



Elks Recreational Soccer League Playing Rules & Procedures

Team Rosters

1. The League will place additional players first on teams with the least amount of players. No coach can refuse to accept assigned players after open registration has ended and the season has begun.
2. The new players' membership fee must be paid to the League before his/her name can be placed on the official roster of a team.
3. Coaches and players must be registered in the database.
4. Team rosters will be sent to coaches as players are added. Coaches may submit a list of request players.
5. In order for a coach to drop a player from their roster, an official release form must be submitted to the League Coordinator and must be approved with cause.
6. Rosters will include a maximum of 12 players for 3v3, 12 players for 6v6 and 14 players for 8v8 this may be increased as new players join the league.
7. No player may play or register on more than one team within the League.
8. Teams will be restricted to no more than five (5) Select/Club players on their roster, except when they exist players on that team from the prior season. If there are five select players on all teams in a Division, the League Director/Coordinator will place a new select player on the lowest ranking team from the prior season. Should a select player quit a team grandfathered" in, no additional select players will be approved unless they have less than five select players on their roster.
9. All players should roster into their correct age groups and divisions under IYSA 9/1 & later birth date guidelines. Players may only play up one year.
10. All teams when they enter league are formed according to player birth date and are deemed a specific age group according to the oldest player on their roster. (Even if this is only one player)
11. Coaches have the choice to drop the older player(s) and roster their team to a younger age division or keep those players and roster to the oldest player.
12. Depending on what a team decides each Spring when they come into league we form divisions as needed and **ONLY** mix divisions where there is not 3 teams to fill out a division.

13. We always encourage that teams roster players to **your teams specific age group** so if a division is mixed then it is not an issue for any younger players that may be playing up.
14. If your team is placed into a **mixed division** you may **only roster** players to **your teams age group** this is so if at a later date there are enough teams to fill your age division (A Minimum of 3) then we do not have displaced players that will then be told they are to old to play on your team.
15. It is the Elks Recreational Soccer Executive Boards goal to ensure that all teams play within their correct divisions and players roster onto their correct age groups so can learn in a fun and fair playing environment.

Procedures for Open Registration

Annual registration will be held with each player responsible for his/her own registration. Each player will be placed back on the same team as they have played in prior years, unless there is a specific request otherwise.

Division Standings

No standings will be kept, as the Elks Recreational Soccer Program is strictly a fun and learning environment.

Requirements for Adult Volunteers

1. Adult Volunteers can be Coaches, Managers, Trainers and Helpers.
2. All Adult Volunteers must be a responsible adult, 18 years or older.
3. All adult volunteers must fill out registration paperwork, the information will be entered into the database, and then the volunteer will then be notified from the league to do a background check. After the league has approved the background check the adult will be notified and placed on a team. The volunteer will then be required to do an online class on concussions from the CDC. The Heads Up Concussion training will generate a certificate that you must turn into the league. <http://www.cdc.gov/concussion/HeadsUp/Training/index.html>
4. An approved adult volunteer must be present during all Practices and Games.
5. An adult volunteer may not actively solicit the service of a player registered on the official roster of another team.
6. A team may not accept a transfer of a player without the approval of the League. Transfers may occur if both coaches agree. If there is a conflict on the transfer the player transferring but must sit out for a 4 week time period before he can play with the team he is transferring to.
7. The Adult Volunteer present is to submit a report in writing to the League within twenty-four (24) hours of any accident that occurs involving a player on their team, practice or game, to insure proper handling of insurance.

8. All adult volunteers must refrain from smoking on the playing field or the sidelines during games in practice or warm-up prior to a game.
9. If a team does not have sufficient players on the field of play at game time, a 10-minute grace period will be allowed. If at the end of this grace period, a team cannot field at least 4 players, the game will be canceled. No team shall have less than four (4) players on the field of play to finish the game. We encourage that you borrow players from the other team to play this game.
10. Coaches will be ejected, if any of the following occurs: Use of profanity, physical abuse, sexual abuse and/or harassment. Any coach who is ejected must immediately leave the area of play, and leave the Soccer Complex.
11. Violation of any part of this Article will -subject the coach, but not the team, to disciplinary action by the Elks Recreational Board.

Team Dissolution

If a coach or manager quits, every effort will be made by the Elks Recreational Board to keep the team intact. If a team dissolves, Elks Recreational Board will assign the players to other teams in that division

Rules and Protest Administration

1. Protest can be made only on questions concerning interpretation of rules and referee's conduct, not referee's decisions. Referee's conduct shall be interpreted as in a referee cursing, or being physically abusive..
2. All protests and appeals must be filed in writing and emailed within forty-eight (48) hours. It shall be the duty of the Secretary to notify the Elks Recreational Soccer Executive Board and the Head Referee within forty-eight (48) hours of receiving the protest. The Referee shall be notified at the end of the game of the intended protest and the coach shall be required to indicate on game card that the game is being protested.
3. The following procedures will apply:
 - a. All protest must be accompanied with
 - b. a \$50 cash fee.
 - c. The \$50 fee will be returned only if the protest is won.
 - d. If the protest is denied \$11 shall be paid to the referee(s) who were involved in the protested game and who attends the Protest Meeting.
 - e. Every effort will be made to have the protest meeting with the Elks Recreational Soccer Board within (10) working days after the Board is notified.

Playing Rules

The playing rules of the Federation International Football Association (F.I.F.A.) Laws of the Game, Guide for Referees United States Soccer Federation, current edition, are hereby adopted with the following exceptions:

The Field of Play

1. The size of the playing field shall be determined by the Elks Recreational Board using IYSA guidelines which shall be deemed suitable for the age of the players involved.
2. The Elks Recreational Board prior to the commencement of play, shall determine suitability of the fields for play.
3. Should the field(s) be determined unfit for play prior to the time of the scheduled game, a recorded message shall be left on the Soccer Hotline and/or on the Elks website. If no message is on the Hotline or website, teams must report to the fields.
4. It is the manager & coach's responsibility to check **Email, Hotline** and/or **web site**. These are the ways we will use to keep teams updated with information during season game cancels etc.
5. Once play has commenced the referee(s) shall determine suitability of the field for play. The referee(s) shall have sole authority and will determine whether a game will continue during inclement weather. When lightning is within two (2) miles of the playing field, games should be stopped and the field cleared immediately. Everyone must go to their vehicles. The referee(s) can cancel the remainder of the game. If more than half of the game has been completed, the game will be counted as official. If the game can be resumed, it shall begin where it left off with the official time remaining on the clock. If the game is stopped before it is official, Elks Recreational Soccer League will reschedule the game(s) and pay the referee fees for the make-up game.

Player's Requirements

1. Player's Equipment
2. Distinctive colored uniforms are required which shall be complete uniforms or T-Shirts with colors approved by the Elks Recreational Board in advance of the season.
3. All uniforms, except the Instructional Division, must clearly display a number at least six (6) inches in height on the back of the shirt
4. All players must wear shin guards, entirely covered by socks, during all games.
5. Goalkeepers shall wear a shirt distinguishing them from all other players and the Referee(s).
6. Players must remove all jewelry (watches, rings, necklaces, earring, barrettes, etc.). The only exception shall be small pierced earrings, which must be covered with tape/Band-Aids.
7. For any infringements of these rules, a player at fault shall be sent off the field of play (substitute is allowed) to adjust their equipment. The player may not return to the field of play without reporting to the referee, who shall verify that the player's equipment is in order.

Player's Conduct

1. There will be no slide tackling allowed in any Division. Any slide tackling that involves any other player, will result in a yellow card and a direct kick awarded the opposing team. A second violation by the same player will result in a red card.
2. Any player who is ejected from a game, must sit out the rest of the game, and the next scheduled game. If the players misconduct is of a serious nature, the Elks Recreational Board may upon review, impose additional punitive action.
3. Any player who is ejected from a game must leave the vicinity of the playing field. If transportation is unavailable, the player should go to the concession stand, or clearly away from the field of play.

Referees

1. The decisions of the referee(s) shall be in accordance with the playing rules of the league.
2. All new coaches and referees must attend a mandatory clinic to be instructed by the Head Referee, or other qualified authority who shall be selected by the league.
3. All other Divisions shall have one (1) referee.. A 15-minute grace period, from the scheduled game starting time, shall be allowed for a tardy referee to arrive. If, at the end of the grace period, the tardy referee has not arrived, the two coaches of the scheduled game may agree to start the game with one referee. If the tardy referee arrives after the game has commenced, he/she may enter the field and assume his/her duties after informing the other referee and both coaches.
4. If both coaches agree, a substitute referee may be used to assist the scheduled referee, provided a substitute employed by the league is available.
5. Play will be suspended at the discretion of the referee, if the game becomes uncontrollable for any reason. If a referee suspends a game, he/she shall provide a detailed report in writing to the Elks Recreational Board for a final ruling on dispensation of the game.

Duration of the Game

Is posted on the Age Matrix Sheet.

Off-Side

Off-Side will be called in 8v8 games only.

League Policies

1. **No alcoholic beverages** will be allowed on premises.
2. No-pets are allowed on league premises' in order to prevent injury to others and Protect league liability. People with handicaps or disabilities will be allowed to have their guide dogs at games and functions.
3. No coach, substitute, or spectator shall be allowed in the goal line area during game play.
4. The actions and conduct of coaches, parents, and other spectators at a scheduled game shall be the responsibility of the team coach.
5. Misconduct, by any of the above, on the sideline shall result in a warning, yellow card, or ejection being issued to the coach which will be at the discretion of the referee(s).
6. Each team, and their respective coaches, managers, and spectators will be required to reside on their assigned, specific side of the playing field as reflected by the schedule.
7. All substitute players and spectators must remain at least five (5) feet from the touch (side) line.

All Participants

1. Elks Recreational Soccer Program is Family-oriented, Recreational association the safety and enjoyment of all the participants are the primary objectives.
2. All that is dishonorable or un-sportsman-like behavior is particularly condemned.

Instructional Rules

1. The Instructional teams will follow all normal league rules with the following exceptions:
2. There will be no Off-Side calls, or Penalty Kicks.
3. There is no Slide Tackling permitted.
4. Goalies may walk out to the edge of the Goal Box before throwing or kicking the ball.
5. Goal Boxes will be a smaller size so be aware of positioning the ball for Fullback and Corner Kicks.
6. Referees should call fouls as they occur, both direct and indirect kicks. Throw-ins and Start Offs will be given two (2) tries before possession changes. If both teams incur a foul at the same time, the referee will call a Drop Ball. During game play, coaches may be allowed on the field, for the 5 & 6 year old age groups.
7. One coach may be allowed behind the goal in order to coach the goalie.

8. Coaches are not allowed in the Boxes. Referees should give ample warning. If infraction continues, a card may be issued. If a Coach interferes with play anywhere on the field, he will be ask to move off the field.
9. This is an Instructional league not only for players, but for many Coaches and Referees. All Referees should use both hand signals and verbal calls to instruct for each call. Blow the whistle loud and clear, and instruct players on the foul incurred. It cannot be emphasized enough that Referees are in this Division to teach the game in regards to rules. Referees must always keep this in mind while refereeing this Division. Answer Coaches questions in a polite manner during a Dead Ball time since they are there not only to guide their team, but also to learn.
10. Some adjustments to the above rules may be required due to the nature of the Division.

Amendment of Rules

These rules may only be amended by the Elks Recreational Soccer Board.

PLAYERS EQUIPMENT:

If thermal shorts are to be worn, they are to be of the same main color as the shorts. Shorts & undergarments are to match.

REFEREE'S:

Any player bleeding must leave the field of play and may not be permitted to return unless the bleeding is stopped. He may only return with the Referee's permission.

START & RESTART OF PLAY:

The team that wins the toss decides which goal it will attack in the first half of the match. The other team takes the kick off to- start match. A goal maybe scored directly from the Kick-off. The ball is in play when it is kicked and moves forward.

FREE KICKS:

The ball is in play when it is kicked and moves.

PENALTY KICKS:

The Goalkeeper can move his feet side to side on the line, but not forward.

GOAL KICK:

A goal may be scored directly from a goal kick against the opposing team.

CORNER KICK:

The kick must be taken inside the Arc.

GOALKEEPER:

The goalkeeper must release the ball within 5 to 6 seconds.

Field of Play 3v3 division

1. A team will consist of 8 to 10 players.
2. The field will be broken up in to 2 3v3 fields side by side with the teams in the middle of the 2 fields. The parent will be seated on the outside of each field.
3. The coach will break his team into 2 equal groups each group will play at the same time with one on each of the 3v3 fields. Once a player had been place in a group for the day, they cannot change groups.
4. The field shall be 20x30 yards with a marked goal box goal box in front of the pug goal.
5. Each group of 4 or 5 players will have 3 field players at one time. There is no goalkeepers in 3v3 soccer. Substitutes may occur at any dead ball situation, but players must get referees attention and enter and exit at the half-field mark only.
6. All players must wear shin guards. Any player without shin guards will not be allowed to play. Teams are responsible for providing game balls. The ball size will be listed on the schedule.
7. The goal box, ten feet wide by eight feet long, is directly in front of the goal. No player may touch the ball within the goal box, however any player may move through the goal box. Any part of the ball or player's body on the line is considered in the goal box; the player is an extension of the box. An INFRACTION occurs if a defender touches the ball in the goal box, a goal is awarded to the offensive team. If an offensive player touches the ball within the goal box, a goal kick is awarded to the defensive team. Habitual touches in the goal box MAY result with a Yellow Card given to offending party. If the ball comes to a complete stop in the goal box, regardless of which team touched it last, a goal kick is awarded to the defensive team.
8. NO OFFSIDES IN 3-V-3 SOCCER AND NO SLIDE TACKLING IN 3-V-3 SOCCER
9. The ball shall be kicked into play from the sideline instead of throw in.
10. All dead ball kicks (kick-ins, free kicks, kick-offs) are indirect with exception to corner and penalty kicks. The non-kicking team must be 15' away from the ball.
11. Goal kicks may be from any point on the end line, and not in the goal box area.
12. Kick off may be taken in any direction.