Pierce County Soccer Association 2021 Home League Operating Procedures and Rules of Competition

(August 3, 2021)



1. The Season

- **A.** Registration for the Home League: PCSA's Competition Chair will open up the league for team registration on or before July 1st. Major Dates following the opening of registration are listed below
 - a. Registration will close on August 6th
 - b. August 9-13th a list of accepted teams will be posted for club verification
 - c. August 20th, preliminary schedules released
 - d. August 25st Final schedules released to clubs for assignment of home game logistics.
- **B.** Number of Games: U10 and below teams will get a 10-game season. U11 and U12 will minimally be 10 but may be more depending on the number of teams in the league.
- **C. Season Opener:** Will be the Saturday following Labor Day.
- **D. Post Season Play:** U11 and U12 teams will have a post season event. The top two boys teams at each age group will participant in the Dave Painton Cup and the top two girls teams will participate in the Leanne Ehnat Cup.

2. PCSA Values and Goals

- A. **Good Sportsmanship** is ALWAYS one of PCSA's main priorities. Rest assured you can accomplish anything you want on the field while still maintaining a high level of sportsmanship. In fact, you can argue that you can achieve more.
- B. **Controlling the Game:** Do your best to keep games under control both emotionally as well as competitively (with respect to the score line). There is no reason for games to end with a plus 5 goal differentials.
- C. Mercy rule: PCSA allow in home league a "mercy rule" for small sided games (U10 and below). The rule allows for a team losing by 5 goals to add a player to the pitch to help level play. This is conversation the coaches and referee can address at the start of the game or at halftime. (We understand we don't keep score but please understand this is the spirit of the rule.). See more clarification under soccer specific rule 5.
- D. **NO SCORES** are kept in Recreational soccer until U11 but we all know the score.....At U10 the referee will report a score to the league for their data collection and planning for U11 brackets, but no standings are posted.
- F. RMA: Only RMA cleared and registered with the club Coaches and Assistant Coaches may be on the team's sideline/bench area. Proof of being RMA cleared is your WYS Staff Pass. In 2021, all RMA's expired on 4/30/21 and will require completion of the application for the current season. In addition to completing the Risk Management Application, coaches must complete the SafeSport and Concussion and Sudden Cardia Arrest training courses. If coaches have not completed these requirements, they should contact their club registrar for guidance.
- G. **Field Set-Up:** We advise starting at the U9 age group that the 2 teams set up on one side of the field and parents on the other. At U11 this is mandatory.
- H. Game Logistics: ALWAYS contact your opposing coach prior to the match to confirm game day logistics. The contact information can be found by clicking their team from the schedule page in Affinity.
- I. **Referees:** The home team is responsible for providing referees. In the event that a referee is not present, both coaches will mutually agree upon one. If one cannot be agreed upon, each coach will referee one-half. Assistant Referees may be used whenever possible to assist the referee.

Soccer Specific Rules

3. Player Equipment

- A. **All players are required to wear shin guards.** Socks must be worn up and over the shin guards.
- B. All players shall be in uniform to play. A minimum "official" uniform is shirt (with a number). Goalkeepers shall wear shirt/vest colors that distinguish them from field players.

- C. Standard approved soccer shoes or gym shoes must be worn by all players.
- D. A player shall not wear anything that may be dangerous to other players or to themselves.
- E. A player may wear extra protective clothing against the cold, including gloves without dangerous, protruding or hard objects, provided that:
 - The proper team uniform is worn outermost; and any hat should be without peak, bill or dangling or protruding object of any kind; however, the goalkeeper may wear a soft-billed hat; and
 - Referee discretion may be used to determine if an item of protective clothing is considered to go beyond the purpose of providing a means of retaining body heat.
- F. A player wearing a cast or splint may be permitted to play with doctor's note approving and the cast or splint is completely covered by a thick layer of soft material.
- G. Protective orthopedic devices, prosthetic devices and any equipment, gear, appliance or apparatus that is protective for a known medical condition may be provided that:
 - The equipment, gear, device appliance or apparatus has been approved by licensed physician, prosthetics, therapist or other practitioner trained or licensed to prescribe, design, select and/or fit such devices;
 - A letter is on file with home club officials and team coach from a licensed physician, prosthetics, therapist or other practitioner trained or licensed to prescribe, design, select and/or fit such devices, stating that he or she is licensed to prescribe, design, select and/or fit such devices; that the device is properly fitted; and that the device is suitable for use in youth soccer competition; and the referee determines that the device conforms to Law 4 of the Laws of the Game.

4. Start and Restart of Play:

- A. The ball will be placed at the center of the field by the referee and the game will start with one player kicking the ball in any direction, after a given signal by the referee. At the time of the kickoff, every player will be in his/her half of the field but outside the center circle.
- B. The ball is in play when it is kicked and clearly moves. The kicker shall not play the ball a second time until it has been touched or played by another player.
- C. A goal shall not be scored directly from a kickoff without the ball being touched by at least one other player on either team.
- D. After a goal has been scored, the game shall be restarted in like manner by a player of the team that gave up the goal.
- E. To start the second half, the game will be restarted with the kickoff by a player of the opposite team to that of the player who started the game.
- F. Restarting play after temporary delay: In the case of a temporary suspension due to an injury or any unusual situation, there will be a drop ball at the spot where the ball was declared dead. The ball shall be deemed "in play" when the ball has touched the ground.

G. Ball in and Out of Play: The ball is out of play when it has wholly crossed the goal line or whole touchline, whether it is on the ground or in the air and when the referee has stopped the game.

5. Substitutions

- A. Substitutions may be made, with consent of the referee:
 - Prior to a throw-in; by either team
 - Prior to a goal kick, by either team;
 - After a goal, by either team;
 - After an injury, when the referee stops play, by either team;
 - At half time;
 - When the referee stops play to caution a player, only the cautioned
 - player may be substituted, prior to the restart of the game.
- B. The number of substitutes shall be unlimited. **Each player should play a minimum of 50% of the total playing time.** Substitutions will be allowed in order to give an opportunity for all players to get equal playing time and to balance rather than to run up the score.

6. The Mercy Rule

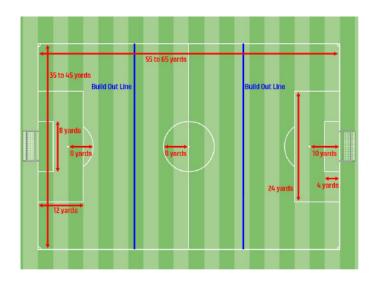
- A. If the score differential reaches 5 goals then the coach of the team with fewer goals may add one player to the field. If the goal differential returns to 4 goals then the additional player must be removed from the field. Adding and removing the player must be done according to substitution rules.
- B. It is the responsibility of the coaches to adhere to this PCSA policy. The referees may remind the coach, but it is not their responsibility to bring this to the coach's attention or force the coaches to take the necessary steps.

7. The Build Out Line (U9-U11)

- A. When the goalkeeper has the ball in his or her hands during play from the opponent, the opposing team must move behind the build out line until the ball is put into play
- B. Once the opposing team is behind the build out line, the goalkeeper can pass, throw or roll the ball into play (punts and drop kicks are not allowed).
- C. After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal.
- D. The opposing team must also move behind the build out line during a goal kick until the ball is put into play.
- E. If a goalkeeper punts or drop kicks the ball, an indirect free kick should be awarded to the opposing team from the spot of the offense. If the punt or drop kick occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred.

F. The build out line will also be used to denote where offside offenses can be called.

Players cannot be penalized for an offside offense between the halfway line and the build out line. Players can be penalized for an offside offense between the build out line and goal line.



8. Fouls and Misconduct:

- A. FREE KICKS: Free kicks shall be classified under two headings: "Direct," from which a goal can be scored by a direct kick against the offending side and "Indirect," from which a goal cannot be scored unless the ball has been played or touched by a player other than the kicker before passing through the goal.
- B. DIRECT KICKS WILL NOT BE AWARDED AT U8 AND BELOW. ONLY INDIRECT KICKS WILL BE USED
- C. Any intentional header at U11 and below will warrant an indirect free kick for the opposing team. If the header occurs within the goal area the kick is to be taken at the point closet the infraction on the goal area line.
- D. No Penalty Kicks will be granted at U8 and below
- E. A DIRECT KICK (U9 AND UP) shall be awarded for the following nine intentionally committed offenses:
 - Kicking an opponent
 - Tripping an opponent
 - Jumping at an opponent
 - Charging an opponent in a violent or dangerous manner
 - Charging an opponent from behind
 - Striking an opponent
 - Holding an opponent
 - Pushing an opponent
 - Handling the ball, with the exception of the goalie, in the designated area

9. Coaching:

- A. The coach is responsible for his own behavior as well as that of his players and spectators. Discuss what you expect of parents during games. Remember this is just for fun.
- B. Every player must play in each game at least 50% of the playing time unless they are not able to play due to illness or injury.
- C. Coaching must be done in a civil manner and the tone of voice will be informational and encouraging, not demanding or critical.
- D. Contact the visiting coach at least three days before the scheduled game to reaffirm the time, directions to the field, and to share team colors (home team changes jersey color if visiting team is the same color). If the visiting coach is not contacted he/she should contact the home team coach.
- E. Home team is responsible for providing the game ball, make sure that you have a game ball properly inflated before the game starts.
- F. Make sure that all of your players are properly equipped, fit and emotionally ready to play.
- G. In case of injuries during the game, assure that the player is properly attended to. Check his/her condition after the game and follow up with a call to the home in the evening.
- H. In the event an injured player requires medical attention, he/she must have a written release from the doctor before returning to practice or play with the team.
- I. Proper warm up of all players should take place for approximately 20-30 minutes prior to the start of the game.
- J. At home games, your club is responsible for field preparation (check with your club officials)
- K. Prior to the start of the game, meet and greet the visiting coach. After the game, exchange with them some friendly, positive comments. Be sure to thank the referees and shake their hands. Have the player's line up at the center of the field to shake hands with the opposing players.