



# Outdoor League

# Rules of Competition

August 22, 2013

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# LAKE COUNTRY OUTDOOR SOCCER LEAGUE

## SECTION I: INTRODUCTION

### 1.1 Name of The League

The League shall be named the Lake Country Soccer Outdoor League. Herein after may be referred to as "The League".

### 1.2 Mission

To ensure the best possible competitive or recreational play between the equally gamed teams to aid in the development of the Southwest Missouri area soccer players and teams.

### 1.3 Management of The League

The League shall be managed and operated by the administration and staff of Lake Country Soccer Inc. (LCS).

### 1.4 Affiliation

The League is a member and affiliated with the Missouri Youth Soccer Association (MYSA) and U S Youth Soccer (USYS).

### 1.5 Contact Information and Communication

Participants of The League shall always have current contact information on file with LCS through its selected on-line management system. Contact information must include team administration and coaching information. The information must include valid e-mail addresses for each party.

### 1.6 League Office

The League office is located at 2334 E Pythian Drive, Springfield, MO. 65802  
417.862.3211.

### 1.7 League Website

The League website homepage can be found at <http://www.lakecountrysoccer.org/>

### 1.8 LCS Web Based Management Systems

All LCS facilities and activities, including The League, will utilize a comprehensive web based management system to ensure operational transparency and real-time awareness for all participating members. The requirement to use a system of this nature further ensures all participants of a "level playing field" environment/experience.

### 1.9 Matters Not Provided for

The LCS Administration shall have the final authority in all matters not specifically provided for by these rules and policies and the interpretation of these rules.



# **LAKE COUNTRY SOCCER OUTDOOR LEAGUE**

## **SECTION II: TEAM APPLICATION & ADMISSION**

### **2.1 Team Eligibility**

All teams affiliated with USYS through MYSA are eligible to apply for registration into The League. All player and team registration shall be in accordance with the current US Soccer, USYS, MYSA, and LCS regulations unless otherwise specified.

The League reserves the right to accept or reject any application.

### **2.2 Registering Players and Teams with US Soccer**

Each club or team is responsible for registering their teams with US Soccer and for obtaining the US Soccer Registration Forms from their designated Registrar or from the LCS or MYSA website.

### **2.3 League Structure**

The League will offer competition for Boys and Girls teams from U8s through U19s. High school girls and middle school aged boys teams will play in the fall season and high school boys and middle school aged girls teams will play in the spring season. Within specific age groups, The League may offer both recreational and competitive levels of play.

### **2.4 Good Standing**

Each participating team/player/coach must be in “good standing” with The League and with US Soccer.

### **2.5 Application Process**

All teams must complete the registration process on-line through the LCS website.

### **2.6 Application Deadlines**

All applications to participate in The League must be received along with deposit payment on or before the registration deadline established by LCS with the balance of league fees paid in full on or before the date designated by LCS.

### **2.7 Acceptance & Placement of Teams**

Decisions concerning a team’s admittance into The League will be as objective as possible. The decision will be based on facts such as previous league records, state cup records and tournament records. If all else is equal then a subjective point of view will be considered.

## **2.8 Bracketing Procedure**

The League bracketing process will allow all teams to provide input on teams in each division. A bracketing meeting will be scheduled and communicated to all teams who would like to send one person per team to assist in the process. Once the final league brackets are posted, there will be no changes except by LCS for the good of The League and the game.

## **2.9 Acceptance of The League Rules**

All teams applying to participate in The League agree to accept and abide by The League rules and policies and any decisions made by The League administration. Lack of knowledge of these rules will not relieve any coach, team official, parent or player of a team participating in The League or seeking entry into The League, from the responsibilities and possible penalties herein. All clubs, team officials, parents and players by participating in The League agree that they are bound by these rules. All the rules for The League will be posted on the LCS website, see Rule 1.7 League Website for more information.

## **2.10 League Fees**

All league fees will be due by the announced due date for all divisions. If all league fees are not paid by the announced due date, the offending team/club may not be eligible to play in The League and may forfeit all games until all fees are paid in full, unless arrangements have been made and approved by the LCS Administration. Games not played due to enforcement of this section will not be replayed, refunded or rescheduled unless the team causing it pays the currently specified rescheduling fee.

Once accepted the application deposit fee is non-refundable.

Any team(s) dropping out of The League will not be reimbursed for games missed nor will they possibly be allowed back the following season. LCS Administration will evaluate these situations on a case by case basis.

## **2.11 Returned Checks**

The League shall charge a \$30 service fee for all returned checks. Failure to pay this fee may result in a team being not eligible to play until it is paid. If payment is made online via E-Check, payment should be made to allow sufficient time for E-Check to be verified and deposited in the LCS bank account.



# LAKE COUNTRY SOCCER OUTDOOR LEAGUE

## SECTION III: TEAM ROSTER & FORMATS

### 3.1 Team Roster

If the team roster is not approved through the on-line process, an official LCS completed team roster must be sent or brought to The League office for approval at least 2 business days prior to the team's first game of the season. Failure to provide the completed roster prior to the first game will result in an automatic forfeit of the games until the roster has been completed and approved, unless the delay was caused or has been excused by The League. Any time a roster is requested to be changed during the season, a new approved roster must be submitted to The League office for approval at least 2 business days before the next scheduled game unless approved on-line. Rosters are frozen after 2nd game in league play.

### 3.2 Roster Size

The roster size is determined by the following limits. Each team must submit a copy of the LCS approved roster to the referee at least 15 minutes prior to each game. The League will adhere to the following maximum roster limits:

If 7 v 7 format, the limit is 12 players

If 9 v 9 format, the limit is 16 players

If 11 v 11 format, the limit is 22 players

All players and coaches must have a valid player card, whether dressed or not, to be or remain in the bench or technical area.

### 3.3 Player Eligibility

Eligibility of players shall be in accordance with US Soccer, MYSA, and LCS regulations, unless otherwise specified and approved by The League.

### 3.4 Multiple Rostered Players

Players may only be rostered for two teams, i.e. they may not dual roster or play with more than one other team, whether in the same club or different club. This is limited to two teams per player per playing season. Players may still player pass on other teams providing they fall with-in the player pass guidelines.

Middle School and High School seasons are exempt, separate and treated differently than the outdoor playing seasons. Players within those two seasons may only play on multiple teams within a single school. Players must apply through the on-line system and pay for each division that they play on.



If multiple divisions within an age group exist or are used in The League, players may play or dual roster “up”, but not “down” within their age group. For example, a U14 Division 2 primary rostered player may play with a Division 1 team, but not with a Division 3 team. That player may NOT play in any division lower than Div 2 in his/her own age group. A player primarily rostered to a team that is older than his/her actual age group may dual roster with a team playing in highest division of his/her actual age group. For example an actual U14 player who is primary rostered to a U15 team may dual roster with a U14 Division 1 team.

Once a player has played a single game for their primary roster team, they are not normally permitted to change their primary status and play for a lower division team within The League for that season unless permission is given by LCS Administration.

### **3.5 Player & Coaches Cards/Identification**

Each player and coach must have a valid (laminated and signed by an official of their home state) USYS player card in order to participate in The League. The player & coaches cards must be brought to every game along with the game day roster. The game officials will check the teams in prior to kick off. Teams not able to produce the cards at that time will forfeit the game.

If LCS provides coaches with additional identification specific to The League, such identification must be worn and clearly visible anytime that coach is functioning in any capacity at The League per direction of LCS. This does not replace or eliminate the cards.

### **3.6 Age Divisions**

Player age limitations shall be in accordance with USYS regulations except as modified by The League. Proof-of-birth shall be provided upon request by LCS Administration.

### **3.7 Playing on Multiple Teams**

Players may not play on more than one team (as a registered player) in the same sub-division. See rule 3.4 for more details on playing on multiple teams.

### **3.8 Player Transfers**

Players registered to a team are bound to that team for the entire playing season unless he/she requests and is granted a transfer/release. All additions and deletions of registered players to the approved roster at any time during the year will be deemed as transfers. A team may add an unregistered player to their roster with LCS approval. A transferred player may not be eligible to play on a team in their original division or a division lower for that season.





### **3.9 Referee Formats**

- a. U9-10 teams will play 7v7 with 1 or 3 referees scheduled per game, depending on whether Law 11 (offside) is in force, but from the Build-out line instead of half line.
- b. U11-12 teams will play 9v9. If Law 11 is in force, The League will use the 3 referee system.
- c. U13 and above teams will play 11v11 with Law 11 in force. The League will use the 3 referee system.

### **3.10 Team Placement for the Good of the Game**

All team movement/placement (up or down) are done normally at the discretion of LCS Administration based on performance after a minimum of the first 3 games of a given team. There is no automatic movement/placement up or down.



# **THE LAKE COUNTRY SOCCER OUTDOOR LEAGUE**

## **SECTION IV: OPERATIONAL PROCEDURES**

### **4.1 Reporting of Scores**

Referees will submit the game cards with the game result. On completion of the game, the Referee and A.R.s will verify the score and the referee shall sign to the game card. Coaches do not need to sign the game card, post-game. Coaches may e-mail us with an “incorrect score”. Link can be found on our website. All scores and standings will be posted on the LCS website the first business day following the game.

### **4.2 Inclement Weather Communication**

Every reasonable effort will be made to play all games. However, in cases of severe or dangerous inclement weather, communication updates will be available via text alert (opt in required), on the LCS website, or by calling the hotline number 417.862.3211 prompt #4.

### **4.3 Schedule Requests or Black Out Dates**

Any special scheduling requests must accompany the team registration by the designated deadline. (Reference Section 2.6) Teams are allowed only two (2) weekend and one (1) week night for Black Out dates. LCS will attempt to schedule around any requests based on the information provided on the registration form. Requests made after the registration deadline are subject to LCS re-scheduling policies in section 4.4.

### **4.4 Rescheduling Policy**

- a. You must pay a \$75 rescheduling fee to The League administrator at LCS and provide a written valid reason (a missing key player or coach would not be considered a valid reason) for the reschedule request.
- b. Any rescheduling request must be received a minimum of 10 days prior to the original game date.
- c. Upon receiving the re-schedule request, LCS will confirm the request with both teams by email, giving them 2-4 options of dates, times and fields options.
- d. Upon agreement by all the parties, the game will then be posted on our website with the new information.
- e. If the opposition will not agree to the reschedule, or if the referee assignor can't schedule or find referees, the game will be played on the original date and location or it will be regarded as a forfeit. The \$25 fee will not be refunded if the game cannot be rescheduled.

## 4.5 Forfeits

Forfeits shall be recorded with a score of 3-0. In the case of a double forfeit, both teams will record a 0-3 loss to their records.

The minimum number of players that must be on the field at 15 minutes after scheduled starting time to avoid forfeit are:

- a. 11 v 11 Minimum of 7 players
- b. 9 v 9 Minimum of 5 players

## 4.6 Rain-Outs

All weather cancelled games will be rescheduled to a designated rain out date during the course of the season. Teams have the option to reschedule away from the rain out weekend if time permits. Should any team be unavailable to play on the rain out weekend and have not rescheduled the game, that team will forfeit said game. There is no option to request a designated rainout weekend as a conflict date.



# **THE LAKE COUNTRY SOCCER OUTDOOR LEAGUE**

## **SECTION V: RULES OF PLAY**

### **5.1 The Ball**

U12 and younger divisions will use a size 4 ball. U13 and older divisions will use a size 5 ball. The home team (listed first in the schedule) shall provide a game ball acceptable to the referee.

### **5.2 Player Equipment**

The sleeved jersey of the same color of all players, except for the goalkeeper, must contain a clearly visible whole number (1 through 99), unique from the other members of the same team.

Shin guards completely covered by socks are mandatory for all players.

In case of a color conflict, the home team (listed first in the schedule) shall change colors.

### **5.3 Duration of the Game**

Under 8 and below	– 2 x 20 minutes halves
Under 9 and Under-10	– 2 x 25 minute halves
Under-11 and Under-12	– 2 x 30 minutes halve
Under-13 and Under-14	– 2 x 35 minute halves
Under-15 and Under-16	– 2 x 40 minute halves
Under-17, 18 and 19	– 2 x 45 minute halves

In multi age divisions, i.e. high school, duration of halves may be shortened if both coaches agree prior to the start of the game or if all coaches in the league agree prior to the start of the season.

All games are considered final if at least half the game is completed. If the game is stopped prior to half time due to weather conditions and the game is not completed on the same calendar day, the complete game will be replayed.

### **5.4 Substitution**

Except as noted, substitutions shall be “unlimited”. Either team may substitute at any time with the permission of the referee at any stoppage in play. The desired substitute(s) must be at the centerline ready to enter at the time of the stoppage or the referee may not allow the substitution to take place except in the case of an injury.

The referee has the authority not to allow a substitution if he/she believes that allowing the substitution will adversely impact the flow of the game or is being used as tactical time wasting ploy.



It is required that all substitutes in all age groups wear a different colored shirt, or penny, over their uniform when not on the field of play or when warming up behind the bench so the Assistant Referee on the far side of the field will not confuse them with their own teams players that are on the field when determining offside.

### **5.5 Point System**

Each team will be awarded 3 points for a win, 1 point for a tie and 0 points for a loss



## 5.6 Tie-Breakers

If at the conclusion of The League season a tie breaker is needed the following criteria will be utilized:

- a. Head to head record (not used if more than two teams are involved in the tie)
- b. Goal difference (i.e. goals scored minus goals allowed)
- c. Most goals scored
- d. Most shut-outs
- e. Fewest goals allowed
- f. Kicks from the Penalty Mark using current USSF procedures

## 5.7 Delay of Kick Off

If a game is delayed due to the tardiness of a team, players, coach or manager, a maximum of fifteen (15) minutes of “grace” time shall be awarded. After fifteen (15) minutes if the team is still not able to start the game, it shall be declared a forfeit. The game clock still starts at game time so after the grace period, those 15 minutes are taken from the 1<sup>st</sup> half of the game clock. The grace period might be adapted if the team that is late has a valid reason. See Section 4.5 for minimum number of players necessary to start a game.

## 5.8 Players and Spectators

Players and coaches will set up on the opposite side of the field from all spectators. No spectators or coaches will be allowed to sit or remain on either goal end of the field. This will be mandatory at all LCS locations except where bleachers are provided. All spectators must remain behind painted restraining marks (where defined) but no less than 2 yards from the touchline so as not to interfere with the Assistant Referee or his/her view.

## 5.9 Coaches, Bench and Technical Area

The USSF Laws of the Game state (page 38 under technical area) that "only one person at a time is authorized to convey tactical instructions from the technical area". This includes the bench area if the technical area is not marked.

The League requires a current USYS licensed coach be with every team for every game. There may only be up to a maximum of three (3) coaches at any given time. This may include a combination of coach, manager, trainer, assistant coach, club director of coaching, etc., but in no case shall the total number of non-player personnel exceed three (3).

All personnel in the bench, or if marked the technical area, must remain in this area and conduct themselves in a manner considered appropriate by The League and game officials for that game. Please reference Section 3.5 additional identification.



The USSF published policy of "Ask, Tell, Dismiss" will be adhered to, unless the referee or league administration deems any conduct to require immediate removal. The only exception is if the Referee beckons on a coach or trainer to attend to an injured player. In this case, their purpose of being on the field should always be limited to assisting the injured player.



# LAKE COUNTRY SOCCER OUTDOOR LEAGUE

## SECTION VI: DISCIPLINE & CODE OF CONDUCT

### 6.1 Responsible Parties

All coaches and other team officials shall be subject to all soccer laws pertaining to misconduct. Any other individuals who may be reasonably construed as being associated with a team shall be subject to the jurisdiction and authority of The League. Any coach or team official can be held responsible for any individual associated with their team at any game.

### 6.2 Profanity and Unsporting Conduct

Inappropriate language or conduct by any individual will not be tolerated either on or off the field. Such conduct may result in expulsion and require them to leave the immediate area and/or be required to go to their vehicle.

### 6.3 Compensation

No player shall receive any compensation for services rendered to a team or receive any promises of compensation.

### 6.4 Smoking & Alcohol

There will be no drinking of alcoholic beverages, smoking or use of tobacco products in or on LCS or the Springfield-Greene County Parks Property.

### 6.5 Referee Authority

The referee(s) are in complete charge of the field and adjacent areas from the time they arrive at the game site until they depart. The referee is empowered to enforce the Laws of the Game in connection with the game to which he/she has been appointed. The referee may terminate a game for coach, player, or spectator misconduct. Teams causing the termination will forfeit the game.

### 6.6 Park Rules

All Park rules where games are played shall be respected and obeyed.

### 6.7 Red Cards & Suspensions

Players, coaches, and fans are subject to suspensions according to the following:

- a. Any player, coach or fan that is sent off or dismissed from any league game due to striking, punching, hitting, kicking, spitting, or any action that reflects harmful intent shall automatically be suspended for a minimum of the next two (2) scheduled games.





- b. Any player, coach or fan verbally abusing a referee during any league game (defined as cussing, racial or personal attacks directed toward the referees) as documented on the Referees' Report of the game shall automatically be suspended for a minimum of the next two (2) scheduled games.
- c. Any player receiving a red card or coach being dismissed, in any league game other than the circumstances listed above shall automatically be suspended for a minimum of the next scheduled game.
- d. The LCS Administration shall have the right to add additional or reduce the total number of games in a suspension. This could include but not be limited to any derogatory comments of a racial or inflammatory nature.

Players, coaches or fans that are dismissed or sent off from a game, for whatever reason, shall serve their suspension at the next sanctioned event(s) for that particular team. The suspension is required to be for "played games", and as such if the next scheduled game for that team is a forfeit, or is rescheduled, then the suspension carries to the next game that is actually played by the team. A player, coach or fan shall not participate in any other LCS league activity until the original suspension is served.

Failure of a coach/player/team official or fan to remain out of sight and out of sound after being sent off or dismissed may result in a forfeit and further suspensions/actions.

Coaches who are dismissed from a second game for a specific team in a playing season must pay a \$25 fee to The League before they receive their card back and before they are eligible to coach the next game for that team after their suspension is served.

Coaches who are dismissed from more than 3 combined games in a playing season may not coach for any team within LCS until approval is granted by the LCS Disciplinary Committee.

Players who receive more than 3 red cards in combined games in a playing season may not play for any team within LCS until approval is granted by the LCS Administration following a meeting with their coach(s).

Any player, coach, manager, parent or fan who is found to have participated in a game while under suspension, shall cause his or her team to administratively forfeit that game regardless of the score, and will be subject to additional penalties. During a coach's suspension he/she must not be within sight nor sound of the game that they are suspended for. The coach may not have any contact with that team before, during or after that game and while the team is on the LCS site. This includes electronic contact with players, coaching staff or any other person in the bench or technical area. A dismissed coach will only be suspended from coaching the team that he/she was coaching when he/she was dismissed.



Any parent or fan that is dismissed from a game must remain out of sight and sound of the field. Failure to do so could lead to the referee terminating the game, resulting in a forfeit win for the opponent, and additional penalties against that person.



# LAKE COUNTRY SOCCER OUTDOOR LEAGUE

## SECTION VII: PROTESTS

### 7.1 Definition

A protest is a formal written objection of any violation of established rules policies or procedures. Protests will only be accepted in regard to illegal players, or other policies here within. There will be no protests heard in regard to referee judgment decisions.

### 7.2 Who Can File A Protest

Only a coach or assistant coach can file protests. Only those teams involved are allowed to file a protest. Third parties, i.e. coaches, assistant coaches, or administrators from other teams, cannot file a protest on a specific game.

### 7.3 Filing Procedure

A protest must be filed in writing with The League administration, see Rule 1.6 League Office for location, and must include:

- a. Details of the complaint
- b. A listing of the players that are deemed to be illegal.
- c. A statement of the desired resolution
- d. A \$100 filing fee in cash or money order payable to Lake Country Soccer
- e. The complaint must be signed by the person filing it

All protests must be filed within 48 hours of the incident. If the protest is upheld, the filing fee will be returned. No protests will be heard on referee judgment calls. The filing fee is forfeited if the protest is regarding referee judgment calls

### 7.4 Disciplinary Committee

- a. The LCS Disciplinary Committee shall consist of the Chief Executive Officer, the President and Vice President of the Board of Directors, and a committee of two (2) additional people selected by the CEO and President.
- b. All matters of concern to the LCS Disciplinary Committee must originate from the referee's game reports or attachments, or from a formal protest submitted in writing by the offended party. Reference Section 7.3 for guidelines.
- c. Any player, team official, fan or parent alleged to have been guilty of any violation of the laws of the game, the bylaws, rules and regulations of The League, LCS or any misconduct detrimental to the game, shall be subject to appropriate penalty as determined by the LCS Disciplinary Committee.
- d. The League administration shall notify the player/coach/fan/parent of any penalty or suspension determined by the LCS Disciplinary Committee.



- e. The decision of the LCS Disciplinary Committee shall be promptly sent via U.S. First Class Mail. Verbal notification, electronic mail (email) or fax may supplement but shall not supplant this responsibility.
  
- f. Any, club, team, or individual not wholly satisfied with any decisions made by LCS Disciplinary Committee has the right to appeal to the Lake Country Soccer Board of Directors. This appeal must be in writing and must be received by the sitting President of Lake Country Soccer Board of Directors within ten (10) days of the decision handed down by the LCS Disciplinary Committee. Like the filing procedure for a protest, the appeal must be accompanied by another fee of \$100.00. Only if the decision of the LCS Disciplinary Committee is overturned will the 2nd fee be refunded.

