

TOMPKINS
COUNTY
SOCCER



FALL
LEAGUE

POLICIES AND PROCEDURES

Last revision: 5 June 2006 (L. Baird)

Overview

The season will run from mid August until the end of October. Games will start the weekend after Labor Day.

The participation fee for the TCS-FL is \$45 per team for U10 and \$65 for U12. The registration form must be submitted and the league fee must be paid by July 29, 2006. Payment of the fee is the only guarantee of inclusion into the TCS-FL. Withdrawal of the team after the team registers but before the start of the season will result in forfeiture of the league fee. Additional penalties will apply if a team withdraws after the start of the season.

Teams are also responsible for paying the referee(s) at each game.

The TCS-FL will use the Ithaca District Soccer Referee Association (IDSRA) Referee Assignor as the primary referee assignor. The IDSRA assignor will subcontract assignor duties to the appropriate assignor for games outside of his/her domain. All games shall be officiated with an USSF Certified Center Referee who will normally be assisted by 2 Linespersons. In some cases, teams may be asked to provide a Linesperson.

Age Groupings

The 2006 TCS-FL is composed of two age groupings: U10 and U12. It is the goal of the TCS-FL to offer separate divisions for girls and boys in each age grouping (co-ed teams will be entered into the boys division). If a critical mass of all-girls teams is not reached in an age grouping, those teams will have the option to enter the all-boys age grouping. If enough teams join the TCS-FL to warrant a split within an age grouping, the split will be based on the skill level of the teams (divisions I, II, III).

The age divisions for the 2005/2006 Fall League are as follows.

<u>Age group</u>	<u>Born on or after August 1</u>
U10	1996
U12	1994

Team Registration & Rosters

The entry of teams into the TCS-FL must be accepted by the League Coordinator whose decision is final. Acceptance and division placement may be based on skill level of the team, potential risk of injury to the team's players, field availability, and certified referee availability. Coaches and managers will be required to have a NYSWSA Risk Management pass (commonly referred to as a coaches pas) and must sign the Code of Conduct form.

Two copies of the official NYSWYSA certified team roster must be submitted to the League Coordinator by August 30, 2006. Up to three coaches can be listed. A copy of the roster must also be presented to the referee prior to the start of each game.

<u>Age group</u>	<u>Roster minimum</u>	<u>Roster maximum</u>
U10	7	14
U12	9	18

The League Coordinator must be notified in writing that a player is playing "up" two age group levels. For example, a player with normal eligibility at the U10 level can play at the U14 level on the recommendation of the U12 coach and approval of the Fall League Coordinator.

A maximum of three adults will be allowed on the team side of the field. Any adult on the team side is required to have a Risk Management pass from NYSWYSA.

Player Eligibility

Requests concerning player eligibility should be directed to the TCS-FL League Coordinator.

Player passes will not be required in this league; however, a copy of the certified roster must be presented to the referee prior to the start of each game.

Investigation of player eligibility shall not be construed as a protest. For the good of youth soccer and TCS-FL, any questions concerning player eligibility must be resolved within 10 days.

If an ineligible player is used, all games the player has participated in are forfeited.

Game Scheduling

League games will begin the weekend following Labor Day. Games will be scheduled to be played any time of the day on Saturday or on Sunday afternoon. Special requests by teams for times that they wish to not have games scheduled must be submitted with the team registration form by the July 29 deadline. However, there is no guarantee that these requests can be granted.

Club Field Coordinators must notify the League Coordinator of days/times when the club's home field is not available by the same July 29 deadline.

It is anticipated that 8 games will be played by each team, with the league scheduled to end on the last weekend in October. If a division consists of an uneven number of teams, some teams will play more than 8 games and will have 2 games scheduled on a single weekend (normally one game each day). Games will be scheduled for the Columbus Day weekend.

Preliminary Game Schedule

The preliminary schedule will be made available on the league web site by August 12, 2005.

Grace Period for Changes to the Preliminary Schedule

After the preliminary schedule is posted, a two week grace period will ensue during which time each coach/manager should review the schedule with their players/parents. If changes need to be made the coach/manager should contact the opposing team to negotiate a change of date/time. These changes must be coordinated through the home team's Field Coordinator to ensure that double booking of fields does not occur. Contact the League Coordinator with any agreed upon changes to the schedule. Be certain that the League Coordinator acknowledges that the request has been received; if you do not receive confirmation by the end of the grace period, check with the League Coordinator.

Coaches are expected to work with each other to reasonably accommodate scheduling difficulties.

The grace period ends on August 26. The final schedule will be posted by September 2.

Rescheduling of Games - Changes to the Final Schedule

After the grace period ends and the final schedule is posted, a maximum of 3 changes can be made to your team's schedule at your team's request. ***Changes must be submitted to the League Coordinator at least 14 days in advance of the original date of the game or of the new date (whichever is earlier).*** This 14-day lead time is necessary for the Referee Assignor to make changes to the referee assignments.

To reschedule a game, the following steps must be completed at least 14 days in advance of the original date.

1. The requesting coach/manager must contact the opposing team and mutually agree on a new day and/or time.
2. The home team coach/manager must contact the Field Coordinator to make sure the field is available.
3. The requesting coach/manager must contact the Referee Assignor to ask if referees are available for the new day/time.
4. The requesting coach must email the requested change to the League Coordinator. The email should cc the opposing coach/manager and must include the game #, the original day & time, the new day & time, and should also indicate that the Referee Assignor has agreed to the change.
5. The League Coordinator will confirm the change by email to the two coaches/managers and the Referee Assignor. The game is not officially changed until this email is sent. The League Coordinator will update the schedule on the web site.

Coaches are expected to work with each other (and the Referee Assignor and the League Coordinator) to arrange whatever convenient times may be available to make up their games.

All games must be rescheduled for a specified date within 2 weeks from the date of the decision to reschedule. The game does not have to be played within the 2 weeks, but the reschedule date must be established and recorded with the League Coordinator within 2 weeks of the original game date. This means that the teams can remove a game from the schedule 2 weeks before the originally scheduled date, and then schedule the new date later (but within 2 weeks after the original date **and** 14 days in advance of the new date).

All games must be completed by the last weekend of October unless special permission is granted by the League Coordinator.

Cancellations & Forfeits

Game cancellations within 2 weeks of the date are not allowed without the permission of the League Coordinator; if permission is granted, a game cancellation fee must be paid. See the "Fees and Fines" document under League Details.

Teams must play all scheduled games and be willing to travel to distant away games. Cancellations of games for teams traveling long distances must be made at a reasonable time period before the game. A reasonable time period is the night before the game. Notice must be given by phone to the opposing coach or manager, as well as the League Coordinator. If the League Coordinator cannot be reached, leave a message and then also telephone the Referee Assignor so that the assigned referees can be contacted. Cancellation fees will be charged to the team cancelling the game.

In the event that a team is a no show or forfeits a game (e.g., minimum number of players not available to start the game) and the other team is ready to play, the forfeiting team must pay a forfeiture fee of \$75 as well as a late game cancellation fee. Forfeited games cannot be re-scheduled.

Each previously cancelled game not made up will be considered a forfeit by the team originally requesting the rescheduling, and there will be a \$75.00 fine to be paid by the team(s) refusing or unwilling to make up a game.

Games canceled due to inclement weather by the Center Referee may be rescheduled based on field availability. Games can only be canceled, due to inclement weather, in advance by the Center Referee. All make-up games must be rescheduled within two weeks of the cancelled game. The rescheduled game does not have to be played within those two weeks, but the date and time must be set. Coordination through both teams and the Field Coordinator is necessary, and the final date must be reported to the League Coordinator.

Uniforms

Each team must be color coordinated. That means each player on the team must have the same color shirt, shorts and socks. Coaches must indicate the uniform color(s) on the Team Registration form due by July 29, 2006.

Shirts: All players on a team must have the same color shirt. Each shirt must have a number on the back. In the case of both teams in a game having the same color shirt, the home team is responsible for changing to a contrasting color which is acceptable to the referee, (or the use of pinnies is acceptable). It is the responsibility of the home team manager or coach to determine colors at least 24 hours prior to game time. All shirts must be tucked into the shorts. Contrasting colored sweatshirts are allowed under the team shirt only in inclement weather with the permission of the Center Referee. Sweatshirts or long sleeve shirts of the same color as the team shirt is allowed at any time.

Shorts: All players on a team must have the same color shorts. Spandex shorts are legal as long as they are the same color as the shorts. Cutoffs are not allowed under player's shorts. Sweatpants will only be allowed on field players in inclement weather with the permission of the Center Referee. Goalies can wear long pants (goalie pants, sweatpants, or wind pants).

Socks: All players on a team must have the same color and matching style of socks. All socks must be pulled up and over the shin guards

Shin guards are mandatory.

Footgear: Cleats are recommended. Metal studs are allowed as long as they are determined to be safe by the referee. Sneakers are allowed.

Jewelry: No jewelry can be worn by any player at any time during a game, this includes (but is not limited to) watches, bracelets, necklaces, earrings. Taped ear studs is not acceptable, the studs must be removed.

Scoring System

The following will be used to determine a winner for each division within an age group:

WIN = 3 points
LOSS = 0 points
TIE = 1 point

The home team is responsible for reporting the game score to the League Coordinator. It is preferred that this be done via email, but phone calls are acceptable. A \$5 fee will be assessed to the home team failing to report the score by 8 PM on the Monday following the game.

If teams are tied at the end of the season and they played all of their games, the division winner will be the winner of the head to head game(s).

If one team forfeits, the result will be a 1-0 score for the team not forfeiting. If both teams are at fault, the result will be a 0-1 result for both teams.

If an ineligible player is used, all games the player has participated in are forfeited.

If a team disbands, or for any reason shall not have played half its scheduled games, the games that the team played will not count for or against opposing teams. The disbanding team will be fined \$150.00 for withdrawing from the league.

Example: A team has an eight game schedule and played only three games which were all wins. The losing teams will drop those losses from their record. If the three games were all losses, the winning teams would drop the wins from their record.

Protests

Protests will not be honored at this level of play. All Center Referee decisions will be considered final.