

Pioneer Valley Summer Soccer League

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RULES AND REGULATIONS **ADULT and HIGH SCHOOL DIVISIONS** **2021 Season**

(includes all revisions for the current season)

GENERAL LEAGUE PLAY: Play for all Divisions will be on any of the weekdays Monday through Friday. The concentration of the adult games will be on Tuesdays and Thursdays, while for the high school teams it will be Mondays, Wednesdays and Fridays. Saturdays and Sundays will be reserved for makeup games, if necessary. All weekday games will start at 6:30PM. If a doubleheader is scheduled, the second game will begin at 8:00PM or no later than 10 minutes following the completion of the first game. Doubleheader games will be scheduled by the League under artificial lights. Other doubleheader games can be scheduled beginning at 5:30pm - the earliest - on fields without artificial lighting only if agreed upon by all 4 teams involved. The League Commissioners must be contacted first for approval.

I. GAME LENGTHS - Regular and Playoff Games:

- A. **ADULTS** - (2) 40-minute halves following the NCAA College Rule Book.
- B. **HIGH SCHOOLS** - (2) 35-minute halves following the High School Federation Rule Book.
- C. **No overtime during the regular-season games for all Divisions.**
- D. **PLAYOFF GAMES OVERTIME PROCEDURE:**
 1. Two (2) "sudden-death" periods of 10 minutes each - changing ends at the completion of the first period. The Championship Game will also consist of two (2) 10-minute overtime periods - changing ends between each period.
 2. If still tied, each team will take five (5) penalty kicks - alternately. Only players still legally eligible to play in the game can participate. The goalie is an optional player and does not have to take a penalty kick.
 3. If still tied, "sudden death" penalty kicks will be taken, in pairs, alternately, and by players who have not kicked in the first five penalty kicks. This will occur until one team misses their kick; these will follow the Rule I (2) procedure.
 4. **Points of Emphasis:**
 - a. Only players still legally eligible to play in the game can participate in the penalty kicks.
 - b. No player may take a second penalty kick until all legally eligible players have taken a kick.
 - c. The goalie is an optional player and does not have to take a penalty kick.

II. ROSTERS:

- A. **ADULT Teams** - all teams limited to 27 players.
- B. **HIGH SCHOOL** - limited to 27 players, only if all players are not from the same school. High Schools only, additional players beyond the 27 may be added if all players are students enrolled at the same school. This is not a League for All-Star Teams.
- C. **All rosters** are finalized after the first complete week of regular-season play and will continue as such until the end of the season including the playoffs. A player is considered a permanent member of a PVSSL team after the 1st week of play for that team. Players may change rosters during that 1st week of play only. Rosters are finalized after the 1st week of play. Players are only allowed to be on one team roster in order for a player to change teams within the first week, the player and team manager must contact the league commissioners. A player needs to be on a team roster in order to play a game, even if it means moving from one team to another during that first week of play.

D. **Participation** during the season may only be on a single PVSSL team, regardless of the divisions. For example, no player may play on both a high school and adult division team during the same playing season. Penalty - both teams involved will forfeit all games played up until the infraction was detected and both teams will lose their complete forfeit fees on deposit with the Commissioners of the League.

NEW All players on the roster must be eligible to play each regular season game with the exception of any high school players who are participating in spring MIAA High School sports teams.

E. **An Official Roster/Game Sheet is required for each Team.** It will consist of a list of the team's coaches and players, next to each participant's name is a recent photo for each participant which is uploaded onto the league platform and presented to the official before the start of the game.

NO PLAYER IS ALLOWED TO COMPETE IN A PVSSL GAME if they are not listed on their team's roster. The roster is a game sheet with all coaches listed and players having their jersey number's listed on the roster sheet.

This will be handed to the referee prior to the start of each game. Failure to have this roster/game sheet for each game will result in a forfeiture of the game to their opponent. Copies of the roster/game sheet are the responsibility of the team. The game sheet will be official after one complete week into the regular season. If not on the team's game sheet, a player cannot participate in a game. If found to be playing and not on the team's roster, the team will forfeit the game and lose its forfeit fee to the League.

F. **League Waivers are mandatory for each player.** They are to be turned in with the receipt of the team roster/game sheet prior to the start of the regular-season game schedule. Players will not be allowed to play a game until their waiver is on file with the Commissioners of the League. They can do this on the league platform. **No team's roster is official until all waivers are uploaded or handed in to the league Commissioners.**

- *2021 will also have an additional COVID waiver included with registrations.

G. **GAME ROSTERS - All Teams:** Beginning the 2nd week of play and after the rosters are "frozen". Rosters will be available to view on the league platform for registered team managers. Prior to each game, one roster/game sheet with the shirt numbers of players eligible and in attendance to play will be filled out and handed to a referee in charge of that team. The game will not begin and will be **forfeited** if this roster/game sheet fails to be handed to a referee. See Rule II-E
Each roster/game sheet should reflect the players present and eligible to play for that game.

III. **GAME-STARTS:** The official start of a game is **6:30pm.**
A minimum of seven (7) roster players must be present for each team to begin the game. If a team cannot field the seven players, a forfeit is awarded to the other team. If both teams cannot field the seven players, both teams will be awarded a forfeit loss. There will be no exceptions to this rule! A fifteen-minute (15) extension of time will be allowed for the 7th player, with play to begin immediately upon their arrival. If involving the second game of a doubleheader, a 10-minute start following the completion of the first game applies to the 2nd game with no extension of time for a 7th player.

IV. **PLAYOFF QUALIFICATIONS and SEEDINGS:** Applies to all Divisions - the top eight (8) teams will qualify only if a minimum of 10 teams comprise the Division. If fewer than ten (10) teams comprise a Division, the top four (4) teams only will qualify. The highest-seeded teams will have the home field advantage until the championship game. The league commissioners have the authority to change the venue of a playoff game based on the conditions of the field or other site restrictions that may occur. Every attempt will be made to play the championship game at a neutral site. However, crowd-control is the league's greatest concern in selecting a site for the game. The final decision will rest

with the Commissioners of the League as to the site of any game.

- A. **ADULT: (If two Leagues)** -The first and second place finishers in each League are automatic qualifiers. The remainder of the eight teams completing the playoff field will come from the A or top League.
- B. **HIGH SCHOOLS:** will consist of both an A-League and a B-League with each League qualifying eight (8) teams providing that the number of teams in each League equals 10 or more. If a C-League has been formed, it will combine with the B League for the playoffs and only the top (2) two C-League teams will qualify for the playoffs.
- C. **Selections to the playoffs** will be by the highest number of points in the standings - Three (3) for each win, one (1) for each tie, zero for each loss.
- (1). In case of ties with the number of points, the team with the highest number of wins will be considered a qualifier.
- (2). If a tie still exists, head-to-head competition between the two tied teams will be considered.
- (3). If a tie still exists, a coin flip will take place to determine the qualifier.
- D. The playoff seedings will be assigned in the same manner as the selections beginning with step C.
- E. Playoff brackets will be as follows: first bracket -#1 vs #8, + #4 vs #5; second bracket #2 vs #7, + #3 vs #6. Teams will remain within their respective brackets throughout the entire playoffs.

V. **TEAM FEES:**

A. **Registration Fees:**

1. **ADULT Divisions** -\$150/team.
2. **HIGH SCHOOL Divisions** -\$140/team.
3. These Fees are payable to the League at the beginning of the season at registration time. This fee is NONREFUNDABLE!! You have made a commitment to play in the League!

B. **Forfeit & Fees:**

1. **ADULT Women**-\$140/team; **Adult Men**-\$170/team:
2. **HIGH SCHOOLS** -\$120/team.
3. Each forfeit fee is due by the Division's second League meeting/ date on the website and is placed on deposit with the League.
4. Game forfeits and fines incurred by teams and players during the season are payable before the next scheduled game that the player and/or team is eligible to play or will be deducted from the forfeit fee on deposit. Any balance of the forfeit fee will be returned to the team at the end of the season.

- C. **Game-Forfeitures** have an implied fee equivalent to ½ of the forfeit fee on deposit with the League; only two forfeits are allowed by each team during the same season - the team is disqualified for the remainder of that season on the second one.

VI. **TEAM RESPONSIBILITIES:**

A. **Home Teams:**

1. **Field** - properly prepared with visible lines, nets on the goalposts, corner flags and/or cones, and all playing field impediments repaired. The referees make the final decision as to the playability of the field! If they declare the field unplayable, the home team will forfeit the game!! However, if they declare the field playable, the opposing team cannot make a future declaration of forfeiture. A team will be placed on a warning list if the field is not properly prepared. A second notice concerning the lack of field preparation will result in a fine of \$50 to be assessed to the team and for each similar notice thereafter. Teams that are on a warning list could jeopardize having a home field for the playoffs (Rule IV) A suitable playing field is the team's responsibility!! The PVSSL does not assume any responsibility for acquiring the fields, the maintenance of the playing fields, or any other expenses associated with acquiring the playing fields.

2. **Game Ball(s)** - must be provided by the home team; an agreement can be made to use the visiting team's soccer balls. The game referees will make the final decision. During the playoffs, the upper seeded team will provide the game balls throughout the entire playoff period including the Final Game.
3. **Postponed games** -home team must call the opposing team and the Commissioners in case of a postponement. This could be because of inclement weather and/or for any reason the field cannot be used. This should be done at least **1½ hours** before game time or earlier! The final decision must have the approval of the League Commissioners. A legal game by PVSSL standards is to play at least ½ of the game unless extenuating circumstances arise. The Commissioners only can declare a game not legal! If an incomplete game has to be replayed at a later date, each team will pay new referee fees. All teams are encouraged to play their entire league schedules or those games remaining will be considered forfeited games, resulting in the loss of the team's forfeit fee.
4. **Rescheduled games**. The Commissioners and the Executive Board will reschedule all makeup games as they have access to the complete League schedules of all of the Divisions. The league will do its best to accommodate team requests, however ultimately games that need to be made up rests on the league to work with schedules and field availability.

B. **All Teams in the PVSSL:**

1. **Matching Jerseys** with a number on the backside. If both teams show up with the same colors, **the visiting team must change** its color or forfeit the game. Failure to have matching team jerseys by the beginning of the second week of the schedule will result in a fine of \$25 each week until they are worn on the field.
2. **Professional players** - are not allowed to play in the PVSSL while they are under contract to their pro-team. Team forfeits will be administered for each PVSSL game up until the infraction was detected (which includes the loss of their forfeit fee.) Proof of a contract rests with the player if asked for a copy!
3. **Proper Conduct** - The **Team Manager** is foremost responsible for the proper conduct of His/her players and team personnel. The team manager and team are directly responsible for the overall behavior of its fans. This is before, during and following each game. If any game has to be **terminated** because of either, the team at fault is penalized with a loss and a 1/2-game forfeit fee plus an additional \$50, payable before their next scheduled game. Otherwise, that next game will be forfeited and the team suspended for the remainder of the season and possibly for the future of the League. This includes loss of the team's remaining forfeit fee. If any game cannot **begin** because of fan and/or player problems, the above rule will apply to the team at fault. If after any game is **concluded** there are fan or player problems, the team or teams at fault will be penalized with the above rule. The exception will be that the final score of the game will remain if both are at fault.
Bench Area or Team Personnel will include only team players, coaching staff and the team manager(s) that are listed on the Team Roster.
No fans will be allowed near the team bench area unless there is a separation by a fence. Team managers and/or coaches are expected to enforce this rule.
4. **Alcoholic Beverages** - none may be consumed adjacent to the playing field during the game either by the players, coaches and any personnel of the teams involved in the game. Failure to follow this rule will result in a forfeit of the game by the team committing the infraction. There must be clear separation of alcoholic beverages from the bench area and the fans. Referees can stop play if not satisfied. This will apply to **smoking/vaping of any kind** as well. Refusal to comply with this rule will result in a forfeiture of the game.

5. **Shin Pads and Mouth Guards:**
 - a. **Mouth guards** are optional in all of the Divisions, both adult and high school.
 - b. **Shin pads are mandatory** in all of the divisions.
 - c. All **other** protective gear must fall under the **NCAA Rule Book** guidelines for the adult divisions and the **High School Federation Rule Book (revisions Mass Blue Book)** for High School divisions.

6. **Reporting Game Scores - winning teams** will report only the scores of the games. Scores are to be emailed to the following:
 - **This could be revised to be submitted to the platform -TBA**
 - a. **ADULTS** -email edwshea@hotmail.com before 9:30pm the evening of the game; if the 2nd game of a doubleheader report it immediately following the completion of the game.
 - b. **HIGH SCHOOLS** - email pvsslhsscores@yahoo.com before 9:30PM the evening of the game.
 - c. **Failure to report any score** and on time is a **\$5.00 fine** deducted from the team's forfeit fee at the end of the season. In case of **ties, the home team** has the responsibility of reporting the score. When reporting, please mention the gender, and the proper name of the two teams involved in the game! (This is to ensure accuracy of the standings and that the correct team receives credit for the victory of the game).

7. **Team Insurance - Each team must assume this responsibility.** The League cannot provide this! Most cities and towns have liability coverage for teams using their facilities. However, if any additional coverage is required the **team** must provide it.

VII. **REFEREES:**

- A. Every attempt will be made to schedule **two referees** per game by the assigner.
- B. **Referee game fees:**
 1. **ADULT Women** -\$70.00/ref.
 2. **ADULT Men** - \$85.00/ref.
 3. **HIGH SCHOOLS**-\$60.00/ref.
 4. All fees are payable at game time, in cash - if possible, and by each team.

- C. The fee must be paid **prior** to the start of the game **or** the game will **not** be played. A forfeit will be awarded to the opposing team. **There will be no exceptions!!**

- D. If **only one Referee reports**, he/she may work the game **alone** if it is agreed upon by both teams. If **only one referee was assigned** to the game by the league assigner, he/she **will** work the game alone without question. The fee for this condition is **one fee and a half** evenly **divided by both** teams. In the case of the first instance if **it is not agreed upon** by the two teams and the referee, the game will be played at a later date at the discretion of the League Commissioners - both teams must play on that date and time.

- E. **Referee Responsibility:**
 1. His/Her decisions during the game will be **final**. He/She is the **final judge** as to the playing conditions of the field, the time of the game, cautions and suspensions issued during the progress of the game, early termination of the game if he/she deems it necessary, and to enforce all rules and regulations and settle all disputes as they arise in accordance to the rules of the game.

 2. Each referee is responsible to call or **email** into the Commissioners (214-8421/214-8425) all yellow & red cards issued by him/her. Failure to do so could result in termination of employment in the PVSSL! This should be done on the game day or day after - emailing to the commissioner is the preferred method, the more serious red card violations can be called in by telephone.

 3. **Return ½ of his game fee if a game is declared incomplete** - less than ½ played -

and has to be rescheduled, to the team who paid him/her. An additional full game fee will be paid by each team when the game is rescheduled.

VIII. **LEAGUE COMMISSIONERS AND ASSISTANTS RESPONSIBILITIES:**

- A. Schedule all games.
- B. Schedule all meetings.
- C. Assign qualified referees to each game, unless an assigner has been hired.
- D. Act as the Treasurer of the League.
- E. Maintain and update all league records and standings as deemed necessary.
- F. Handle the daily discipline of any and all violations reported to the League. The very serious violations will be discussed with the Disciplinary Board before a decision is rendered.

IX. **DISCIPLINARY BOARD:**

- A. It will consist of five league managers (arbitrarily selected by the Commissioners according to Seniority), one referee, the Commissioners and the assistants. The managers will be the more veteran people who are in good standing with the League and have been associated with the League for the most number of years.
- B. The Commissioners will not vote on the issues brought before the Disciplinary Board unless a tie vote has to be broken.
- C. Managers and coaches must abstain from voting if their team is involved in the dispute.
- D. A quorum for voting will be three of the above members.

X. **YELLOW CARD VIOLATIONS:**

- A. They will be issued and reported to the Commissioners by the game referees in accordance to the rules of the game and the League.
- B. In the same season, a player receiving a third yellow card will be issued a one-Game (next game) suspension from league play and a \$10.00 fine.
- C. In the same season, a player receiving a fourth yellow card will be issued an additional one-game (next game) suspension and an additional \$10.00 fine.
- D. In the same season, a player receiving a fifth yellow card will be issued an additional one-game (next game) suspension and an additional \$10.00 fine.
- E. In the same season, a player receiving a sixth yellow card will be suspended for the remainder of the playing season including playoffs and a fine of \$15.00.
- F. These fines are payable before the next scheduled eligible game for the suspended player or it will be deducted from the team's forfeit fee on deposit with the League.
- G. Red and yellow cards will be enforced separately for individual players.
- H. There will be no exceptions to the enforcement of the card penalties!

XI. **RED CARD VIOLATIONS:** These will be reported to the Commissioners of the League and included

Will be a report outlining the violation. The content of the report should explain the issuance of the penalties and the severity of the violation(s). Adults-Following the NCAA College Rule Book Rule 12.7 Ejections. High-Schools-Following High School Federation Rule Book Rule 12.

- A. In the same playing season, a player receiving their first red card for a **regular game-rule** violation involving two yellow cards issued during the same game will be issued a suspension for the next scheduled league game and a \$15.00 fine. A direct red card for any violation will result in a suspension for the following two (2) games plus the \$15.00 fine. A red card issued for the intentional handball or take down to **prevent a goal** violation will result in the termination of the player for the remainder of that game only and a \$10.00 fine. Any reported violation - regardless of a card issued - for **swearing at a referee** will be an automatic 1-game suspension and a \$15 fine issued to the

player(s). If the player(s) has already been issued a card during the same game for another violation, the penalties will be combined.

- B. In the same playing season, a player receiving their first red card for Serious foul play or Violent behavior will be issued a suspension for the next three (3) league games and a \$20.00 fine. This conduct will be decided by the judgment of the game official issuing the red card and the Commissioners of the League.
- C. Any second red card issued to a League participant is an automatic suspension from the League for the remainder of the season and an additional \$25.00 fine.
- D. In the same season, a player receiving any red card for fighting will be suspended from league play for the remainder of the playing season and a \$25.00 fine.
- E. In the same season, a player receiving any red card for striking a referee will be suspended from league play for the remainder of the playing season and for one year from the date of the suspension and a \$50.00 fine.
- F. All fines should be paid before the next scheduled eligible game by the suspended player or it will be deducted from the team's forfeit fee on deposit with the League. The Commissioners will notify the team manager and/or coach by email as to the red card, indicating when the player can return to play.
- G. Note Regarding Playoffs: Only season-ending suspensions will carry over into the playoffs. All other suspensions will not be carried over into the playoffs. In addition, the card number for each player will not be carried over into the playoffs from the regular season. All players will begin the playoffs with a "clean slate." Rules will apply to suspensions and fines beginning with game one of the playoffs and continue throughout the playoffs.
- H. In all cases, the Commissioners has the authority to determine if any offense warrants a more severe or lesser penalty than what is applied. Each case is handled individually.

XII. TEAM-CARD ACCUMULATIONS: (Yellow and red cards taken collectively)

A. On the fifteenth(15th) card accumulated by a team during a single season - both red and yellow cards collectively - the team will be issued a \$15.00 team-fine.

B. For each additional card accumulated beyond the fifteenth, a \$10.00 team-fine will administered for each card and will continue till the end of the playing season. For example, sixteenth team-card would be another (\$10.00); seventeenth team-card another (\$10.00), etc. These fines are team-fines and are in addition to the individual-fines that may be assessed to the individual player who receives them.

Any team accumulating a total of fifteen (15) cards will not be allowed to participate in the League playoffs, even if they were deemed eligible by the playoff-eligibility system.

XIII. ANY SITUATION not covered by these rules and regulations, the League Commissioners have the authority to rule on it and provide a decision that is in the best interests of the PVSSL and its members. Each case will be handled individually and independently.

XIV. Reminder to all participating in the PVSSL. This is a SUMMER AMATEUR LEAGUE comprised of teams who organize themselves, acquire their own playing fields, then enter to play a schedule of games organized by the PVSSL Board of Directors. The League's main responsibility is to provide a quality schedule of games, prepare each team's entry into the League, assign quality referees to each game and oversee the League's daily operations. The League's basic philosophy is to provide an avenue of top-level competition on a recreational level but with strict guidelines to ensure fair and equal play. Good Luck to All of the Teams, Have Fun and Enjoy the Competition and the Game of Soccer!