

SoccerMaine



2015
Fall Soccer Season
Procedures and Rules



Classic League Procedures and Rules

Contents

100. Name and Purpose.....	Page 3
200. League Organization.....	Page 3
300. Entry Procedure and Fees.....	Page 3
400. Player Eligibility, Player Registration, Team Rosters and Player Passes	Page 5
500. Scheduling, Cancelling and/or Terminating Games.....	Page 7
600. Referees & Referee Fees.....	Page 9
700. Game Procedures.....	Page 9
800. Standings, Festivals, Playoffs, Tiebreakers.....	Page 16
900. Protests, Penalties, Suspensions.....	Page 20



Classic League Procedures and Rules

100. Name and Purpose

The name of the competition is the **Fall Classic League**. The Fall Classic League's purpose is to provide an opportunity for town/district classic club teams to participate in an organized league during the fall season.

200. League Organization:

201. Dates

The Fall Classic League season will run from the last Sunday in August to early November. Game Dates for 2015 are: **August 30, September 13, September 20, September 27, October 4, and October 18.**

202. Level of Play

The Fall Classic League is open to classic level teams only.

203. Team Eligibility

The Fall Classic League is only open to teams fielded by Soccer Maine Member Clubs who have correctly entered the league, paid the league fees, and are in good standing.

204. Age Groups Offered

The Fall Classic League will offer competition in the following age groups:

Age group:	Type of League:	Format:	Player Age prior to Aug 1 st , 2014:
U-9	Non-Competitive	6v6	8
U-10	Non-Competitive	6v6	9
U-11	Non-Competitive	8v8	10
U-12	Competitive	8v8	11
U-13	Competitive	11v11	12
U-14	Competitive	11v11	13

204.1. Under-9 and Under-10 Age Groups: All clubs who can field teams (based on their registration data) at the U-9 age level are instructed to do so. Further, clubs are instructed to field teams at the lowest age league possible. In other words, place the U-9's on one team and the U-10's on another. Soccer Maine requires players to be age 7 by August 1 of the previous year in order to be registered and play at the U9 level. Please note that there is no U8 division. If your club policies allow it, 7 year olds (U8 players) can only be rostered on U9 teams. They cannot be rostered on U10 and up teams. This is to assist clubs who have difficulty filling out U9 teams.

205. Administration

The Competitive Committee of the Soccer Maine Board of Directors will conduct the Fall Classic League. The Vice President of Classic and the District Directors constitute the Competitive Committee. The Competitive Committee has final determination in all matters of team entry, scheduling, and conduct of the league.

300. Entry Procedure and Fees

301. Club Affiliations

All Clubs must submit the Club Affiliation form and the Club Affiliation fee of \$100 to SoccerMaine by July 15th.



Classic League Procedures and Rules

302. Sanctioning of Clubs: As a general rule, Soccer Maine will sanction only one travel soccer club from a particular city, town, school district. Soccer Maine will sanction additional clubs within a town, city, school district which already has a sanctioned soccer club only if, based upon evidence presented by the proponents of the proposed additional club to the Soccer Maine Board of Directors, the Soccer Maine Board of Directors is convinced that the sanctioning of an additional club is necessary to prevent the denial of competitive soccer opportunities for travel-level youth soccer players in the affected town, city or school district. In addition, to be sanctioned as a club for Fall Classic play, the proposed additional club within such town or city must be able to field teams in at least two (2) age levels, and must offer both boys and girls teams (at least 4 teams).

303. Statement of Intent: The purpose of the rules stated above is to encourage the formation of new soccer clubs by allowing small town and cities, which individually would be unable to form a competitive or full-service club, to combine for such purpose, while, at the same time, not requiring the dissolution of existing multi-community clubs, such as Lewiston-Auburn Soccer Club (LAYSAC.) The rule is not designed to encourage the formation of premier or select teams; thus the rules against recruiting and collusion. As the rule is more liberal than the prior rule—because of the absence of the four-player limit—the Soccer Maine Board will monitor compliance more strictly, and exceptions will not be granted. The rule will also be studied to insure that the above-stated goal is met—that is, to expand opportunities for prospective youth soccer players in Maine, not to further restrict them.

304. Team Entry and Declarations

304.1 All Team Entries: Clubs must enter teams through their GOT SOCCER club account on their Teams page by July 15th. This commits your teams to the Fall Classic league. All team contact information must be in the team account when applying for the league. All Clubs must additionally provide this information to their District Director by July 15th.

304.2 Competitive Team Entries: All competitive level teams must additionally declare the division they request assignment into. Division 1 is more competitive and Division 2 is more developmental. Clubs must include D1 or D2 in the team names during the registration process of GOT SOCCER. Teams declared as Division 1 and Division 2 MUST play the complete regular season in their requested division. Teams may request to move up or down a division for the play-offs (see tournament or play-offs for additional information).

304.3 Late Fees: A late fee of \$50 per team will be assessed if SoccerMaine receives fees after the prescribed due dates.

305. Team Entry Fees Payment is due July 15th. After July 15th, Soccer Maine will not accept any further team entries.

305.1 U-9, U10& U-11 Team Entry Fees: The team entry fee is \$275 per U-9, U-10 &U-11 team.

305.2 U-12, U13& U-14 Team Entry Fees: The team entry fee is \$325 per U-12, U-13 & U-14 team.

306. Player Registration Fees

The player registration fee is \$13 per player due July 15th. All player data should be entered by August 1st.



Classic League Procedures and Rules

307. Team Withdrawal

Clubs may withdraw a team prior to July 15th and receive a full refund of the entry fee. Any team withdrawn from the Classic League after July 15th forfeits the full team entry fee.

400. Player Eligibility, Player Registration, Team Rosters and Player Passes

401. Player Registration

The player registration deadline is August 1st. All players should be correctly registered in the Soccer Maine GOT SOCCER player registration database by this date. The player registration fee is \$13 per player. Additional players can still be added after this date, but the team must show a viable roster by this date to be included in the schedule.

402. Player Eligibility Rules: All players must be from the same high school district or town.

402.1 Exceptions: Players may be from a different town, city or school district if one or more of the following exceptions apply to each such player:

- 1) The town, city or school district in which such player resides does not have a travel soccer club to join;
- 2) The town, city or school district in which such player resides does have a travel soccer club, but such club (the "host club") does not offer a team for such player's age group or, for U-11 and up, within one year of such player's age group and such player's host club has signed a waiver/transfer form; (for purposes of this rule U-10 is a single age group, including U-9 and U-8); or
- 3) Such player tried out for a team offered by his/her host club, such player was not selected for such team, and such player's host club has signed a waiver/transfer form.

402.2 Waivers: Host clubs shall execute waiver/transfer forms for players within exceptions 2 and 3. The purpose of the waiver/transfer form in such instances is to have the host club certify that the facts establishing eligibility for the exception are true, and constitutes the host club's written certification to that effect. A waiver form can be found on the Soccer Maine website at www.soccermaine.com.

402.3 Procedure: If a roster includes players falling within any of the exceptions listed above (or any combination of such exceptions), the club registrar must attach a separate document listing the players and the exceptions applicable to each. Any waivers or transfer forms must also be attached. Before the roster is approved the Soccer Maine Registrar shall review the roster with the District/League Director and/or VP Classic to determine compliance with this rule. The Fall Travel Coordinator may conduct such due diligence as he or she determines is necessary. If the Fall Travel Committee suspects a violation of this rule, the matter shall be reviewed in its entirety, and shall determine whether the player(s) is/are eligible and/or whether any other action and/or sanction may be appropriate. If the Fall Travel Committee determines that there has been a violation of this rule, the committee can, in addition, and in its sole discretion, determine the team or teams affected to be ineligible for regular season and/or any end of season tournament and/or festival, and may, in addition, and in its sole discretion, impose other sanctions upon the coach or club involved, including, without limitation, suspension from Soccer Maine activity. Cases of collusion and violations of the prohibition on recruiting will be dealt with most harshly.



Classic League Procedures and Rules

402.4 Double-roster player: Players are not permitted to double roster with teams participating in the Fall Classic League.

403. Prohibition Regarding Recruiting: Clubs and coaches are not to engage in the recruiting of players for the Fall travel season. Clubs may generally advertise the time and location of tryouts in available public media, and may state that persons from other towns known not to have a travel soccer club may participate. Moreover, clubs and individual coaches (whether acting with or without the knowledge or approval of their club) are absolutely prohibited from conspiring or colluding to create a pool of players who meet any or all of the above-listed exceptions in order to create a team (in other words, a premier-like team). An example of prohibited conduct would be two clubs (or coaches) agreeing that one would offer a U-12 team (but not a U-14 team) while the other offered a U-14 team (but not a U-12 team) so that both teams would be stronger (and both could have fielded teams in both age groups). This example is not meant to be limiting.

404. Team Rosters

Clubs are required to create a team roster in the Soccer Maine player registration database by August 1, 2015. Each team shall have a printed roster available for inspection by game referees or league officials. Rosters freeze on August 26, 2015. However, SoccerMaine understands on occasions new club registrars need additional time and assistance in completing roster submission online. Those clubs with roster complications may contact the SoccerMaine registrar who will assist in re-setting player rosters and “re-freezing” the rosters. Only frozen rosters will be accepted at the year-end play-offs and festivals.

405. Roster Sizes

405.1 U9-U10 Roster Sizes: While twelve (12) is the ideal number of players for a team in this age group, having this number of players is only a recommendation. If your club has more than enough players to fill up the roster of one team, but not quite enough to form two teams, please increase the size of your roster instead of eliminating players. If additional players are wanted beyond twelve (12) please request approval from Soccer Maine.

405.2 U11-U12 Roster Sizes: While fourteen (14) is the ideal number of players for a team in this age group, having this number is only a recommendation. If your club has more than enough players to fill up the roster of one team, but not quite enough to form two teams, please increase the size of your roster to eighteen (18) instead of eliminating players. If additional players are wanted beyond 16, please request approval from Soccer Maine.

405.3 U13-U14 Roster Sizes: While eighteen is the ideal number of players for a team in this age group, having this number is only a recommendation. If your club has more than enough players to fill up the roster of one team, but not quite enough to form two teams, please increase the size of your roster to twenty-two (22) instead of eliminating players. Please have this request approved by the Soccer Maine.

406. Player Passes

Individual players on Fall Classic League teams are not required to have player passes. If a team is participating in an event that requires player passes, i.e. a tournament, please contact the State Registrar so that they may freeze your roster and issue player passes to your team. Frozen rosters will be used for



Classic League Procedures and Rules

exclusively at the year-end play-offs. **Each Frozen Roster MUST accurately include each player's jersey number.**

407. Club Pass

The "club pass" concept's core objective is to provide clubs and coaches with the flexibility to move players from team to team in their own club as necessary for equity in games based on player development and team needs. Club Pass allows Clubs to temporarily loan players from one team to another for a specific game. Players may be allowed to move up two age groups, but never moved down an age group. Each Club shall determine their participation in program and SoccerMaine will not mandate participation.

Club pass will be allowed for ANY U-9, U-10 and U-11 game. Club Pass may be used only for "friendlies" in the U-12, U-13 and U-14 ages.

500. Scheduling, Canceling, and/or Terminating Games

501. Scheduling

The Competitive Committee will create the League schedule based on the team entries submitted to Soccer Maine. Schedules will be posted on the Soccer Maine website by August 15th.

501.1 Non-Competitive level games:

The primary, but not sole determining factors in bracketing, is geographic location. The Competitive Committee will focus on minimizing travel while ensuring the quality of the games does not diminish and not having Club teams compete against one another. The Competitive Committee reserves the right to move teams as needed in developing viable brackets.

501.2 Competitive level games: The primary factors in determining bracketing are geographic location and Division declaration. However, based on the population of the brackets, teams may be redistributed into brackets outside their districts. The "redistribution" of teams will be conducted in an effort to create equity amongst the Clubs ensuring a few Clubs are not the ones repeatedly affected by redistributions.

501.3 League Games: League games are predominately scheduled for Sundays. Saturdays are available for friendlies scheduled at the discretion of each Club. Coaches will have access to the Got Soccer database of all teams and their contact information. On a few circumstances, league games may be scheduled on Saturday because of bracketing constraints, or if both clubs/teams agree to move a Sunday scheduled game.

501.4 Club Responsibilities: Once the schedule has been created and posted for teams to view, clubs have the responsibility to arrange the times and locations for home games. Soccer Maine does not secure playing sites or assign game times. This is the responsibility of the Member Clubs to allow for scheduling flexibility. Clubs are required to have field availability.

502. Cancelling Games

502.1 Seventy-Two Hours' Notice: As a general rule, games are not cancelled. However, Soccer Maine understands there are rare occasions beyond the control of the hosting team where the need exists to cancel a game. Any team having the need to cancel a game shall do so with 72 hours in



Classic League Procedures and Rules

advance of the games scheduled start time. The team who cancels a game shall contact the opposing coach both by phone and email. If the game is cancelled within the prescribed timeframe, and if the referees are fully informed, the referee crew shall not be paid. However, should the game be cancelled and proper notification not be made, the referees shall be paid to the host club within 7 days.

502.2 Unforeseen Circumstances: If severe weather or extenuating circumstances would prevent a game from being played safely, and if the game must be postponed, the home team is responsible for informing the opponent and the referees. The home team is responsible for attempting to find a suitable time to reschedule the game. If the teams cannot find an agreeable time to make up the game, the game will be considered cancelled. The home team must inform Soccer Maine of any such cancellation by email.

502.3 Forfeited Games: Teams are required to play all games assigned by Soccer Maine. In the event a team does not arrive at the venue (a 'no show') at the scheduled start time, the game is considered forfeited. It is the responsibility of the hosting team (home team) to notify Soccer Maine of any team who forfeits a game as a result of a 'no show.' All forfeited teams are subject to the following fines and sanctions:

502.3a 1st Occurrence: Any team who forfeits a game will have the game recorded as a 0-3 loss, and shall be fined \$250 per game payable to SoccerMaine within fourteen (14) days of the scheduled game.

502.3b Additional Occurrence: Any team who forfeits any additional games will have the game recorded as a 0-3 loss, shall be fined \$250 per game payable to SoccerMaine within fourteen (14) days of the scheduled game, and shall be ineligible to compete in SoccerMaine's year-end festival and/or tournament.

502.3c Withdrawal from league during season: If a team withdraws from the league anytime after the beginning of the season (August 24th), every missed league game shall be considered a forfeit and the sanctions in section 502.3a and 502.3b shall be applied.

502.3d Standing within SoccerMaine: Failure by a club to pay the fine shall result in the club not being in good standing and thus its teams being ineligible to compete in any Soccer Maine sanctioned game and/or event. The Competitive Committee has exclusive and final decisions in the determining a decrease or waiving fines in exceptional circumstances.

503. Terminating Games

Once a referee has jurisdiction over a game, the game may only be terminated by the referee as provided for in the FIFA Laws of the Game.

503.1 Game Terminated in First Half: If a game is terminated before the second half of the game has begun, and the termination is not due to the conduct of one of the teams, the game shall be played in its entirety.



Classic League Procedures and Rules

503.2 Game Terminated in Second Half: If a game is terminated after play has begun in the second half of the game, but before the end of the second half, and the termination is not due to the conduct of one of the teams, the game is considered complete, and the score at the time of termination will stand.

600. Referees and Referee Fees

601. Assigning

Home teams are responsible for obtaining referees for League games. Member Clubs must have a Certified Referee Assignor. The Referee Assignor must assign only currently certified referees. There are no exceptions to these requirements. The minimum fee for assignors is \$5/game assigned. However, assignors negotiate their fees annually with the club they represent. Clubs are **STRONGLY** encouraged to have a written contract with their referee assignor -identifying the roles and responsibilities of both parties and the compensation agreed upon in **ADVANCE** of the fall travel season.

602. Number of Referees

The Under-9 and Under-10 age groups will use a single center referee. All other age groups **MUST** utilize a “three man” referee crew employing the diagonal system of control. A “two man/two whistle” system may **NEVER** be utilized under any circumstances. In the event that an Assistant Referee is missing, the assignor center referee can ask the participating teams to assist him/her in finding a “club linesman”. The “club linesman” will only signal the ball in or out of play according to Law 9.

603. Referee Fees

Each team will pay half of the referee fees directly to the assigned referees. Teams must pay fees in full in advance of the game. Referees will be instructed not to commence a game until they have been paid in full. Referee fees are as follows:

Age Group	Referee:	Assistant Referee (each):
Under-9 & Under-10	\$30/game	NA
Under-11 & Under-12	\$40/game	\$20/game
Under-13 & Under-14	\$50/game	\$25/game

700. Game Procedures

701. General

All Fall Classic League games played (scheduled games and friendlies between teams in the league) are considered Soccer Maine sanctioned games and subject to application of all rules and conditions set forth in this handbook and all other Soccer Maine Policies, Procedures and Rules.

701.1. Game Ball: The home team shall provide the game ball.

701.2. Jersey Colors: The away team shall have choice of jersey colors. In the event of a conflict, the home team must change or wear different colored pinnies if so directed by the referee.

701.3. Availability of Procedures and Rules: Coaches are required to have a copy of these Procedures and Rules with them for any clarifications.



Classic League Procedures and Rules

701.4. Field determination: Both teams and a maximum of two (2) team officials for each team shall take the same side of the field. Spectators shall take the other side of the field. The home team shall choose which side the teams will take.

701.5. Post-Game Procedures: Home teams in competitive level games will document scores in the Got Soccer system. The event ID # and Event PIN will be posted on the SoccerMaine's webpage under the 2014 Fall Classic League. The home team must post the score by the following Monday at 6 P.M. Failure to post the score by this time can result in the score being recorded as a 0-3 win for the away team.

702. Coaches

At all times, a minimum of one SoccerMaine licensed and rostered coach must coach the team and be in the player area. A maximum of two SoccerMaine licensed coaches may be in the team area during games. Clubs may choose to have more than two coaches listed on a roster, but only two may be in the player area during a game.

703. Field

The home team is responsible for ensuring the game field is ready and safe for play at least 30 minutes prior to kick-off. Ready and safe for play includes but is not limited to smooth and stable playing surface, proper field markings, corner flags, goals, goal nets, all according to FIFA Laws of the Game, and goal anchors. Should reasonable corrections be required by the referee, the home team is responsible for compliance.

Failure to provide a suitable game field is grounds for a game to be terminated. If a game must be terminated due to a game field that is not ready and safe for play, the home team will incur a \$100 fine.

704. Game Oversight

Once the referee is on site, s/he is responsible for ensuring that the game is played to completion per the rules and regulations being applied to the game. The referee has the exclusive right and corresponding responsibility to terminate and/or abandon a game. Should this occur, the referee must provide a written game report within 24 hours to the VP Classic and Soccer Maine's State Referee Administrator.

705. Laws of the Game

Except as otherwise provided for in these rules; FIFA's "Laws of the Game" apply to all age groups within the Fall Classic League.

705.1. Rules: U-09 & U-10 Modified Rules - 6v6

Law 1 – The Field:

- A. Dimensions: The field of play shall be rectangular, its length being not more than 70 yards nor less than 60 yards, and its width not more than 50 yards or less than 40 yards. The length in all cases shall exceed the width. Recommendation: Length – 60 yards, Width – 40 yards.
- B. Markings:
 1. Distinctive lines necessary, sidelines and goal lines.
 2. Penalty Area – 10 yards from each goal post and 10 yards into the field of play joined by a line drawn parallel to the goal line.
 3. A halfway line can be marked out across the field or otherwise indicated.
 4. While other markings are possible, they are not necessary to ensure the enjoyment and development of the youngsters.



Classic League Procedures and Rules

5. A center circle with a 7-yard radius.
 6. Four corner arcs with a two-foot radius.
 7. Goal Area – three yards from each goal post and three yards into the field of play joined by a line drawn parallel to the goal line.
- C. Goals: Maximum -- seven feet high and seven yards wide. Minimum – size of hockey goals.

Law 2 – The Ball: Size 4.

Law 3 – Number of Players:

- A. Maximum number of players on the field at any one time: six. One of these players must be designated as the goalkeeper.
- B. Maximum number of players on the roster should not exceed twelve.***
- C. The recommended roster size is 10 players.
- D. Playing time: Each player **SHALL** play a minimum of 50% of the total playing time.
- E. There will be U-10 girls' teams and U-10 boys' teams. Boys' teams may be co-ed. If there is one boy on a team, it is considered a boys' team.

Law 4 – Player's Equipment: Conform to FIFA with the following exceptions:

- A. Footwear: Tennis shoes or soft-cleated shoes.
- B. Shin-guards: Mandatory.

Law 5 -- Referee:

- A. Certified referees.
- B. All rule infractions shall be briefly explained to the offending player.

Law 6 – Assistant Referees: N/A

Law 7 – Duration of the Game:

- A. The game shall consist of two equal halves of 25 minutes each.
- B. The half time break shall be five minutes.
- C. If the game is 'tied' at the conclusion of the second half, the match is deemed complete and a "tie" is awarded to both teams.

Law 8 – The Start of Play: Conform to FIFA with the following exception: Opponents must be seven yards from the center mark while the kick-off is in progress.

Law 9 – Ball in and Out of Play: Conform to FIFA.

Law 10 – Method of Scoring: Conform to FIFA.

Law 11 -- Offside: There shall be no offside.



Classic League Procedures and Rules

Law 12 – Fouls and Misconduct: Conform to FIFA with the following exceptions:

- A. All fouls will result in an **INDIRECT FREE KICK** with the opponents seven yards away from the ball.
- B. The referee must briefly explain **ALL** infractions to the offending player.

Law 13 – Free Kicks: Conform to FIFA with the following exceptions:

- A. Shall be classified under one heading – **INDIRECT**.
- B. Opponents must be seven yards away from the ball.
- C. A goal may not be scored until the ball has been played or touched by a second player on either team.

Law 14 – Penalty Kicks: No penalty kicks are to be taken during these games.

Law 15 – Throw-in: Conform to FIFA with the following exception: A second throw-in must be allowed if the player commits a foul on the initial attempt. The referee shall explain the proper method before allowing the player to re-throw.

Law 16 – Goal Kick: Conform to FIFA with the following exceptions:

- A. Goal kick may be taken within two to three yards of the goal.
- B. Opponents must retreat to mid-field when the kick is taken.

Law 17 – Corner Kick Conform to FIFA with the following exception: Opponents must be seven yards away from the ball.

Law 18 – Substitutions: Substitutions shall be unlimited, and be made at mid-field:

1. Prior to a throw-in -either team
2. Prior to a goal kick –either team
3. After a goal -either team
4. After an injury when the referee stops the game –either team
5. At half time –either team

705.2. Rules: Rules: U-11 & U-12 Modified Rules - 8v8

Law 1 – The Field:

- A. Dimensions: The field of play shall be rectangular, its length being not more than 80 yards nor less than 70 yards and its width not more than 50 yards or less than 40 yards. The length in all cases shall exceed the width. Recommendation: Length - 70 yards, Width - 50 yards.
- B. Markings:
 1. Distinctive lines not more than 5 inches wide.
 2. A halfway line shall be marked out across the field.
 3. A center circle with an 8-yard radius.
 4. Four corner arcs with a radius of two feet.
 5. Goal Area - 6 yards from each goal post and 6 yards into the field of play, joined by a line drawn parallel with the goal line.



Classic League Procedures and Rules

6. Penalty Area - 14 yards from each goal post and 14 yards into the field of play, joined by a line drawn parallel with the goal line.
- C. Goals: Maximum - 8 feet high and 8 yards wide. Minimum - size of hockey goals.

Law 2 – The Ball: Size 4.

Law 3 – Number of Players:

- A. Maximum number of players on the field at any one time: eight. One of these players must be designated as the goalkeeper.
- B. Maximum number of players on the roster should not exceed 16 – but see note** below
- C. The recommended roster size is 14 players.
- D. U-11 Playing time: each player SHALL play a minimum of 50% of the total playing time.
- E. There will be girls and boys teams. Boys' teams may be co-ed. If there is one boy on a team, it is considered boys team.

Law 4 – Player's Equipment: Conform to FIFA.

Law 5 -- Referee:

- A. Certified Referees.
- B. All rule infractions shall be briefly explained to the offending player.

Law 6 – Assistant Referees:

- A. Certified Assistant Referees.
- B. Use "Club Linesman"

Law 7 – Duration of the Game:

- A. The game shall consist of two equal halves of 30 minutes each.
- B. The half time break shall be five minutes.
- C. U-11 is "non-results oriented."
- D. U-12 is "results oriented."
- E. If the game is 'tied' at the conclusion of the second half, the match is deemed complete and a "tie" is awarded to both teams.

Law 8 – Free Kicks: Conform to FIFA with the following exception: Opponents must be 8 yards from the center mark while the kick-off is in progress.

Law 9 – Penalty Kicks: Conform to FIFA.

Law 10 – Method of Scoring: Conform to FIFA.

Law 11 -- Offside: Conform to FIFA.

Law 12 – Fouls and Misconduct: Conform to FIFA.



Classic League Procedures and Rules

Law 13 – Free Kicks: Conform to FIFA with the following exception: Opponents must be eight yards away from the ball.

Law 14 – Penalty Kicks: Conform to FIFA.

Law 15 – Throw-in: Conform to FIFA.

Law 16 – Goal Kick: U-12 Conforms to FIFA. U-11 conforms to FIFA with the following exceptions:

- a. Goal kick may be taken within two to three yards of the goal.
- b. Opponents must retreat to mid-field when the kick is taken.

Law 17 – Corner Kick: Conform to FIFA.

Law 18 – Substitutions: Substitutions shall be unlimited, and be made at mid-field:

1. Prior to a throw-in -either team
2. Prior to a goal kick –either team
3. After a goal -either team
4. After an injury when the referee stops the game –either team
5. At half time –either team

705.3. Rules: Rules: U-13 & U-14 Modified Rules - 11v11

Law 1 – The Field:

A. Dimensions: The field of play shall be rectangular, its length being not more than 120 yards nor less than 80 yards and its width not more than 80 yards or less than 60 yards. The length in all cases shall exceed the width. Recommendation: Length - 100 yards, Width - 70 yards.

B. Markings:

1. Distinctive lines not more than 5 inches wide.
2. A halfway line shall be marked out across the field.
3. A center circle with a 10-yard radius.
4. Four corner arcs with a radius of two feet.
5. Goal Area - 6 yards from each goal post and 6 yards into the field of play, joined by a line drawn parallel with the goal line.
6. Penalty Area - 18 yards from each goal post and 18 yards into the field of play, joined by a line drawn parallel with the goal line.

C. Goals: Maximum - 8 feet high and 8 yards wide. Minimum - size of hockey goals.

Law 2 – The Ball: Size 5.

Law 3 – Number of Players:

- A. Maximum number of players on the field at any one time: eleven. One of these players must be designated as the goalkeeper.
- B. Maximum number of players on the roster should not exceed 22 – but see note** below
- C. The recommended roster size is 16 players.



Classic League Procedures and Rules

- D. There will be girls and boys teams. Boys' teams may be co-ed. If there is one boy on a team, it is considered boys team.

Law 4 – Player's Equipment: Conform to FIFA.

Law 5 -- Referee:

- A. Certified Referees.
- B. All rule infractions shall be briefly explained to the offending player.

Law 6 – Assistant Referees:

- A. Certified Assistant Referees.
- B. Use "Club Linesman"

Law 7 – Duration of the Game:

- A. The game shall be divided into two equal halves.
 - U-13 35 minute half
 - U-14 35 minute half
- B. The half-time break shall be five minutes.
- C. If the game is 'tied' at the conclusion of the second half, the match is deemed complete and a "tie" is awarded to both teams.

Law 8 – The Start of Play: Conform to FIFA.

Law 9 – Ball in and out of Play: Conform to FIFA.

Law 10 – Method of Scoring: Conform to FIFA.

Law 11 -- Offside: Conform to FIFA.

Law 12 – Fouls and Misconduct: Conform to FIFA.

Law 13 – Free Kicks: Conform to FIFA.

Law 14 – Penalty Kicks: Conform to FIFA.

Law 15 – Throw-in: Conform to FIFA.

Law 16 – Goal Kick: Conform to FIFA.

Law 17 – Corner Kick: Conform to FIFA.

Law 18 – Substitutions: Substitutions shall be unlimited, and be made at mid-field:

- 6. Prior to a throw-in -either team
- 7. Prior to a goal kick –either team



Classic League Procedures and Rules

8. After a goal -either team
9. After an injury when the referee stops the game –either team
10. At half time –either team

705.4. Tie Games: Tie scores will stand in all games. No overtime or penalty-kick tiebreakers.

800. Standings, Playoffs, Tiebreakers

801. Standings

Standings will be kept in each competitive age group division. Competitive age divisions will keep standings. A team's standings in its division will be determined by the number of points it receives based on its win/loss record during the league season. Points will be awarded as follows:

- a. Three (3) points for a Win
- b. One (1) point for Tie
- c. Zero (0) points for a Loss

802. Tiebreakers

In the event of a tie within a division, the following criteria will be used to determine final placement:

- a. Head to head result;
- b. Goal differential (only the first three goals greater than the opponent count toward goal differential);
- c. Fewest goals allowed;
- d. Coin Toss conducted by League Director.

803. Festivals: SoccerMaine holds festivals for the age groups of U-9, U-10 and U-11 which are non-competitive. The Fall Travel League Fee includes the end of the season festivals. No over-age players are allowed to play on teams. Coaches are cautioned to follow the SoccerMaine Eligibility Rule and other Policies with respect to Fall rosters.

803.1 Participation in Festivals: All non-competitive teams in the Fall Classic league are strongly encouraged to participate in the year-end festivals. SoccerMaine understands that unusual circumstances arise that prohibit participation in the year-end festivals. Teams may choose not to participate in the play-offs, but must declare their intentions not to participate in writing to their district director by **October 12, 2015**. No consequences will happen for withdrawal from the festival prior to that date.

803.2 Dates: The locations of the festivals are below. Once finalized the location for the north/central and metro/south festivals will be posted on the SoccerMaine web site.

1. U-9 & U-10 girl's festivals occur on October 24th
 - a. North/Central at Waterville
 - b. Metro/South at Bonny Eagle
2. U-9 & U-10 boy's festivals occur on October 25th
 - a. North/Central at Waterville
 - b. Metro/South at Bonny Eagle
3. U-11 girl's festivals occur on October 31st
 - a. North/Central at TBA
 - b. Metro/South at Sanford
4. U-11 boy's festivals occur on November 1st



Classic League Procedures and Rules

- a. North/Central at TBA
- b. Metro/South at Sanford

803.3 Teams: SoccerMaine recommends that clubs who have more than one team in ANY age bracket that each team be evenly balanced; i.e. no “A” or “B” teams. To help create balanced play at the festival, coaches should honestly indicate the comparative strength of their team. Clubs should notify the particular Festival Directors, if asked of the comparative strength of the Club’s teams.

803.4 Requirements:

803.4a Players: Players will not be permitted to play or participate in the festival if the player is not listed on the frozen roster or the player has been deemed ineligible to play due to the red card policy

All uniforms must be numbered. Duplicate numbers on any team are not permitted. It is the home team’s responsibility to change uniforms if a color conflict arises. Pinnies, which permit the underlying number to be discerned, are acceptable for this purpose. Shirts must be tucked in and socks must cover shin guards. Boxer shorts, bike shorts, jams and the like, unless of the same color as the shorts over them, must not hang below the uniform shorts. The use of shin guards is mandatory. Referees will exclude players not so equipped from play. If weather is exceptionally cold, players may wear additional clothing of the same color, with referee approval.

803.4b Coaches: Coaches must register with the State official when they check in their players. There can be up to three (3) coaches registered per team, but only two (2) on the field during a game; all must be registered with Soccer Maine.

803.5 Forfeit of Game: If any team in any age division does not show for a game at the festival the following will occur. The TEAM will be assessed a fine of \$250, which must be paid within seven (7) days after the conclusion of the tournament/festival. If the Club does not pay the fine within the prescribed timeframe, NO OTHER team within the Club will not be permitted to participate in ANY Soccer Maine events until the fine is paid in full.

804. Playoffs

804.1 Participation in Playoffs: All competitive teams in the Fall Classic league qualify for the post-season tournament. While SoccerMaine strongly encourages teams to participate in the year-end tournament, the organization understands that unusual circumstances arise that prohibit participation in the year-end play-offs. Teams may choose not to participate in the play-offs, but must declare their intentions not to participate in writing via email to their district director by **October 12, 2015**. No consequences will happen for withdrawal from the play-offs prior to that date.

804.2 Changes of Divisional declaration for play-offs: Club Presidents may request that a team move from one division to another for the play-offs. The request must be made to their District Director in writing via email by the end of day on **October 12, 2015**. All requests for changing of divisions will be reviewed by the Competitive Committee and they make final determination. Additionally, the Competitive Committee shall review the results of the regular season and may move



Classic League Procedures and Rules

a team from one division to another based on regular season results. The Competitive Committee will review wins, goal differential, goals allowed and the quality of opponents to determine disproportional play.

804.3 Dates: Divisional Play-offs will begin play on October 24th and may go through November 1st. All attempts will be to complete most play-off games on the weekend on October 24th and 25th. Bracket size and weather may influence the expansion of the play-offs into the weekend of October 31st and November 1st. No team will play more than two (2) games in a single day with preference given to 1 game per day.

804.4 Requirements:

804.4a Players: Players will not be permitted to play or participate in the tournament if the player is not listed on the frozen roster or the player has been deemed ineligible to play due to the red card policy

All uniforms must be numbered. Duplicate numbers on any team are not permitted. It is the home team's responsibility to change uniforms if a color conflict arises. Pinnies, which permit the underlying number to be discerned, are acceptable for this purpose. Shirts must be tucked in and socks must cover shin guards. Boxer shorts, bike shorts, jams and the like, unless of the same color as the shorts over them, must not hang below the uniform shorts. The use of shin guards is mandatory. Referees will exclude players not so equipped from play. If weather is exceptionally cold, players may wear additional clothing of the same color, with referee approval.

804.4b Coaches: Coaches must register with the State official when they check in their players. There can be up to three (3) coaches registered per team, but only two (2) on the field during a game; all must be registered with Soccer Maine and have their official rosters with them.

804.4c Registration If a team/player is not in compliance with registration requirements and/or there is no registered coach, the game will be deemed as a forfeit.

804.5 Bracketing: Divisional Play-offs will be played under FIFA bracketing format unless the number of teams in the division makes this impossible. With the exception of play-offs between bracket winners or a tie for determining a bracket winner, there is no overtime in SoccerMaine bracket play-offs.

804.6a Play-off brackets: The creation of play-off brackets shall be primarily based on the regular season year-end seeding. The bracketing shall be developed in a serpentine format as such;

Bracket # 1	Bracket #2	Bracket # 3	Bracket # 4
1	2	3	4
8	7	6	5
9	10	11	12
16	15	14	13

The top 8 seeds will be assigned to the listed bracket based solely on seeding and not on geographic influences.



Classic League Procedures and Rules

804.6b Lower Seeds: The Competitive Committee understands the necessity to ensure the quality of play while trying to minimize undue travel. The Competitive Committee may move any team seeded lower than 8 into a different bracket because of geographic challenges. The purpose of these potential moves is not to affect the competitive level of the brackets but to minimize excessive travel. The Competitive Committee shall post all brackets on the SoccerMaine website and list the seeding for each team within each bracket.

804.7 Bracket Winners: The winner of each bracket is determined by the FIFA point systems of
Win= 3 points Tie =1 point Loss = 0 points

Tie breakers for bracket play will be in this order:

1. Head to Head
2. Goal Differential (3 goals maximum per game)
3. Fewest Goals Given Up
4. FIFA Penalty Kicks

Three-way ties are resolved starting at tie breaker # 2, with second place again starting with tie breaker # 2.

804.8 Fall Classic Semi-Finals and Finals:

804.8a Dates: The Classic and Champions Cup finals are scheduled on November 8, 2015 with a rain date of November 15th.

804.8b Games: All games played in the Championship rounds shall be played in a single elimination format. Games with a tied score at the end of regulation shall complete two (2) 5-minute overtimes (no golden goal). If the game is still tied at the conclusion of two overtime periods, then the FIFA Kicks from the Penalty Mark Tie-Breaker procedure as specified in the Laws of the Game shall be followed to determine a winner. One round of five (5) kicks from the penalty mark per team will be taken. If a winner has not been determined, sudden death kicks from the penalty mark will be performed. Only players on the field at the end of the match are eligible to take penalty kicks.

804.9 Forfeit of Game: If any team in any age division does not show for a game in the playoffs the following will occur. The TEAM will be assessed a fine of \$250, which must be paid within seven (7) days after the conclusion of the tournament. If the Club does not pay the fine within the prescribed timeframe, NO OTHER team within the Club will be permitted to participate in ANY Soccer Maine events until the fine is paid in full.

804.10 Tri-State Championship Series: The winners of the Champions Cup (Division 1 Championship) receive the honor of representing Soccer Maine in the Tri-State Championship series against New Hampshire and Vermont. **This tournament will be held in November at a date and location to be determined.** If the State Champion cannot honor this obligation, the runner-up will represent Soccer Maine in this event. There are no additional costs to the winning teams associated with this event.



Classic League Procedures and Rules

900. Protests, Penalties, Suspensions

901. Protests: The Competitive Committee will not accept any protests.

902. Suspensions: Any player who is ejected from a game (receives a red card) must sit out the next Fall Classic League game. Any player who is ejected from the last game of the season (receives a red card) must sit out the next Soccer Maine sanctioned game, whether in a league, tournament, or other event. A player or coach may be suspended for more than one game if the League Director determines the initial offense to merit more severe consequences. The League Director will notify the appropriate State Association of all disciplinary actions.