



# GAME PROCEDURES & RULES

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During the week before a game, it is the responsibility of the home team to contact the opposing team by Wednesday (at the latest) to confirm all game details including, but not limited to the following:

- Verification of directions/parking (with traffic tips)
- Game time details & any possible field or weather issues
- Uniform color for each team should be agreed upon, if a conflict in color the home team must change uniforms to their secondary jersey.
- The home team must receive a reply from the opposing team. Simply sending an email without confirmation is not acceptable.

Home team should verify with their delegate by Wednesday that the assigned field will be properly prepared per league policy & that the referee assignor has been contacted to confirm the club's home schedule for the week. Delegates should not assume that the assignor has the most up-to-date schedule. A final confirmation with the assignor each week will help to assure that all games are covered.

## PREGAME PROCEDURES

- Official rosters generated only from the team's state association must be exchanged between the two coaches & a copy given to the referee.
- Jersey numbers must be listed on the roster & any player not playing must be crossed off the roster or they will be considered as having played.
- There cannot be any duplicate jersey numbers or jerseys without numbers.
- Delco Soccer League allows for club pass players to play in a regular season game (not playoffs) as long as the team follows the league's Club Pass Policy. League secondary players are only allowed at U15 & above & are eligible to participate in playoffs.
- Both teams are to provide the referee with coaches' passcards before the start of the game for all coaches that will be on the team sideline. Any team official without a passcard may not be on the team sideline. The league policy allows for a maximum of three carded team officials on the team sideline, including playoffs.
- Passes must be checked by each team against the roster & jersey numbers checked for accuracy.

Any player not listed on the roster is ineligible to play. The referee is not to handle this check in procedure. They can be part of it if they choose, but each coach must check their opponent's credentials before the game begins. This is a requirement of the league & must be verified on the game report. If not done, both teams will be fined \$10 per league policy.

- For a player that has received a suspension (for red card ejections, accumulated yellow cards, etc...), the player is ineligible to participate in the next schedule league game. All suspensions are automatic & do not need to be confirmed by the league's referee liaison to be in effect. Once all reports are gathered by the referee liaison, a final determination if additional game suspensions at appropriate & fines due will be provided to the delegate. Any team failing to pay

the declared fine per the league bylaws are unable to participate in the league until the fines are paid. The Delco Soccer League takes incidents seriously, so use your best judgment when reporting them.

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- Field Check – both coaches must check the field, for appropriate lines (as per Delco field guidelines), corner flags, & goals / nets for safety. Proper field lines must be visible including for the spectator buffer lines & team technical areas. Only the referee can deem a field unplayable once at the field (coaches cannot cancel a game), but a field can only be deemed unplayable by the referee if there is a safety concern. For any non-safety field issue, the game is still to be played & the issue is to be reported to the league by the referee & both teams through the league's online game/incident report system.
- Payment of referee(s) is ½ of payment by each team & is to be provided to the referee prior to the start of the game; you must get the referees' full names prior to the game starting as you will need this to complete the league game report & avoid an incomplete game report fine.
- Make sure all supporters are aware of the league rules on what is acceptable behavior prior to every game, that way someone being "new" or not being at one of the team meetings is not an excuse. The head coach of the team is responsible for the behavior of all players, coaches, & spectators associated with their team.
- If a referee does not show for a game the game must still be played. Both coaches must agree upon an individual to substitute as the referee & note that a referee did not show in their game report. A two referee system (i.e. the high school system) can never be used for a league game per US Soccer regulations. The home team's coach is to also report the referee no-show to their delegate so that the delegate can then contact the referee assignor.

## SIDELINE PROCEDURES

- Delco Soccer League rules state that teams are to share the same sideline, remaining on their side of the midfield line for the duration of the game. During pregame, the home team is to indicate which ½ of the field they will position their team & spectators on. The away team will then take the opposite side. Coaches must remain in the technical area which is to be marked off by lines or cones by the home team prior to the game. Parents & fans must be directly across from their team. No one may be behind the goal lines on either end of the field. The exact league field dimensions & markings can be found on the Delco web site under League Information.
- All players, coaches & spectators are expected to behave properly. The referee will ask the head coaches to calm down their supporters if needed. The head coach is responsible for the parents & supporters of their team. The referee may eject the head coach if he is unable to keep parents or supporters under control. Players, coaches & spectators must be a minimum of one yard from the touch-lines.
- Both teams are required by the league to police both the teams' & spectators' sidelines for trash before leaving the field.

## GAME RULES

- US Soccer / FIFA Laws of the Game rules apply except for the following modifications. To review the current Laws of the Game, visit the US Soccer web site at <http://www.ussoccer.com/Referees/Laws-of-the-Game.aspx>.
- Regulation game lengths (all games have a **10** minute halftime) & ball sizes:
  - U09-U10 (2) 25 minute halves size 4 ball
  - U11-U12 (2) 30 minute halves size 4 ball
  - U13-U14 (2) 35 minute halves size 5 ball
  - U15-U16 (2) 40 minute halves size 5 ball
  - U17-U18-U19 (2) 45 minute halves size 5 ball

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- **A minimum of seven (7) players constitutes a team by USSF/FIFA Laws of the Game [five (5) players for 7v7 games, six (6) players for 9v9 games]. A fifteen (15) minutes grace period is allowed for the away team and a ten (10) minutes grace period for the home team, but the game must start as soon as the minimum number of players is present. In the case of one team playing without a full team on the field, the other team may play down in the spirit of the game, but it is not a requirement of the league. If one of the teams is a no-show, the team that is present must speak to their club's delegate before leaving the field. If they are unable to reach their club's delegate, then they must speak to one of the following league officials: Monica Chrisanthos (610-513-3539), Goose Gosselin (610-331-8006), Tim Hoffman (610-909-1205), or Damon Nolan (610-310-3273). Referees are not to be paid the ½ fee; the league will determine referee fee responsibility and make a determination on the game once all information is reviewed.**
- For all age groups, a team can make substitutions on their own throw-in or on the other team's throw-in as long as the opposing team is making substitutions as well. Either team may make substitutions during a kick-off or goal kick (no teams may make substitutions during a corner kick). During an injury stoppage both teams may make substitutions. However, only one player may be substituted for the injured player, & the other team may only substitute for one player. The approval of the referee is required before making any substitution. *Players must be up at the midfield ready to enter the game when the ball leaves the field of play.*
- When play is stopped while the referee is issuing a caution (yellow card) to a player, the coach of that player may substitute for the player to provide a "cooling-off" period & to improve game continuity & control. This action must be taken & completed without significantly delaying the game any further. For small-sided games (7v7) and (9v9), please see the Delco modified rules page posted online.

## GAME SCHEDULE CHANGES

- Any league scheduled game can be rescheduled to a date prior to the assigned game date as long as both head coaches agree to a date & a field is available. **The home club delegate must also contact the referee assignor to review the game change to make sure that the change does not significantly impact the referee schedule.** The home club delegate must confirm with the away club delegate in writing (copying the league president) before submitting an official game change request through the league's online system. This email should be titled "Game Change Request" & the email must include the game number; original date, location, & time; agreed upon date, location, & time; & reason for the change.
- Once approved, the game change will show on the schedule in red & the home delegate must confirm the game change information with the referee assignor.
- All game schedule changes are to be requested (by the delegate only) in a timely manner, ideally soon after the season game schedule is released. Game changes must be made at least two weeks prior to the game's scheduled date to allow time for the change to be agreed upon & approved. If a change is requested after the two week deadline, the offending team may have to pay the full referee fee for the cancelled game.

## GAME CANCELLATIONS DUE TO FIELD CLOSURES

- Games are only cancelled due to the following criteria:
  - League wide cancellation due to adverse weather impacting a significant portion of the league.

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- Field closing by club which is to be reported to the league through the online system in a timely manner.
- Field declared unplayable by the referee.
  - A coach **MAY NEVER** cancel a game for any reason, only the club delegate can close the fields with league approval. Ample notice must be given to warn the away team prior to leaving for the game. If a game doesn't get played & it wasn't postponed by the club delegate through the league procedures, then it will be considered a forfeit for both teams. Contacting an opposing coach means speaking with them in person or at least getting confirmation that they are aware of the cancellation. Simply leaving a voicemail message is not acceptable, you need to follow up until you are 100% sure they are aware. Cancelled games must be made up within 2 weeks of cancellation.
  - In the case of a field closure, either during the week leading up to the scheduled date or early enough for the teams to make arrangements to move the game, the first option should be to move the game to another field of the home club – even if this means a change in game time. The second option is to have the away team host the game if they have a field available.

## POST GAME

- Both teams must file a game report within 24 hours of the end of the game. Reports are filed on [www.delcosoccer.org](http://www.delcosoccer.org) in the Season Manager of the My Dashboard menu. Failure to report a game will result in a \$15 fine per incident. It is probably best to have more than one team official who can fill out the game report.
- If the game has any cards issued or incidents, then both teams must record the name & misconduct of the individual in the league's online game report. Each team is to speak with the referee after the team handshake process to confirm the name of the individual, player's jersey number, & the type of misconduct.
- Things you need for your game report:
  - The referee(s) full name(s)
  - Recording any field issues, serious injuries, or incidents \*
  - \* *All cards MUST have name, number & type of misconduct*
  - The score of the game
- In addition to the Game Report, teams are required to submit an Incident Report. The Incident Report is to be completed whenever there are...
  - Roster Eligibility Issues (note these issues must be discussed with the opposing team & referee prior to the start of the game)
  - No Show Referee or Referee Issues
  - Field Preparation Issues
  - Cards Issued or Coach/Spectator Misconduct
  - Serious Injuries

**Scores & Standings:** The score of a game is to be reported by both teams each week. The score however will only show online after the home team submits their game report. Away coaches who report their scores & do not see them reflected online are more than welcome to contact the home team to remind them to report the score! Standings are automatically updated when the home team reports the score. Both coaches should check weekly what is reported in case of an error in your reporting.