



Swansea-Somerset Youth Soccer League

Rules of Play

Revised September 2025

Rules / Sportsmanship Committee:

Unless otherwise stated in these Rules of Play for the Swansea-Somerset Youth Soccer League (SSYSL), all divisions will follow the current FIFA Laws of the Game. Coaches, players, and parents are expected to uphold these rules and maintain good sportsmanship at all times.

Scope of Policy: This policy applies to all SSYSL recreational teams and players and to Seahawks travel teams when they are publicly identified with the club — including when wearing Seahawks uniforms, competing under the club name, or otherwise representing SSYSL in an official capacity.

This process does not override or replace disciplinary actions or rulings issued by the South Coast Soccer League (SCSL), Massachusetts Youth Soccer (MYS), or U.S. Youth Soccer (USYS). If a complaint falls under those organizations' jurisdiction, their rulings take precedence.

Complaint Submission: Infractions — such as misconduct, penalties, or playing-time concerns — may be reported to the Vice President (VP) by any SSYSL parent, coach, or member. Reports must include the name of the person submitting the complaint; anonymous submissions will not be reviewed. Complaints must be submitted through the league's designated online form to ensure proper documentation.

Initial Review: The VP will present the complaint to the board. The board will vote on whether the matter should be escalated to the Rules / Sportsmanship Committee for review.

Committee Process: If escalation is approved, the committee will be convened. It consists of three voting members elected during regular board elections. The VP, Secretary, and Director of Referees attend in an advisory role but do not vote. If a voting member has a conflict of interest, the board will appoint an alternate to ensure impartiality. The individual who is the subject of the complaint will be notified that the committee is reviewing the matter. The committee determines how the review will be conducted, including whether to hear statements from any parties directly involved. All proceedings and decisions will be documented for league records.

Decisions and Finality: Possible outcomes include warnings, probation, or suspensions of varying lengths. All decisions of the committee are final and not subject to appeal within SSYSL.

Referee calls made during games cannot be challenged or overturned by this committee. Concerns about officiating may be referred to the Director of Referees for training and education purposes but will not result in retroactive changes to match results.

Note: Any call made by the referee in the course of the game may not be brought in front of this committee and be challenged since this is a recreation league and the referees call on the field will be adhered to whether it was right or wrong. If a parent or coach feels that an incorrect call was made in a game, they can review with the Director of Referees so that if it was incorrect, the Director of Referees can inform/teach the referee the correct call.

Infractions of these Rules of Play are subject to, but inclusive of the following:

- Warnings

- Probation Status
- Suspension for one game (the next game played the team)
- Suspension for any amount of time set forth by the committee

All Rulings by this Committee Are Final.

Registration Rules

- All Registrations must be recorded by the Registrar before a player can be placed on a team by the appropriate age group director or travel coach.
- Coaches cannot add players to their team and invite them to practice or a game. Players will be added by Division Director or travel coach after Registrar confirms the registration of player.
- Fall or Indoor Recreation players have to be added to teams in accordance to player evaluations for a team, so that teams remain balanced.
- **Registration Procedures**

The Board will set a date for the close of Registration for players. The President and Registrar shall have the discretion to extend this deadline by up to two weeks if they feel this would be a benefit to the league and not adversely impact Fall or Indoor Recreation deadlines for the league to start on time. The Board shall also set dates for the distribution of the draft report, the date for coaches to contact players, and the date for the start of games. Once Registration is closed, the Registrar shall complete input of any mail-in registrations and prepare the draft report. Any registrations received after the close of Registrations but before the finalization of the draft report are not considered late adds and will be included in the draft report. Based on the Draft report, the Board shall set the number of teams for each division based on the number of registered players per division and guaranteeing that each player will have at least 50% playing time per game if all players assigned to a team attend. In some cases, teams will be full at this point and in some cases there will be available slots on teams. Each division shall set aside one (1) open slot per division that shall not be filled. These slots are reserved for cases of incorrect registrations, i.e., date of birth errors.

At this point, Division Directors will begin soliciting Coaches for each age group. Once the draft report has been distributed to the Division Directors, the Registrar will begin compiling a waiting list of late add requests from players in the order they are received. At this point, NO Late Adds will be allowed unless all coaching positions are filled in an age group or the late add request is volunteering to coach. Once all Coaching vacancies are filled, the remaining late adds in the relevant age group shall be processed in the order they were received until the available slots are exhausted or until the Late Add Cutoff Date which shall be 3 days prior to the date set by the Board for the authorization of coaches to contact their teams whichever date is sooner. Any Late Adds that cannot be accommodated by this process shall have their registration fee returned.

Any additional requests for late adds received after Late Add Cutoff date shall be placed on the waiting list in the order they are received. The President and Registrar are authorized to allow any late adds after the late add cutoff date and the first game of the rec season.

Requests

Requests made by registered players shall be honored if possible for players that have parents volunteering as Coaches and Board members. Any additional requests on the draft report shall not be considered until an age group has sufficient CORI'd Coaches. These additional requests on the draft report shall not conflict with a Coaches request, and must not create competitive imbalance amongst divisional recreation teams if this can be determined. A Division Director shall also only consider these additional requests on the draft report if they can meet all the submitted requests. Any requests received after the draft report has been distributed to Division Directors shall be considered only if all draft report requests have been met and will then be at the sole discretion of the Division Director as to whether they will accommodate the request.

- **Coaching Volunteers**

In the event that an age group does not have enough volunteers to coach, Players who are children of League Coaches and Board members shall be assigned to teams with Coaches first. All remaining players shall be randomly assigned to all of the teams including those without coaches. The Coach less teams shall be notified that a parent(s) on the coach less teams must volunteer to coach or the team will be disbanded and all players on said team will be refunded their registration fees.

- All registrations that are mailed to the SSYSL PO Box must be paid for by check that must be made out to Swansea-Somerset Youth Soccer League or SSYSL. Cash can be accepted if you are registering in person at in-person SSYSL registration events. However, anyone who registers at an in-person registration event “must” receive a receipt. No one should be giving a registration form to any representative of the league without receiving a receipt. The receipt is proof that you have registered your child before the deadline (in-person) and this protects you if the form is lost.
- **Reimbursement Policy:** The registration reimbursement policy for SSYSL programs will be as follows, unless the request is due to a season ending injury, an unexpected move or a change in a family status. Late Registration Fees are non-refundable.

Fall Rec, Fall Travel and Indoor Recreation Programs:

- Prior to the start and/or in Week 1 or Week 2 of the program: 100%
- In Week 3 or 4 of the program: 50%
- Week 5 or later: 0%

Spring Travel Program:

- Prior to the start and/or in Week 1 or Week 2 of the winter indoor training portion: 100%
- In Week 3 of the winter indoor training portion until March 1st : 50%
- After March 1st: 0%

Age Limits:

Age divisions shall be comprised of players who are in the specified grade as of September 1st of the current season:

Recreational Programs	Travel Programs
Pre-K (U5)	Gr. 2 (8U)
Gr. K (U6)	Gr. 3 (9U)
Gr. 1 (U7)	Gr. 4 (10U)
Gr. 2 (U8)	Gr. 5 (11U)
Gr. 3-4 (U9/10)	Gr. 6 (12U)
Gr. 5-6 (U11/12)	Gr. 7 (13U)
Gr. 7+ (13/14/15)	Gr. 8 (14U)
	Gr. 9 (15U)
	Gr. 10 (16U)
	Gr. 11 (17U)
	Gr. 12 (18U / 19U)

Notes:

- Recreational Programs: Grade groups can be combined into groups if there are not enough players to make an adequate number of teams for reasonable mix of competition – preferably 4 or more teams. The highest grade in the combine grouping shall determine the division of the group.
- Travel Programs: Grade, and gender-based grouping are in accordance to South Coast Soccer League (SCSL) guidelines located at www.southcoastsoccer.org. The goal is to establish teams comprised of players with the appropriate skill level for travel soccer.
 - *Once a player has been rostered on a SSYSL travel team, SSYSL will not force a player to move to another team. If the player / parent wants to switch teams, this is acceptable; however, a coach is not to put pressure or contact that player / family to switch teams. If this occurs, the Travel Director or President will contact the family to let them know their options.*
 - *No one can play down in age per MYS, unless they have a physical or mental handicap.*

Equipment/Safety:

1. Shoes:

- Outdoor Soccer: It is recommended that each child wear molded sole soccer cleats. They must be soccer cleats and not baseball or football cleats (no cleat on the point of the toe). All-purpose sneakers can be worn if the child doesn't have soccer cleats.
- Indoor Soccer: It is recommended that each child wear Indoor Soccer Shoes (sneakers) with flat soles. The surface of SSYSL's Indoor Facility is like a smooth carpet, turf shoes and/or cleats are not appropriate for this surface. All-purpose sneakers can be worn if the child does not have Indoor Soccer Shoes.

2. Shin Guards - are **Mandatory** and must be worn in the inside of socks. **No** player will be allowed to play a game without shin guards. Please be sure that your child wears them to all practices and games.
3. Uniform:
 - Recreational Programs:
 - Shirt – each child will be given a team colored shirt with a number. The shirt must be worn to all games. In cold weather, the shirt can be worn on the outside of a sweatshirt or jacket. The shirt must be tucked into the shorts/pants.
 - Shorts – soccer or sport type shorts must be worn to all games. Street or casual shorts are not allowed. In cold weather sweat pants or sport pants can be worn – no jeans or street pants; however, shorts are to be worn preferably over sweat pants or sport pants.
 - Socks – must be worn over the shin guards and need to be long enough to completely cover the shin guards.
 - Travel Programs:
 - For all SCSL games, the teams are required to wear the official SSYSL Uniform that consists of two (2) Jerseys, Shorts and Socks.
 - For non-SCSL games, e.g., Indoor Leagues or Tournaments, the teams have the option of either wearing the official SSYSL uniform or they can wear a uniform of their choosing. This is allowed, so that the teams can use sponsors to help pay for these activities and these team uniforms are allowed to be printed with sponsors on them.
 - Note: Official SSYSL uniforms (from our supplier, e.g., Joma) which include the game uniform kit, warmups, jackets, hoodies, polo's, backpack, etc.) CANNOT have sponsors on them, unless approved by the SSYSL Board of Directors.
4. Elbow and Kneepads – may be worn, but they must not have any hard material (plastic) used in construction, i.e., no street hockey or roller blade padding.
5. Goal Keepers – must wear colors (shirt or pinny) that distinguish them from the other players, from each other, and from the referee.
6. **Personal Articles** – a player is not allowed to wear articles that may constitute as a danger to the wearer or any other player, it must be removed, e.g., earrings, watches, rings, necklaces, barrettes, belts, head coverings with any visor or protrusions.
7. **Eye Glasses** – players who wear eyeglasses while playing are encouraged to wear a safety strap and safety lenses.
8. **Casts/Splints** - No player is permitted to participate in an SSYSL practice or game with either a cast (hard or soft) or a splint (hard or soft). A Doctor's note and/or padding the cast/splint is not an acceptable solution.

Soccer Ball Size:

- Pre-K to Grade 1: Size 3
- Grade 2 to Grade 4-6: Size 4
- Grade 7+: Size 5

Fall Recreation - Number of Players on the Field & Max. Players / Team:

- | | | |
|-----------------------|-------------------------|-------------------|
| • Pre-K & K: | 4v4 (No Goalkeeper) | 8 players / team |
| • Grade 1: | 6v6 (5 + Goalkeeper) | 12 players / team |
| • Grade 2 to Grade 4: | 7v7 (6 + Goalkeeper) | 14 players / team |
| • Grade 5/6: | 9v9 (8 + Goalkeeper) | 18 players / team |
| • Grade 7/8 | 11v11 (10 + Goalkeeper) | 22 players / team |

Season Duration: First Saturday in September after Labor Day through end of October (9 game schedule, makeups)

Indoor Recreation - Number of Players on the Field & Max. Players / Team:

- | | | |
|------------------------|----------------------|-------------------|
| • Pre-K & K: | 4v4 (No Goalkeeper) | 8 players / team |
| • Grade 1: | 6v6 (5 + Goalkeeper) | 12 players / team |
| • Grade 2 to Grade 3 : | 7v7 (6 + Goalkeeper) | 14 players / team |
| • Grade 4-5: | 7v7 (6 + Goalkeeper) | 14 players / team |
| • Grade 6+: | 7v7 (6 + Goalkeeper) | 14 players / team |

Season Duration: January through March, excluding Winter Break (9 game schedule, no makeups)

Note:

Recreational Programs: If at game time one team doesn't have enough players for a full team (as per above), the coach should ask the opposing coach to see if they have any subs available who can play for their team. This player(s) should be rotated each quarter so that the same player is not playing more than 1 quarter for the opposing team. The goal should be for the players who are participating in that game - they should get the most playing time available to them.

- If the coach does not want to use a player from the other team's available subs, then they must play short while the other team is allowed to play with a full team. The team that is short is "not allowed" to recruit other players when there are players available on the other team's bench.
- If the opposing team has the full amount and no subs, then the team that is short is allowed to ask a player who is watching other games (this doesn't mean that a coach can call players on the phone before a game to recruit them to play when they know ahead of time that they will be short) if they are interested in playing for his team for that game. Both coaches must agree that this player can play for them and if not, then the player cannot play and another can be selected.
- If both teams are short players and they can't recruit enough to make a full team, then both teams should play the game with the maximum amount available with both teams having an equal number of players, unless the coaches agree to play with one team having more than the other. However, both coaches need to agree that one team can play with more than the other and if they cannot agree, then they "must" play with equal numbers.
- In the event of inclement weather and Saturday games are cancelled, these games will automatically be re-scheduled to the following day on Sunday at the original scheduled time. If these Sunday games cannot be played, the games will not be rescheduled. Weeknight games that are cancelled will be rescheduled based on field availability; otherwise, will not be rescheduled. The SSYSL Indoor Facility may be utilized to re-schedule recreational games.

Playing Time (Recreation Program – Travel see the Travel Rules Section):

- Each player **Must** play at least half (50%) of a complete game, unless hurt or if they receive penalties. This does not mean that the same few players play only 50% of every game. It is recommended that every player be allowed to play the same amount of time over the season, so that the weaker players can become better and the more advanced players can continue to develop their skills. However, this is not required and playing time greater than the required two (2) quarters is in the up to the coaches' discretion.
- **NO PLAYER IS ALLOWED TO PLAY ALL FOUR (4) QUARTERS OF ANY GAME, UNLESS ALL OF THE OTHER PLAYERS ON THAT TEAM HAVE PLAYED AT LEAST THREE (3) QUARTERS.**

Maximum Number of Players on a Team:

All Recreational Program divisions shall be determined by the number of players registered and number of teams in a division. The maximum goal is preferred to never be higher than 2x the number of players on the field for the game, e.g., 7v7 = max. is preferred to be at 14 or less.

Practice Sessions (Pre-K and K)

Practice for Pre-k and K shall take place on game day during the allotted schedule game time. The first 25 mins shall be allowed for team practices. 5 min break and transition to a 25 min game play.

Practices should be engaged and fun. Fun activities with or without a soccer ball. Avoid lining up and rigorous drills. A few game play items to work on during practice shall be throw-in and corner kicks.

Practice Sessions (G1 and UP):

Each coach must conduct no less than one (1) and no more than three (3) practices per week in order to teach new skills and practice/enhance existing skills. Coaches should stress skills/technique and encourage the children to practice at home.

A warm-up/practice should be planned for 30 minutes before the schedule start of each game and it should include a warm-up and stretching of muscles.

- 1) Skills/Technique
 - Passing
 - Trapping

- Shooting
- Throw Ins
- Stealing the Ball
- Keeper Techniques (Catching, Diving, Blocking, Throwing, Goal Kicks, Punting)
- Slide Tackling – not allowed and it is recommended that coaches encourage players to remain on their feet and contain/force the offensive player towards the outside and wait for them to make a mistake for an easy steal.

2) Practice Game Situations

- Kickoff
- Goal Kicks
- Corner Kicks
- Setting up a Wall
- Penalty Kicks
- Free Kicks
- Controlling the Ball – just don't kick it.
- Free kicks – Direct and Indirect

Length of Game (Fall Rec):

Pre-K and K 4 - 5 Minute Quarter

Gr. 1: 4 - 10 Minute Quarters

Gr. 2 to Gr. 6: 4 - 12 Minute Quarters

Gr. 7/8 : 4 - 15 Minute Quarters

Rest Periods:

There will be 2 minutes of rest/coaching between each quarter and 5 minutes between half of a game.

Substitutions:

Substitutions can be made only at the beginning of each quarter/half, unless a substitution is required due to the injury of a player or if a player is sick/ill or emotional unable to play, i.e., crying; otherwise, there is no subs allowed on the fly, i.e., dead ball subs.

Start of Play:

Two Captains from each team come to the center of the field and a coin toss will be completed to decide ball possession and choosing ends. The home team has the "call" of side on the coin flip (heads or tails). The winner of the coin flip has the choice of which end they will defend and the loser gets the ball for the start of play.

The ball is not in play at the kickoff until it has "moved forward". The kicker cannot play the ball again after the initial touch until some other player has touched it.

The ball must go forward from the kickoff. It cannot be passed backwards into the kickers half of the field until the second kick or touch of the ball.

A goal can be scored directly from a kickoff.

Rules of the Game - FIFA

Drop Ball:

A drop ball shall be used to start play after an injury or any other temporary suspension of play not mentioned elsewhere in these rules of play. The referee drops the ball at the place where it was located when play was stopped. Play restarts when the ball touches the ground.

Ball in or Out of Play:

The ball can go out of play three ways:

- 1) When "all" of the ball goes over the end/goal line.
- 2) When "all" of the ball goes over the touchline/sideline.
- 3) When the referee stops the play.

The ball remains in play if it hits the goal post, crossbar, corner flag, the referee or assistant referee – as long as the ball has not gone completely over the end/goal line or touchline.

Note: The ball is said to have gone completely over the goal or touchline when there is no part of the ball over any part of the line.

Method of Scoring:

A goal is scored whenever the ball goes completely over the end/goal line, between the goal posts and under the crossbar. A goal cannot be scored from throw-in, unless a second player touches the ball before it crosses the goal line.

Free Kicks:

Free Kicks are classified into two categories: Direct and Indirect.

- Direct - means that a goal can be scored directly against the defending team.
- Indirect - means that a goal cannot be scored, unless the ball has been “touched” by any player in addition to the kicker before entering the goal.

For all free kicks, the defending team must be and remain at the following distances from the ball until it is kicked/touched:

Pre-K & K: 5 yards

Gr. 1 & Gr. 2: 6 yards

Gr. 3 to Gr. 5: 8 yards

Gr. 6+: 10 yards (FIFA)

The exceptions are as follows: 1) if the attacking team decides to quick kick before the defenders can position themselves or 2) if there is an indirect free kick given to the attacking team in the penalty area with the ball placed less than the specified distance above from the goal line, the defenders may stand on the goal line, between the goal posts.

An indirect free kick infraction by a defender within the goal area will cause the ball to be placed on the six-yard line of the goal area nearest the spot of the infraction.

Note: A defensive player who delays the taking of a free kick should be cautioned (yellow carded). Any trickery by the team awarded a free kick to get the ball into the hands of the goalkeeper should be disciplined with a caution (yellow card) for unsportsmanlike behavior.

Penalty Kicks:

A penalty kick is a direct kick taken from the penalty mark (see field dimension for the distance in each division) in the center of the goal. All players except the one taking the penalty kick and the defending goalkeeper must stand:

- outside the penalty area;
- be at least 10yds from the ball (the arc at the top of edge of the penalty area indicates the required distance);
- and behind the ball until it is kicked.

The kicker must be identified before the kick is taken and should be inside the penalty area or restraining arc. The referee's whistle must initiate the act of a penalty kick. The goalkeeper is not allowed to leave the goal line or move forward towards the ball. They are only allowed to move side to side along the goal line to defend the goal.

If the ball hits the cross bar or post, the kicker taking the penalty kick cannot touch the ball until another player touches the ball first.

At the end of a quarter or at the end of the game, time will be extended to take (or retake if necessary) a penalty kick.

When a penalty kick has been legally taken or retaken at the end of a quarter or during a tie breaking procedure, play is over as soon as a goal is scored (directly or indirectly off the goalkeeper, goal post, crossbar and any combination thereof); when any player other than the defending goalkeeper touches the ball; or when the referee has decided that a goal has not been scored.

Throw-Ins:

When a ball has completely crossed the touchline (sideline), it is put back into play by a throw-in from the spot indicated by the referee (where it went out) by the player from the team opposite to that of the player who last touched it. The throw-in must be taken with the player facing the field of play and in the direction of the throw (can't twist as they deliver the ball), part of each foot must be either on the touch line or on the ground outside the touchline (a player's foot can't be “completely” on the field of play), they must use both hands, delivering the ball from behind and over the thrower's head.

The thrower cannot touch the ball once it has been thrown-in until someone else touches the ball. The penalty for doing so is an indirect free kick for the opposing team at the point of the violation.

If the ball “never” enters the field of play once thrown, the throw-in is re-taken.

A goal cannot be scored directly from a throw-in and it must be first touched by another player.

Note: There is no offside on a throw-in.

Goal Kick:

When the ball has completely crossed the end line, after being last touched by a player from the attacking team, it is put back into play with a direct kick taken by a player of the defending team from any point inside the goal area (6-yard box). The only players allowed inside of the penalty area when a goal kick is being taken are the goalkeeper and the player who is performing the goal kick. If the ball isn't kicked hard enough to leave the penalty area and stops inside of it, the kick is retaken. The ball is not in play until it passes outside of the penalty area and may not be played by either team until it has passed outside the penalty area.

Corner Kick:

When the ball has completely crossed the end line, after being last touched by a player from the defending team, it is put back into play with a direct kick taken by a player of the attacking team from the corner of the field nearest to where the ball went out of play. The corner markers/flag posts may not be moved. The ball must be placed on or within the corner arc. For all corner kicks the defending team must be and remain at the following distances from the ball until it is kicked:

Pre-K & K: 5 yards

Gr. 1 & Gr. 2: 6 yards

Gr. 3 to Gr. 5: 8 yards

Gr. 6+: 10 yards (FIFA)

The kicker cannot touch the ball once it has been kicked until someone else touches the ball. The penalty for doing so is an indirect free kick for the opposing team at the point of the violation.

A goal can be scored directly from a corner kick.

Support for Referees (Zero Tolerance Policy):

It is expected that every person responsible for a team, every spectator and all players will support the referee. This support is essential to the proper play of the game and to the development of our players and referees. Failure to support the referees, especially by the person(s) responsible for the team, undermines the authority of the referee, sets a bad example for everyone else, especially the players, and can rapidly lead into a hostile, negative game environment which is entirely inconsistent with the sportsmanship goals SSYSL is trying to promote.

Therefore, no one is to address the referee during the game, except as allowed below.

Coaches and Managers:

During the Game:

- May respond to a referee initiating a communication.
- May ask for substitutions.
- May point out emergencies or safety issues.
- May not enter field of play during game (Gr. 2 to Gr. 7+), unless authorized by referee to attend to an injured player.

At half-time or at the end of the game:

- May ask a referee to explain a rule(s) in a polite and constructive way.
- May give a polite and friendly feedback to the referee.
- Absolutely no sarcasm, harassment or intimidation is allowed in any conversation with the referee.

Penalties:

1st Minor Infraction - The referee should ignore

1st Serious Infraction - Caution or ejection depending on the seriousness of the infraction (FIFA)

2nd Minor Infraction - A verbal warning

3rd Infraction - Caution

4th Infraction – Ejection

2nd Serious Infraction – Ejection

Spectators:

During the game:

- May respond to a referee initiating a communication.

- May point out emergencies or safety issues.
- May not enter field of play during game, unless authorized by referee to attend to an injured child.

Penalties:

1st Infraction - Referee should stop the game and ask the coach to quiet the offending spectator

2nd Infraction - A verbal warning. Referee should stop the game and ask the coach to warn the spectator that the next infraction will be an ejection or the referee will abandon the game.

3rd Infraction - The referee shall instruct the coach to direct the spectator to leave the field.

The referee should abandon the game, if the spectator refuses to leave the field.

Referees:

- Any game played within SSYSL may be officiated by any of our member-qualified referees. However, if a referee does not show up to the game, a substitute referee can be named/selected by the coaches of both teams as long as they agree on the said referee. No game can be officiated by a member or coach within their division of play, unless the opposing coaches agree upon said official.
- Have the authority to make a game time decision to cancel games due to weather or field conditions. Games are to be played in rain and cold weather. The decision to cancel a game needs to be due to lightening, very heavy rain or severe cold or heat.

Note: If the Recreational coaches feel that the weather conditions are too severe to play a game, they can request that the referee cancel the game in the interest of player safety; however, it is ultimately the referee's final decision whether to cancel any games due to the weather.

Fouls & Misconduct:

The following violations when committed intentionally are penalized by the award of a **Direct Free Kick** to the opposing team.

- Kicking or attempting to kick an opponent.
- Tripping or attempting to trip an opponent.
- Jumping at an opponent.
- Charging at an opponent.
- Striking or attempting to strike an opponent.
- Pushing an opponent.
- Contacting an opponent before contacting the ball when tackling.
- Holding an opponent.
- Spitting at an opponent.
- Handling the ball (other than the goalkeeper within his or her own penalty area).

Indirect Free Kicks are awarded to the opposing team for the following offenses.

- Playing in a manner considered by the referee to be dangerous.
- Charging fairly, but when the ball is not within playing distance (approximately three to four feet of the opponent).
- Obstructing an opponent when not playing the ball.
- Charging the goalkeeper within the goal keepers own penalty area.
- When playing as a goal keeper within his/her own penalty area
 - Taking more than 6 seconds before releasing the ball into play;
 - Or after having released it touching the ball again before it has been touched or played by any other player outside the penalty area or opposing player within the penalty area;
 - Or touching the ball with his/her hands after being deliberately kicked to him/her by a teammate;
 - Or in the opinion of the referee, deliberately wasting time while holding the ball.
- Unintentionally interfering with or impeding the goalkeeper when the goalkeeper is in possession of the ball. One hand on the ball shall be consider possession. When in doubt, the call goes in favor of the goalkeeper.
- Heading the ball at waist level or lower when near an opposing player is regarded as dangerous play and is prohibited.

Note: Ejected player(s) and/or coach(s) name(s) and team(s) must exit the complex / facility and be reported to the Division Director and Director of Referees by the Coaches of the players and/or teams involved immediately after the game has been completed. Failure to report violations could result in suspension of the coach(s) for the next scheduled game by his/her team.

Automatic Suspension Policy:

- a) Coaches that play suspended players in violation of the suspension, will themselves be suspended for three (3) games and the game in which the suspended player participated in, will be forfeited.
- b) Ejection of a player shall result in the automatic suspension of the player for the next scheduled game.
- c) Ejection of a coach, assistant coach or manager shall result in the automatic suspension of that person for the next three scheduled games.
- d) A second ejection of a coach, assistant coach or manager in the same SSYSL calendar year (8/1-7/31) shall result in the suspension of that person from all SSYSL participation for one calendar year from the date of the second ejection.
- e) Behavior by a league coach or assistant deemed detrimental to SSYSL is subject to disciplinary action imposed by the Sportsmanship Committee as outlined per Rules of Play cited on page one (1).

Note: Ejected and suspended player(s) forfeit their SSYSL Rule for Playing Time in the games that are impacted by their penalties.

Injuries:

- The game will be stopped when an injury occurs. However, the game time/clock is not stopped during the injury timeout and time doesn't necessarily need to be added to the end of the game – referee's discretion.
- Only the coaches or assistant coaches may go onto the field to aid the injured player.
- If a coach feels that the injury is severe, the parents should be called onto the field.
- If a player is bleeding, they must be removed from the game immediately and they cannot return until the injured area has been completely covered and the blood is cleaned up/removed from the player. If a player has a bloody lip or nose, they cannot return until the bleeding has stopped and they have been cleaned up.

Division Specific Rules of Play – Recreational Programs

The Divisional Rules listed below are for specific age divisions and have been modified due to the age and skill level of the children participating in the division.

Pre-K & K:

- No Keeper – Goalie.
- Off Sides – None.
- Fouls – All fouls will result in an Indirect Free Kick. Yellow & Red Cards will not be given in this age division.
- Slide Tackling – will be considered a foul in this age group and the opposing team will be awarded an Indirect Free Kick. Coaches are to encourage players to remain on their feet.
- Free Kicks – ALL Free Kicks will be Indirect. Defenders must remain at least 5 yards from the ball until the kick is taken. No kick shall be taken by the attacking team within the opposing team's penalty area.
- Penalty Kicks – None.
- Throw-Ins – a second throw-in must be allowed if the player commits a foul on the attempt. The referee/coach must explain the proper method before allowing the player to re-throw.
- Corner Kick – defenders must remain at least 5 yards from the ball until the corner kick is taken.
- No Referees – one coach from each team will be allowed on the field to coach/ref the game.
- Parents/Spectators are allowed to sit on either sideline however, they cannot sit or stand on the end lines/behind the goals.

Gr. 1

- Build-up Line – Teams will be required to use a build-up line for all goal kicks. The midfield line must be used to mark the build-up line. The opposing team must have all players retreat behind the buildup line. As soon as the ball is played by the team taking the goal kick, the players on the opposing team can advance. On a goal kick if a team plays a ball before the team has retreated to the build-up line at midfield that is their prerogative.
- Off Sides – None.
- Fouls – All fouls will result in an Indirect Free Kick. Yellow & Red Cards will not be given in this age division.
- Slide Tackling – will be considered a foul in this age group and the opposing team will be awarded an Indirect Free Kick. Coaches are to encourage players to remain on their feet.
- Free Kicks – ALL Free Kicks will be Indirect. Defenders must remain at least 6 yards from the ball until the kick is taken. No kick shall be taken by the attacking team within the opposing team's penalty area.
- Penalty Kicks – None.
- Throw-Ins – a second throw-in “should” be allowed if the player commits a foul on the attempt.
Gr. 1: The coach should explain the proper method before allowing the player to re-throw
Gr. 2: Referees discretion on explaining and/or allowing a re-throw.
- Corner Kick – defenders must remain at least 6 yards from the ball until the corner kick is taken.
- Referees:
 - Gr. 1: there are no referees for games in Gr. 1 and **one** coach from each team will be allowed on the field to coach/ref the game.
 - Gr. 2: referees will be assigned to all games and coaches are to coach the games from the same sideline that the players are sitting on (bench). A coach or assistant coach is not allowed to coach the players from the parent's sideline and they must remain on their benches half of the field. They are not to coach their team up and down the entire player's sideline.
- Parents/Spectators:

- Parents/Spectators are required to watch games from the opposite sideline then the players' sideline (bench). A coach or assistant coach is not allowed to coach the players from the parent's sideline.

Gr. 2:

- Build-up Line – Teams will be required to use a build-up line for all goal kicks. The midfield line must be used to mark the build-up line. The opposing team must have all players retreat behind the buildup line. As soon as the ball is played by the team taking the goal kick, the players on the opposing team can advance. On a goal kick if a team plays a ball before the team has retreated to the build-up line at midfield that is their prerogative.
- Off Sides – conform to FIFA.
- Fouls – All fouls will result in an Indirect Free Kick. Yellow & Red Cards will not be given in this age division.
- Slide Tackling – will be considered a foul in this age group and the opposing team will be awarded an Indirect Free Kick. Coaches are to encourage players to remain on their feet.
- Free Kicks – ALL Free Kicks will be Indirect. Defenders must remain at least 6 yards from the ball until the kick is taken. No kick shall be taken by the attacking team within the opposing team's penalty area.
- Penalty Kicks – None.
- Throw-Ins – a second throw-in "should" be allowed if the player commits a foul on the attempt.
Gr. 1: The coach should explain the proper method before allowing the player to re-throw
Gr. 2: Referees discretion on explaining and/or allowing a re-throw.
- Corner Kick – defenders must remain at least 6 yards from the ball until the corner kick is taken.
- Referees:
 - Gr. 1: there are no referees for games in Gr. 1 and **one** coach from each team will be allowed on the field to coach/ref the game.
 - Gr. 2: referees will be assigned to all games and coaches are to coach the games from the same sideline that the players are sitting on (bench). A coach or assistant coach is not allowed to coach the players from the parent's sideline and they must remain on their benches half of the field. They are not to coach their team up and down the entire player's sideline.
- Parents/Spectators:
 - Parents/Spectators are required to watch games from the opposite sideline then the players' sideline (bench). A coach or assistant coach is not allowed to coach the players from the parent's sideline.

Gr. 3 to Gr. 6:

- Build-up Line – Teams will be required to use a build-up line for all goal kicks. The midfield line must be used to mark the build-up line. The opposing team must have all players retreat behind the buildup line. As soon as the ball is played by the team taking the goal kick, the players on the opposing team can advance. On a goal kick if a team plays a ball before the team has retreated to the build-up line at midfield that is their prerogative.
- Off Sides – conform to FIFA.
- Fouls – conform to FIFA.
- Free Kicks – conform to FIFA. Defenders must remain at least 8 yards from the ball until the kick is taken.
- Penalty Kicks – 8 yards from the goal. Defenders must remain outside the penalty arc/box and cannot be in front of the ball.
- Throw-Ins – conform to FIFA.
- Corner Kick – defenders must remain at least 8 yards from the ball until the corner kick is taken.
- Referees – referees will be assigned to all games and coaches are to coach the games from the same sideline that the players are sitting on (bench). A coach or assistant coach is not allowed to coach the players from the parent's sideline.
- Parents/Spectators – parents and spectators are required to watch games from the opposite sideline then the player's sideline (bench). A coach or assistant coach is not allowed to coach the players from the parent's sideline. The coach needs to remain in the marked bench/technical area. They can only leave this area to get a ball that has gone in the woods or in the water or if they have been instructed to do so by the referee. They are not to coach their team up and down their own half of the sideline.

Gr. 7+:

- All FIFA rules apply unless otherwise stated in these SSYSL Rules of Play.
- Referees – referees will be assigned to all games and coaches are to coach the games from the same sideline that the players are sitting on (bench). A coach or assistant coach is not allowed to coach the players from the parent's sideline.
- Parents/Spectators – parents and spectators are required to watch games from the opposite sideline then the players' sideline (bench). A coach or assistant coach is not allowed to coach the players from the parent's sideline and they must remain in the marked bench/technical area. They can only leave this area to get a ball that has gone in the woods or in the water or if they have been instructed to do so by the referee. They are not to coach their team up and down their own half of the sideline.

Scholarship

SSYSL understands that at times families will come across hard times. Financial assistance is available to qualified players annually based on the recommendation from any SSYSL Board Member and final approval from the President. The following criteria will be used to determine annual scholarship eligibility:

1. Player participated in SSYSL the prior season.
2. Player participates in SSYSL fundraiser(s).
3. Player is in good academic standing (passing grades).
4. Player is in good standing with the SSYSL, e.g., good sportsmanship, no yellow cards or red cards.
5. Player attends 75% of all practices and games.

Coach/Assistant Coach Responsibilities

- Must complete a MYSA/SSYSL Adult Membership Form & supply the required CORI information.
- Agree to comply with Playing Time Requirement listed in the Rules of Play.
- Support SSYSL Fundraising activities.
- Notify parents of important dates.
- Conduct no less than one (1) and no more than three (3) practices per week.
- Collect all league equipment at the end of the Season.
- Assure that trash is picked up after the game/practice.
- Will not Cancel or Re-Schedule a recreational game, unless the President, VP, Director of Fields or Director of Referees has given prior approval. Scheduling issues should be resolved with Age Group Directors.
- Can't recruit players, as all new registrations must go to the Registrar before player can be allowed to play.
- **Coaches using unregistered players will be suspended immediately.**
- **Must know and abide by the MYSA coaches' rules of conduct.**
- Will sign and turn in all appropriate forms prior to the start of the season.
- Will pass out and require their team to wear the designated team shirt to all games.
- **Will support the referees as described in the Rules of Play in section "Support for Referees (Zero Tolerance Policy)".**
- **Will be responsible for all their players' parents conduct at the game.**
- Coaches are to coach the games from the same sideline that the players are sitting on (bench). A coach or assistant coach is not allowed to coach the players from the parent's sideline or on the end line (behind the goals).
- **Coaches are asked to keep the scores of games within five (5) goals. They should be making adjustments to the lineup/positions that players are playing or placing parameters on how their team is to score additional goals, e.g., only passing amongst team (keep away), only shooting from outside the penalty area, only shooting on goal from a cross pass, to keep the score relatively close.**

Age Group Director Responsibilities

- Be responsible for communicating any rescheduling or cancellation of games within their age group by the VP. The VP is ultimately responsible to contact the Director of Referees, so that referees can be assigned to the rescheduled game.
- Be the first level of appeal for any problems arising within their age group
- Where appropriate, coordinate any season ending events within their age group
- Hold mandatory coaches' meetings prior to the start of the season to ensure that all coaches are familiar with the SSYSL Rules of Play and their responsibilities regarding sportsmanship and said Rules of Play
- Distribute and collect required forms
- Distribute and collect equipment
- Enforce SSYSL Rules of Play
- Enforce Coach's/Parent's code of conduct
- Attend SSYSL Board meetings
- Assist with field maintenance and lining of fields on a weekly basis
- Disseminate all information to divisional coaches in timely fashion

Travel Program – Players

Parents and players need to understand that the Travel Division is a travel league and SSYSL participates in the SCSL in the Spring and Fall. Both programs are made up from cities and towns from Southeastern Massachusetts, e.g., Fall River, Freetown-Lakeville, and it extends all the way into Cape Cod and the Islands, e.g., Bourne, Falmouth, Nantucket. Each team is granted an even number of home games and away games. Home games are played at North Elementary in Somerset, unless otherwise scheduled. The towns that your team will actually play is determined by the number of teams who are participating in that age division. The schedule is determined by SCSL and not Swansea-Somerset.

- For a player to be eligible for a Travel Team, they must participate in at least one (1) Travel Tryout, which is held in the Fall (mid-October). Each Division will have at least two (2) Travel Tryouts.
- No player can be guaranteed a roster spot by a Travel Coach or Director. Every player must tryout and tryouts are not to be by invitation only, they must be open to every player in League.
- Any player who plays in Swansea-Somerset's Spring Travel Program (in SCSL) from MA and is not a resident of Swansea, Somerset or Berkley, as per SCSL rules, must obtain a release waiver and submit to SSYSL's Travel Director from the Travel Director of the other town/city that the player resides in so that it can be reviewed and either be approved/signed or denied. If the home town/city of the player does not approve the waiver, there is nothing that SSYSL can do to have it reviewed or reconsidered. The parents of that player would have to contact or meet with the Board of Directors of their hometown's soccer organization to request that it be approved as per the rules of their organization.
- Any player who is a resident of Swansea or Somerset and plays on Spring Travel Team outside of SSYSL and in SCSL, as per SCSL rules, SSYSL is required to have a waiver approved by SSYSL's Travel Director. The waiver is submitted by the town that the player will be playing for and the parent/player is not required to do anything. If the Travel Director does not grant the waiver, the parent or legal guardian can bring the request to the Board of Directors for their review.

Board of Director Review Process: The parents or legal guardian will be required to present their reasons for requesting the waiver to the Board of Directors. The Travel Coach must be informed/invited to the board meeting. A reasonable accommodation to the Coaches schedule will be granted for the meeting day and time. However, if in the opinion of the VP, the Coach is purposely delaying / postponing the meeting, the meeting day and time will be chosen by the VP and the decision is final. A simple majority vote of the board members present at that meeting (minimum of five (5) "voting" board members - members who abstain are not included in the minimum count) will decide if the waiver will be granted.

- All players who are selected for a Spring Travel Team are required to complete on-line registrations through the SSYSL website to process player registration fees.
- All Travel Players are required to submit a Birth Abstract/Certificate – a photocopy is acceptable.
- All players and coaches will be issued player/coaching cards or ID's. These include pictures and all pictures should be turned over to the Head Coaches.
 - For non-results oriented grade groups of Travel per SCSL (Gr. 4 (10U) and lower), all players shall play a minimum of 30% of each half of each game. The goal of the coaches in these divisions should be to get their players playing time/experience and not necessarily wins. The coach's goal should be to improve the players' overall soccer skills/technique, so that when they reach the results oriented age groups (11U and higher), they will have the game skills needed to play when the games have a greater meaning. However, playing time is not going to be strictly based on minimum playing time requirements. The coach is allowed to play players for less than the minimum requirement based on the following conditions:
 - a player is sick or injured and they physically can't compete at the level required for a game
 - a player has received a card for foul violations or if they were sent off by the referee (either the referee has asked for the player to be removed from the game for a mental break because they are about to get a card or they were actually given a red card)
 - if a player arrives to a game after it starts or needs to leave early, the minimum playing time is then based on the time that they are in attendance for a game, i.e., if they arrive 10 min late, then the percentage is based on the actual time that they are available to play for that half.
 - a player's commitment & effort: It is recommended that a coach document the practice participation for all the players and if a player is not meeting the stated policy for that team then the coach can reduce the playing time at their discretion, e.g., players can't miss more practices than they attend and expect to receive the

minimum playing time requirement. Practice is where the players need to be learning the techniques and tactics of the game.

- game attendance is also to be taken into consideration, i.e., a player does not attend games in the Cape or on the Islands. Without a legitimate reason for not attending these games, this could affect their playing time for the following game.
 - Developmental Players (DP): reference the DP section for more information). DP's are not officially on the travel roster and as such, they are not subject to the minimum playing time requirements listed for any type of indoor league play or tournaments.
- For results oriented grade groups of Travel, Gr. 5 (11U) and higher, there are no minimum playing time requirements.
 - Players are allowed to play up in accordance to SCSL guidelines.
 - If there are extra players who were not placed on a D1 / first team and there is enough for a specific age group or if SSYSL feels that we can combine two age groups for a D2 / second team then this can occur based on the Tryout Specific Rules listed in these Rules of Play.
 - For players of non-results oriented age groups to be eligible for a D1 / first team, they must have signed up and played during SSYSL's or Berkley's Fall Season (Rec or Travel) – OR – on a SSYSL team the previous spring travel season. No player in a non-results oriented age group is allowed to play on a Travel D1 / first team if they did not play in SSYSL's Fall Season unless, they are new residents to the area of Swansea-Somerset or if there is not enough players who tried out for the age group.
 - For players in non-results oriented age groups who didn't play in SSYSL's or Berkley's Fall Season – OR – on a SSYSL team the previous spring travel season, they can tryout and play for D2 / second team if the requirements for a D2 / second team are met per the Tryout Rules listed in these Rules of Play.
 - For players in results-oriented age groups, who live in the towns of Swansea, Somerset or Berkley, they are “not” required to play during SSYSL's Fall Season in order to tryout and play on a D1 / first team or D2 / second team. If players in these older age divisions are good enough to play for a Travel Team, they can be selected to play travel without playing in the Fall, but they must participate in the Travel Tryouts just like everyone else as stated below.
 - Age Divisions can be combined in accordance to SCSL guidelines.

Note: If a child/parent has a personal conflict with the Travel Coach of their team and they can show/prove that the conflict does exist to the Travel Director or to the Board of Directors, a waiver will be granted for the child(ren) of this family to play soccer for another town/private club within SCSL. As long as that Spring Coach is managing the team of that child(ren), the waiver will be granted for all subsequent years that the child would play for that coach without the requirement of the review/vote of the board. The parent or legal guardian will simply need to request that the SSYSL Board grant the waiver on a yearly basis and it will be issued.

Travel Program - Developmental Players

A Developmental Player is a player who is not on the Travel team's roster, so they will not play in Travel League games (SCSL), but they can train/practice with the team during the Winter, Spring and Fall, in order to, improve their skills.

Benefits:

- They train with the team throughout the year in order to improve their skills/techniques.
- They are available to be added to the roster if a player decides to leave a team between tryouts in October through your Fall Travel season.
- They are available to be added to the roster if a player incurs a season ending injury.
- They can participate in a team's indoor league – coach's decision.
- They can participate in tournaments that are outside of SCSL – coach's decision.
- Next season, they are that much better and you may want to add them to your roster – especially if some decide not to tryout next year.
- More players available for your team training sessions and scrimmages, especially if you play 11v11, 20-22 players would be better than 18.
- The SSYSL fee is drastically less for these players.

A Developmental Player (DP) is a member of your team and the rules are as follows:

- The player & parent(s) need to be informed “upfront” about the fact they didn't make the team as a full rostered player, but you would like to have them be part of the team as a DP and why. They can consider this DP offer and they must let the coach know if they accept the position or if they prefer to simply not be part of the team.
- DP's are equal members of the team and no one should be referring to them as a DP or in any way be implying that they are a lower class of player, i.e., no player, parent or coach discrimination. The coach should discipline any player who does this, speak to any parent who does this and if it is a coach – the parent should be informing the Travel Director in writing of the issue so that the issue can be reviewed by the Director and/or the Rules Committee.
- They are required to complete a SSYSL DP registration form with a reduced fee, \$50 per player. This includes the 1 hr. of training per week at our indoor facility over the winter.
Note: When a DP gets promoted to the full roster, they would then need to pay the difference between the DP rate and their appropriate SSYSL fee (\$100 or \$115). If they get promoted during the Spring or Fall travel seasons, then they pay the proper ratio based on when they are added, e.g., 2 games into a season of 8 games, they would pay 75% of this difference. If their full fee was \$110, then it's \$110-\$40x75% or \$52.
- They are required to submit a copy of their Birth Certificate or Birth Abstract.
- They are eligible to participate in all your training sessions (practice) like every other player – indoor and outdoor.
- They are not required to purchase a SSYSL uniform unless the coach wants them to participate in an indoor league or tournament and the team is wearing the SSYSL uniform.
- If a team enters a tournament (indoor or outdoor) and the coach would like them to participate, DP's would need to be added to your roster as a guest player and you would need to complete whatever is required of that tournament for guest players that don't have a player's card – coach needs to review the rules of the tournament.
- If you plan to train more than 1 hour per week at the SSYSL Indoor Facility, the coach may decide that DP players share equally with the entire team with regard to this added expense.
- No player can ever be offered a position on the team, and then at a later date, change their status to be a DP. Once a coach offers a roster spot to a player, the coach has made a commitment to that player for winter, spring and fall travel seasons. The coach **cannot** change their status or ask them to leave to the team.
- The maximum number of DP positions allowed on a team is four (4).
- A player who is offered a DP position, the offer does count towards the SSYSL rule requirements with regards to offering positions to in-town players who attended tryouts whether they accept it or not. However, they do not count towards the rules with regards to recruiting. You cannot recruit players until all of the players who participated in your tryout are offered a “roster” position on your team. All DP's must be on your official Travel Roster before you can recruit players who did not participate in tryouts.

Travel Program - Coaches

- The Head Coaches for Travel must complete a coaching application form and submit it to the Travel Director by the date that is set for all coaches. The Head Coaches for Travel will be reviewed and selected by the Board of Directors. The Age Group Director and/or the Travel Director can make their recommendation of who they feel would be good coaches for these Travel Teams, but the Board will make their decision based on these recommendations, the candidates coaching reputation, coaching experience, tenure, and their coach education.
- Approved and assigned travel head coaches will have one free registration*, either waived or reimbursed during the current season, for each team that they head coach which can be used at their discretion.
 - *Free registration will be denied the following season if a Head coach has failed to report home game result within the allotted SCSL window resulting in fines being assessed to SSYSL. If fines are a result of SCSL error, free registration will be reinstated.
- **All coaches and players will abide by the ByLaws and Rules of Play of the SCSL and adhere to the Bylaws and Rules of Play for SSYSL.** Any infractions thereof will be handled by the SCSL Rules Committee and/or the SSYSL Rules Committee. All infractions heard or reviewed by SSYSL will be handled as described in the Rules Committee section of the SSYSL Rules of Play.
- Coaches will support the referees as described in these Rules of Play in the section “Support for Referees (Zero Tolerance Policy)”.
- Coaches must show up on time for games and it is recommended that they show up 30 minutes early to warm up and have the children stretch properly.
- Coaches are responsible for all their players’ and parents’ conduct at the game.
- All Coaches must fill out MYS Registration Form & complete the stated required CORI check.
- The head coach must have an assistant coach that has the ability to take over the team if needed or mandated by the Rules Committee due to infractions of the Rules of Play for SCSL or SSYSL. The head coach selects their assistant coaches; the Board is not involved in the selection process of assistant coaches.
- All coaches must be an active participant in meetings, keeping the fields lined, clean from trash, and help out preparing the fields at the beginning of the season and help putting away the equipment at the end of the season to maintain coaching qualification status for SSYSL Travel Program.
- Coaches are responsible to see that all the trash is picked up after the game/practice.
- Any major problem or issue that needs to be addressed/resolved, must be put in writing and submitted to the Travel Director so that he/she can appropriately respond or submit to SCSL for their review and decision.
- A coach should not be selected simply based on who they are or what position they hold on the Board. It should be based on the criteria stated above.
- Teams should conduct no less than one (1) and no more than three (3) practices per week.
- For all “Home” and “Away” games, all Travel Teams are required to wear the Travel uniforms (gold or alternative game jersey and blue shorts) that has been voted on and approved by the Board of Directors. Teams/Coaches cannot create or use their own uniforms for official Travel Games or Playoffs, i.e., SCSL, Cranberry or MToC games.
- **Travel Program Team Coaches will be financially responsible to pay 50% of any team infractions such as, but not limited to, forfeits, late score reporting, and yellow/red card missing report information for first time occurrences; otherwise, 100% for repeat infractions, NO EXCEPTIONS.**

Note: Coaches must also read and fully understand the following rules that are listed in the other Travel Program Sections:

- *Playing Time Requirements*
- *Tryout Rules*
- *Developmental Players (DP’s)*
- *Recruiting outside of SSYSL & Berkley Rules*
- *Official Game Roster Requirements with regards to players from outside SSYSL.*
- *Fall Travel Specific Rules*

Travel Program – Tryout & Roster Rules

- All D1 / first team coaches must be selected/in place before the first tryouts.
- For a player to be eligible for a Travel Team, they must participate in at least one (1) Travel Tryout, which is held in the Fall (mid-October). Each Division will have at least two (2) Travel Tryouts. Additional Tryouts can be scheduled if the Spring Coaches and Director of the Division feel that the weather conditions had an impact on the number of players who turned out for a given tryout, or if they feel that they need another tryout due to a low number of players who tried out
- No player can be guaranteed a roster spot by a Travel Coach or Director. Every player must tryout and tryouts are not to be by invitation only, they must be open to every player in League.
- SSYSL has instituted an initial tryout day where all teams will conduct their first tryout on this set day. However, there can be exceptions granted by the President if a Coach has a commitment that makes them unavailable on that day or if a High School age team needs to have them on a different date for participation reasons. Tryouts need to be communicated to the Travel Director and the Director will set the official tryout schedule for all teams. The Director will then ensure that the schedule is email blasted out to the entire league and if possible, posted at the fields on the Snack Truck approximately one week prior in order to give everyone adequate notice. If an additional tryout is needed due to a poor turnout at the initial set of tryouts or if the feeling is that poor weather conditions impacted the turnout, then this additional tryout date needs to be posted as listed above.
- **Spring Travel Tryout Procedure (October)**
 - Spring Travel tryouts will only be announced by gender and by the grade group – there will be no announcement if there is a possibility for multiple teams or coaches in a division.
 - The D1 / first team Coach reviews the talent at the tryouts and offers roster positions to players who attend the tryouts that are held in October.
 - In the event there are enough players to make multiple teams from the same age group, a minimum of three (3) coaches, i.e., Head Coach, Assistant Coach, and Director of Soccer Development Program or designee shall be involved with the final roster selection for both the D1 / first team and second team that can be created either for that specific age group/gender or by combining two (2) age groups.
 - The minimum number of players available for the second team must be at least
 - 7 v 7 – 8 players available from tryouts
 - 9 v 9 – 10 players available from tryouts
 - 11 v 11 – 12 players available from tryouts

Note:

- This count is for non-rostered players who didn't reject the offer to play on the D1 / first team.
- Players who reject the D1 / first team roster offer are not eligible for the second team and are not included in the minimum count for the creation for the second team.
- Developmental Players (DP's) can't be added to the D1 / first team until a decision is made on a second team. If a second team moves forward. DP's for the D1 / first team can't be selected until after the second team's roster is set.
- Players who reject the roster position for the second team, can't be offered DP positions on the D1 / first team.
- If a coach is interested in coaching a D2 / second team, their child must tryout for the D1 / first team because if the minimum number of players are not met then the player can play on the D1 / first team if they have the ability to compete on this team and they are offered a roster spot. If the second team is added, then this player moves to the second team and the D1 / first team coach picks one additional player (if they want to), before the second team roster is put together.
- The potential second team coach should attend the tryouts, so that they have the opportunity to see the players during tryouts and understand who the players are and their soccer skills. It's the D1 / first teams decision with regards to how involved they are in the initial tryouts.

- **Fall Travel Tryout Procedure:**
 - Fall Travel is a continuation of the Spring Travel Teams and as such, the rosters are carried forward; the teams are not reset with new tryouts, unless additional players are needed to complete a roster.
 - If a team needs additional players because some have decided not to continue or because they are changing game formats, i.e., 7v7 to 9v9 or 9v89to 11v11, then the individual team has a tryout.
- The official roster of SSYSL travel teams must be approved by the SCSL Registrar. Developmental Players are not considered part of the official game roster until they are added to the official team roster per SCSL guidelines.
- As per SCSL rules, no official team representative (coach, assistant coach or manager) or a Board representative is allowed to recruit a player from outside of your town(s) to play for your town travel team and the penalty for doing so is a suspension (possibly 1 year).
 - SSYSL's definition of recruiting is: An official team or Board representative specifically targets a player and this occurs if one of the team/Board representative talks to the player directly or to a parent, friend or relative of that player – OR – the team/Board rep asks another parent, friend or relative to contact a specific player, their parent, and friend or relative of that player to tryout for your team. If an official team/Board representative are trying to get a specific player that they know about and you asked someone to somehow make contact for you, you are "recruiting a player".
 - Players who live in Berkley may be free agents if they do not have a Travel Program. They are allowed to play Travel for any town and a waiver is not required. It is just like they lived in Swansea or Somerset and you can recruit them to play for you – just like Taunton, Freetown-Lakeville, etc. – they can recruit them as well.
 - If a player or a player's parent tells someone about a SSYSL team on their own and they come and tryout for a team, this is not recruiting since an official team/Board representative did not specifically target the player or ask them to come tryout.
- If an age group did not have enough players' tryout to make a full team, then they can select a player from outside of our towns who did not play in SSYSL's most recent Fall or Spring seasons. However, every player from Swansea and Somerset who attended the tryouts, must be selected and be placed on the roster before this can occur.
- For a team to be declared with SCSL, the following is required, NO EXCEPTIONS:
 - The Coach must submit their roster, registration forms, player fees, and copies of the players' birth certificates / abstracts to the Travel Director by the date / timeline that is communicated via email.
 - This registration packet must include all of the information above with a minimum roster being - the number of field players required for a game plus 3 subs.
 - 7v7 teams: 10 players
 - 9v9 teams: 12 players
 - 11v11 teams: 14 players
 - The recommended roster size is as follows:
 - 7v7 teams: 12-13 players
 - 9v9 teams: 14-16 players
 - 11v11 teams: 16-21 players

Fall Travel Program - Specific Rules

- Fall Travel is continuation of Spring Travel with the existing roster. If a team wants to continue to play and practice together for the fall, they simply inform the Travel Director that they want to play in the Fall. There are no cuts to the roster. If players decide to leave the team for the Fall, this is totally fine/acceptable; however, coaches are not allowed to put pressure on a player to quit.
- All of our tryouts will remain in October to establish our Spring teams. Our Spring teams are set up to support the competitive league of SCSL. Fall is not a competitive league with playoffs, championships, and a final tournament. It is more to keep SSYSL teams playing together thru the Fall, so that they will be better for the Spring.
- There is no cutting of players in the Fall. All players are to be invited back to the team. If a family decides that the best place for their son/daughter is to play Fall Rec, as long as they make the choice, this is completely fine.
- In regards to Fall, if a team is short players because player decide to leave or because the roster is expanding, then a new Fall team tryout will be held to add players. The tryout list from the previous October tryouts for Spring Travel **does not** carry over for the Fall Travel Season. If all the players have been taken or if players decide they do not want to play, once all the players are given the opportunity to play for that team, then a coach can recruit.
- Fall Travel teams are made up from the Spring Travel team (carried forward) and if the teams need additional players for Fall, SSYSL can announce tryouts for those teams. These tryouts can occur following the Spring season.
- All new players who are selected for a Fall Travel Team need to complete on-line registrations through the SSYSL website to process player registration fees.

Indoor / Tournament Play Rules

All Indoor Teams or Individual Teams that are entered in Tournaments outside of SSYSL which are made up from a coach(s) who are considered a current SSYSL coach(s) and/or players (doesn't have to be all players) that are considered SSYSL members, must abide by these *Rules of Play* with regards to conduct since they are representatives of SSYSL in these Leagues/Tournaments whether or not they are entered as SSYSL teams or as private teams.

SSYSL has the right to monitor and take disciplinary actions for any infractions of these *Rules of Play* by these teams, coach(s) or player(s) in these Leagues or Tournaments. Any infractions thereof will be handled by the *Rules Committee* as described in the *Rules Committee Section of these Rules of Play*.

Note: The term "current" or "members" of SSYSL as stated above are any coaches or players that have completed SSYSL registration forms for coaching/playing in the current Fall or Spring Season from August 1st of that Fall Season to July 30th of the following year, i.e., if a coach completes a SSYSL registration form for the fall season in 2020 or for the spring season of 2021, they are considered current members of SSYSL from 01 AUG 2020 to 30 JUL 2021.

Field Dimensions

See the separate field specifications file that illustrate the recommended dimensions for the fields of SSYSL. Changes to the dimensions are allowed in order for all of the fields to fit / be located on the land that is used by SSYSL, as well as, align with SCSL guidelines.