

Soccer Interleague Rules and Procedures

This sets forth the rules and procedures for play in the Interleague. All FIFA Rules and NTSSA rules will apply and each team's home Association rules will also apply.

1. COACHES CARDS

- 1.1. I.D. CARDS. All home Associations will need to issue coaches cards to their coaches that have completed a background check. Only these coaches will be allowed on the side line up to 3. If a coach's card does not have a picture on the card then a picture ID and a Official roster will be required along with the coaches card. All coaches should have a Roster available at every game.

2. FIELDS

- 2.1. FIELD ASSIGNMENTS. Each member Association will provide appropriate fields for use by each of their Association's teams when playing as the home team. Each Association shall provide a list of available fields, dates and times to the league scheduler prior to commencement of the playing season for the use of assigning league games. No Association or any individual team will be allowed to make any changes to field assignments.
- 2.2. WEATHER. All games will be played as scheduled unless the home Association determines that the fields are unplayable. The appropriate weather hotline and/or website should be giving to each teams coach for all the Associations involved.

3. LEAGUE PLAY

- 3.1. STANDINGS. The Interleague will utilize the following method in determining the league standings:
 1. **Win – 3 points**
 2. **Loss – 0 points**
 3. **Tie - 1 point**
- 3.2. LEAGUE STANDINGS. The standings of all games will be based on game results that have been posted via the website. If a game

ends in a tie it is the home teams responsibility to call in scores. If scores are not entered within 72 hours after a game is played, the Interleague has the right to deduct one (1) point per day up to three (3) points total from the teams standing points total. If a team forfeits a game, it shall be recorded as a 3-0 “win” for the other team. If a team drops from the division during the season, all remaining games for that team will be recorded as a forfeit. A team that forfeits a game due to none appearance must pay the referee fees prior to the next scheduled league game. All games after that are forfeit until paid in full. If two (2) teams are tied at the end of the regular season, the first tie breaker is head to head. If a tie still remains, then we will use the following to break a tie:

- 1. Fewest goals against with no cap**
- 2. Goal differential with cap of 3 per game**
- 3. Coin toss**

3.3. STANDINGS. The Interleague will utilize the following method in determining the league standings:

- 4. Win – 3 points**
- 5. Loss – 0 points**
- 6. Tie - 1 point**

3.4. SCHEDULING. Each team shall be allowed to provide their home Association two (2) blackout dates by date set by league scheduler. The league scheduler shall use its best efforts to schedule around those conflicts, major holidays and school events; however, the league scheduler shall not be required to consider any conflicts. Once teams schedules are published they shall stand without change for the duration of the season.

3.5. RESCHEDULING POLICY. In the event any games are unable to be played or completed, such games will be rescheduled by the league scheduler within 48hrs (coaches are not allowed to attempt to reschedule games). The league scheduler is not required to seek approval of the rescheduled date and time from either team, but should inquire generally as to favorable times and dates. In no event shall any team or coach be allowed to

“refuse” to play a rescheduled game due to conflict or inconvenience. League Policy forbids the rescheduling of games for the convenience of a team, even if both teams involved agree to the rescheduling.

- 3.6. RESCHEDULE REQUEST POLICY. A team can request a reschedule. A fee of \$50 must be collected prior to the league working on the reschedule. The opposing team must agree to the rescheduled game. If the opposing team does not agree, then the reschedule fee will be refunded and the game will stand as scheduled. Please follow the procedure below to submit a request:
1. Contact your home Association to request approval to begin the reschedule process, giving the reason why you are requesting a reschedule. Note: Reschedule requests can not include stipulations on when the rescheduled game will be played.
 2. Contact the opposing team coach to ask for his/her approval to a reschedule. Note: If the opposing team coach does not agree to a reschedule, the game will not be rescheduled and no fees will be due.
 3. Fill out the rescheduled request form supplied by your home Association completely and submit it along with the \$50.00 reschedule request fee to your home Association at least ten (10) days before the currently scheduled date. Payment may be made by cash or money order.
 4. Once the League Scheduler has rescheduled the game they will inform both coaches of the new game and time.
- 3.7. SUSPENDED GAMES. Any game that has been suspended after completion of the 5th minute of the second half of play shall be considered a full game and shall count in the standings as such.
- 3.8. ROSTERS. Each team shall be required to play only rostered players that are on their team rosters and should never under any circumstances use a guest player to fill a void and will result in a forfeit of the game. Each coach must have a current signed North

Texas roster with them at every game. RCSA will need a copy of all rosters with the player's jersey numbers to maintain the card system.

- 3.9. JERSEY'S. All players MUST have a number attached to the back of the jersey. No hand written or taped on numbers will be allowed. Teams must have same colored jerseys.
- 3.10. SAME COLOR JERSEY'S. The home team shall keep pennies on hand for home teams to use in case of conflict.

4. LEAGUE A & D COMMITTEE.

- 4.1. A & D COMMITTEE. The League Committee will consist of one member of each home Association in the league. The home Association where the offense occurred will chair the hearing.
- 4.2. CARDS. All cards given during interleague played games will need to be logged into the getsoccer system by the home association.

5. Playoffs

- 5.1. TOURNAMENT BRACKETS. Will be posted on the Royse City Soccer Association website no later than the Sunday after the Regular schedule game is played.
- 5.2. BRACKET. Will be determined by how many teams are in each age group. The bracket will follow standard protocol being 1st place will play last place and so forth.
- 5.3. TOURNAMENT PLAY. Tournament play will consist of a single elimination game. In case of a tie at the end of regulation, we go straight to penalty kicks. 5v5 if still tied we go 1 and 1 until there is a winner. All players on the field at the end of regulation are the only players eligible to shoot a PK. You can not repeat a player to kick a PK until all players that finished game have taken a shot. Goal keeper can be anyone on the field at the end of regulation for PK's and does not have to be the same for each PK taken.

- 5.4. TROPHIES. Trophies will only be given to First and Second Place. The Association hosting the Championship game is responsible for providing placement trophies.

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