow cards as cautions in games will be reported by referees and are to be taken seriously. Earning two (2) yellow cards in a single game will result in a red card and the player or coach being sent off. Any issued cards should be noted on your game report and followed up with a notification to the town Directors at [snhrec@derrysoccerclub.org](mailto:snhrec@derrysoccerclub.org).

### G. Send-offs

Red cards will be reported by the referee and are to be followed up with a notification to the town Directors at [snhrec@derrysoccerclub.org](mailto:snhrec@derrysoccerclub.org). Earning a red card results in immediate removal of that player, coach, or fan from the field and will be followed by a 2-game suspension.

#### H. Spectators

All spectators are expected to do their part in maintaining a fun and friendly environment. Any spectator who is creating a hostile situation for any player, coach, referee, or other spectator will be issued a red card by the referee and sent off from the game. This carries the same 2-game suspension as a player or coach red card and that spectator will not be allowed back at the field for a minimum of 2 weeks, but potentially longer at the discretion of the Disciplinary Committee.

#### I. Players & Coaches

All players and coaches are expected to maintain a safe and friendly playing environment and to abide by all rules of the game, as well as those set forth in these Recreational Soccer Policies and Procedures.

### **Revision History**

Date of Revision	Summary of Changes Made
April 2023	Included U10 in the document; added game cancelation and change forms; added co-ed game play rules; removed some forfeit rules; rearranged some sections; added revision history
August 2023	Added Disciplinary and Appeals Section; added game report forms