



## **BELTWAY PREMIER LEAGUE RULES**

- The league's Competition Committee will place teams in appropriate brackets.
- Teams will negotiate any schedule conflicts prior to the schedule lock date.
- Checklist USYSA rosters player cards must be present at the field
- 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 Stack Sports
- Home Team will wear Light (bring alternate as backup)
- Away Team will wear Dark (bring alternate as backup)
- Official Results will be posted in Stack Sports 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
- 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](#)
  
- The Default Day for BPL games is Sunday. Teams acknowledge that BPL is their primary league, and that BPL league games have a priority with regards to any other competitions in which the team is participating unless the league accepts the priority of such other competition.
- Teams playing an opponent in multiple competitions may have the result of the game played appear as the result in such additional competitions. Both teams must agree to use such result for multiple competitions in advance, and must memorialize such agreement in writing, copying the league on such notification.
- Teams may cooperate with their opponent to modify the posted schedule prior to the beginning of the season, to accommodate the needs of both teams.
- Modifications must receive consent from both teams and be submitted to the league in writing or such other format as required by the league. If both teams are unable to agree on a modification, the league will make a final determination.
- After the schedule lock date, all changes require league approval.
- Teams will be expected to comply with all BPL rules including scheduling, match day conduct, disciplinary action, etc.
- Normally, teams will be scheduled one BPL game each weekend. These games will be scheduled before the start of the season. The home team will make best efforts to accommodate the wishes of the away team about starting time, etc. but ultimately the home team will set the time and venue (on the weekend set by the league) and the away team must turn up and play.
- Coaching conflicts, injuries, or the inability to field the minimum number of players are not valid reasons to cancel a game. (BPL rules allow use of other players carded with the same club as long as they meet the restrictions of age/gender, and clubs at this level are expected to complete the scheduled match).
- All fall games must be played by the 3rd weekend of November



- All spring games must be played by the 3rd weekend of June
  - The league may authorize games to be played after the 3rd weekend of November and June, respectively. All such authorizations must be in writing.

### **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
- Minimum number of players on field is 7 to begin and continue a game
- Forfeit is marked as 3-0 and team is unable to advance to playoff round
- Maximum 7 substitutions per game
- Substitutions 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 age groups will have a three-man crew

### **INELIGIBLE PLAYER POLICY**

If a team is conclusively proven to have used an ineligible player during an BPL competition, the Competition Committee may craft such sanctions as it deems appropriate, including but not limited to game forfeit, fines and suspensions.

- a. At a game, if a team believes that a player from the opposing team is ineligible, a carded coach or manager from each team will meet with the referee to review the status of the player(s) in question. This must be done prior to the start of the game.
- b. Players who arrive after the start of the game may be subject to this same process, with the review occurring at half time.
- c. While a) and b) above are designed to streamline game day procedures, they are not intended to otherwise limit the Competition Committee's ability to review an ineligible player situation at any time.



### League Information

- League Dates
  - Fall 2019 - Season begins September 7, 2019, games must be completed by November 17, 2019
  - Spring 2020 - Season begins April 4, 2020, games must be completed by June 14, 2019
- Each Team will play up to 9 games
- Teams will be responsible for 50/50 of Referee Fee
- Awards to First and Second Place Teams in Each Division
- Entry Fee:

**Entry Fee into the league is on a per season basis (Fall/Spring), with Fall being Season 1 and Spring being Season 2**

- U9-U10 \$450 per team
- U11-U12 \$550 per team
- U13-U15 \$750 per team
- U16-U19 Spring AND Fall \$850 per team
  
- U16-U19 Spring ONLY \$575 per team
- U16-U19 Fall ONLY \$575 per team
- **If paying for both Spring and Fall Seasons together, then 15% discount applies.**
- **If club enters more than 5-9 teams, receives 5% club discount**
- **If club enters more than 10-14 teams, receives 10% club discount**
- **If club enters more than 15-20 teams, receives 15% club discount**
- **If club enters more than 20 teams, receives 20% club discount**

### Game Lengths

- |           |       |                  |               |
|-----------|-------|------------------|---------------|
| • U9/U10  | 7v7   | 30-minute halves | Ball Size: #4 |
| • U11-U12 | 9v9   | 35-minute halves | Ball Size: #4 |
| • U13-U15 | 11v11 | 40-minute halves | Ball Size: #5 |
| • U16-U19 | 11v11 | 45-minute halves | Ball Size: #5 |



## COACHES CHECKLIST - WHAT TO BRING TO GAMES

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

- Player Passes
- Official Roster
- Stack Sports 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 the league will step in and make a final decision.

- 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. Finally, the league must be notified in writing
- Upon receiving the posted schedules, teams are expected to promptly contact their opponent for their scheduled games. All communication should be done via the Stack Sports Chat.
- 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 Stack Sports 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.



## GAMEDAY ROSTERS

1. **Player definitions**
  - a. **Primary Player** – Player is carded directly to the team
  - b. **Secondary Permission Player** – Player is carded under a team with a different club, but has been approved by the primary team, secondary team and the league to be used as a secondary permission player.
    - i. For a secondary permission player, the primary team cannot be in the same league.
    - ii. For a secondary permission player, they are not eligible to play in State Cup
    - iii. Secondary Permissions are based on rules of State Associations and Leagues within the state for where they are permitted or not.
2. **Club Pass Player** – Player is carded to a team within the same club.
  - i. Teams can use any age-eligible Club Pass players sanctioned under the same governing body who are carded within their Club and are eligible for league play
3. **Guest Player** – Player is not carded to any team within the club and has not been granted a secondary permission.
  - i. Guest Players are not eligible for League play.
- 11v11 teams may have up to 22 primary players on their US Youth Soccer roster
  - Teams may carry additional players on their BPL League roster (Game day line up) through Club Pass Players.
  - Teams can dress up to 18 players on game day
  - A minimum of 7 players on a team is needed for an 11v11 game.
- 9v9 teams may have up to 16 primary players on their US Youth Soccer roster.
  - Teams may carry additional players on their BPL League roster (Game day line up) through Club Pass Players.
  - Teams can dress up to 16 players on game day
  - A minimum of 6 players on a team is needed for a 9v9 game.
- 7v7 teams may have up to 12 primary players on their US Youth Soccer roster.
  - Teams may carry additional players on their BPL League roster (Game day line up) through Club Pass Players.
  - Teams can dress up to 14 players on game day
  - A minimum of 5 players on a team is needed for a 7v7 game.



- US Youth Soccer rosters will not freeze during the BPL season
  - Rosters will only be frozen for cup competitions
- Teams may have no more than three carded coaches in the technical area.
- All players must have a valid player pass to be eligible to participate.
- Players can only play for ONE club in the BPL League

#### **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.

#### **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 in cash. 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 \$60
- U11 / U12: Referee \$70; AR \$35; AR \$35
- U13 / U14: Referee \$80; AR \$40; AR \$40
- U15 / U16: Referee \$90; AR \$45; AR \$45
- U17 - U19: Referee \$100; 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 / Stack Sports 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**

1. Once the game has commenced, the referee shall remain the arbiter regarding the termination of any game, including but not limited to inclement weather, player injury or behavior of coaches and/or parents.
2. If the game is ended due to weather conditions the rules apply as per BPL rescheduling rules. If a game is terminated due to an unruly coach or spectator; the offending team will forfeit the game and will be fined accordingly.



3. The referee reserves the right to shorten the game to maintain the field schedule. Officials from each team will be informed prior to or during the game (during the game could be a result of player injury or inclement weather conditions). Prior to may be a result of unexpected weather conditions, travel delay and/or field defects that are being rectified.
4. A game is terminated due to weather, darkness, lightning, unplayable field conditions, a broken goal, a field cancellation by the township governing body, etc.
  - a. If a game is terminated after the first half has been completed, the score result of the game will be final
  - b. If a game is terminated during first half, the game will restart from 0-0 and be played over from the start in its entirety. The game will be played at a location determined by the original home team
5. A game is abandoned due to inappropriate actions by players, team personnel/coaches or the spectators.
  - a. If a game is abandoned due to the actions of the team losing, regardless of the time of the match – the score will stand.
  - b. If a game is abandoned due to the actions of the team winning or tied, regardless of the time of the match, the score will be recorded the same as a forfeit which is 1-0 for the opponent.
6. Referee and coach submission are acceptable and will be reviewed. Submissions from any other party will not be considered

### **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.

### 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.

### **FIELD REGULATIONS**

1. Fields must be properly lined with corner flags
2. 11v11 Field Dimension
  - a. 11v11 Goal Size - 8'x24'
  - b. Minimum Length 100 Yards: Minimum Width – 60 Yards
  - c. Maximum Length 120 Yards: Maximum Width – 80 Yards
3. 9v9 Field Dimension
  - a. 9v9 Goal Size – 7'x21'
  - b. Minimum Length 70 Yards: Minimum Width – 45 Yards
  - c. Maximum Length 80 Yards: Maximum Width – 55 Yards
4. 7v7 Field Dimension
  - a. 7v7 Goal Size – 6.5'x18.5'
  - b. Minimum Length 55 Yards: Minimum Width – 35 Yards
  - c. Maximum Length 65 Yards: Maximum Width – 45 Yards
5. Fields must have regulation goals
6. Goals on both ends of the field must be equal in size
7. All goals must have nets.
8. Goals must be anchored into the ground or have sandbags.



## 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.



### 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 Stack Sports chat when possible to ensure a record of correspondences
- Contact Info:
  - (1) Log into Stack Sports 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 Stack Sports 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:
  - (2) Online
- Referee or Home Team should email the completed Match Report to [Scott Becker](mailto:Scott.Becker@stacksports.com)

### FIFA Laws of the Game

### CONCUSSION POLICY

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

### US Soccer Heat Policy



## Secondary Permissions Player NJYS

Below you will find information and policies regarding Secondary Permissions in New Jersey. Players in NJ Youth Soccer may only have one Travel Member Pass (i.e. primary card) that commits the player to a NJYS club. NJ Youth Soccer also permits secondary permissions for 11U through 19U players. Note that this is not permitted for 6U through 10U and at the 4v4 and 7v7 levels.

Policies for secondary permissions are determined at the League level, see your local NJYSA Member League for details.

Therefore, a player may play with a club with his/her primary card in League A, and play with a club using a secondary permission in League B. Again, implementation of secondary permissions is determined by the respective NJYS member Leagues, check your local league policy or league registrar for details.

As it pertains to NJYS State Cups, players with secondary permissions are not eligible even though the team's NJYS League may permit secondary permissions. If a player with a secondary permission appears on a State Cup roster, that team will be disqualified from the competition. To be clear, NJ Youth Soccer does not permit players with multiple Travel Memberships (i.e. dual carding) and violations of this policy is subject to penalty and secondary permission(s) will not be approved until a player has only a single Travel Membership.

NJ Youth Soccer began allowing club passing with the 2019-2020 seasonal year. Club passes are used to play on another team within the same club as long as proper age restrictions are met.

Contact your league for specific policies and rules of its competition.

To form a team at a certain age group, the minimum requirement is:

- 7v7: 7 players, 1 coach
- 9v9: 9 players, 1 coach
- 11v11: 11 players, 1 coach





### League Contacts

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