



Outdoor League

Rules of Competition

(revised)
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LAKE COUNTRY OUTDOOR SOCCER LEAGUE

SECTION I: INTRODUCTION

1.1 Name of The League

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

1.2 Mission

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

1.3 Management of The League

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

1.4 Affiliation

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

1.5 Contact Information and Communication

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

1.6 League Office

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

1.7 League Website

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

1.8 LCS Web Based Management Systems

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

1.9 Matters Not Provided for

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

LAKE COUNTRY SOCCER OUTDOOR LEAGUE

SECTION II: TEAM APPLICATION & ADMISSION

2.1 Team Eligibility

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

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

2.2 Registering Players and Teams with US Soccer

Each club or team is responsible for registering their teams with US Soccer affiliated organizations, such as USYS (MYSA) or US Club Soccer.

2.3 League Structure

The League will offer competition for Boys and Girls teams from U4 through U19 age groups. High school girls and middle school aged boy's teams will play in the fall season and high school boys and middle school aged girl's teams will play in the spring season. Within specific age groups, The League may offer both recreational and competitive levels of play.

2.4 Good Standing

Each participating team/player/coach must be in "good standing" with The League and with US Soccer, and MYSA.

2.5 Application Process

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

2.6 Application Deadlines

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

2.7 Acceptance & Placement of Teams

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

2.8 Bracketing Procedure

The League bracketing process will allow all teams to provide input on their team(s) in each division. Once the final league brackets are posted, there will be no changes except by LCS for the good of The League and the game.

2.9 Acceptance of The League Rules

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

2.10 League Fees

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

Once accepted the application deposit fee is non-refundable.

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

2.11 Returned Checks

The League shall charge a \$30 service fee for all returned checks. Failure to pay this fee may result in a team being not eligible to play until it is paid.

LAKE COUNTRY SOCCER OUTDOOR LEAGUE

SECTION III: TEAM ROSTER & FORMATS

3.1 Team Roster

A USYS (MYSA) or US Club Soccer approved roster must be electronically submitted to The League no later than 2 days prior to your team's first game. Failure to provide the completed roster prior to the first game may result in an automatic forfeit of the games until the roster has been completed and approved. Any time a roster is changed during the season; a new approved roster must be submitted to The League office for approval at least 2 business days before the next scheduled game.

3.2 Roster Size

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

7v7 format, the limit is 12 players maximum

9v9 format, the limit is 16 players maximum

11v11 format, the limit is 22 players maximum

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

3.3 Player Eligibility

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

3.4 Multiple Rostered Players

Players listed as primary on one team and secondary on another roster must be notated as such on each official roster on file with the League and must be of appropriate age for each team. Players may only be rostered on two (2) teams registered to participate in the LCS league.

Club Player Pass may be utilized to allow up to 3 players per team, per game, officially rostered on a team within your club and of an appropriate age group, to participate in a game as a non-rostered guest player. Any player participating as a Club Pass player must have a valid player card, laminated with photo and be written in on the game day roster. The player must be from the same club as the team they are playing on.

Any team using a player that is not properly rostered according to all rules in section 3, will forfeit any and all games using ineligible players. Furthermore, the team using ineligible players may be subject to further actions up to and including removal from The League.

3.5 Player & Coaches Cards/Identification

Each player and coach must have a valid (laminated and signed by an official of their home state) USYS player card in order to participate in The League. The player & coach's cards must be brought to every game along with the game day roster. The game officials will check the teams in prior to kick off. Teams not able to produce the player / coach cards at that time may forfeit the game. Allowance will be given to teams that are able to provide a digital copy of the player / coach cards prior to the start of the 2nd half. The game will be played in full and the team in violation will accept a forfeit loss.

3.6 Age Divisions

Player age limitations shall be in accordance with USYS regulations except as modified by The League. Proof-of-birth shall be provided upon request by LCS Administration. No player may play for a team that is of a younger age bracket than their birth year. Any exceptions to this rule must be approved by The League, in writing, prior to the start of the season or at least 2 days prior to the 1st game in which the player will participate.

3.7 Playing on Multiple Teams

See rule 3.4 for more details on playing on multiple teams.

3.8 Referee Formats

- a. U9-10 teams will play 7v7 (with a build out line) The League will use the 3-referee system.
- b. U11-12 teams will play 9v9. The League will use the 3-referee system.
- c. U13 and above teams will play 11v11. The League will use the 3-referee system.

3.9 Team Placement for the Good of the Game

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

THE LAKE COUNTRY SOCCER OUTDOOR LEAGUE

SECTION IV: OPERATIONAL PROCEDURES

4.1 Reporting of Scores

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

4.2 Inclement Weather Communication

Every reasonable effort will be made to play all games. However, in cases of severe or dangerous inclement weather, communication updates will be available via text alert (opt in required), on the LCS website, or by calling the hotline number 417.862.3211 prompt #9.

4.3 Schedule Requests or Black Out Dates

No Schedule requests or Blackout dates will be required. Coaches or their designated representative are required to attend a pre-season scheduling meeting to set the dates of their games. Times and field assignments will be set by The League. All teams will be notified of the date and time of the scheduling meeting one (1) month prior to the date of the meeting.

4.4 Rescheduling Policy

- a. You must pay a \$75 rescheduling fee to The League administrator at LCS and provide a written valid reason for the reschedule request.
- b. Any rescheduling request must be received a minimum of 7 days prior to the original game date unless otherwise approved by the league due to unforeseen circumstances.
- c. The team requesting the reschedule must contact the opposing team to get two (2) dates both teams agree to play on. All efforts will be made to reschedule to the 1st selected date.
- d. Upon agreement by all the parties, the game will then be posted on our website with the new information.
- e. If the opposition will not agree to the reschedule, or if the referee assignor can't schedule or find referees, the game will be played on the original date and location, or it will be regarded as a forfeit.

4.5 Forfeits

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

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

- | | | |
|----|---------|----------------------|
| a. | 11 v 11 | Minimum of 7 players |
| b. | 9 v 9 | Minimum of 5 players |
| c. | 7 v 7 | Minimum of 4 players |

4.6 Rain-Outs

All weather cancelled games will be treated as a reschedule request, but no fee will be charged.

- a. The rescheduling request must be received a minimum of 7 days prior to the requested game date unless otherwise approved by the league.
- b. Both teams must agree to two (2) to play on. All efforts will be made to reschedule to the 1st selected date.
- c. Upon agreement by all the parties, the game will then be posted on our website with the new information and communicated out to the team contacts.

THE LAKE COUNTRY SOCCER OUTDOOR LEAGUE

SECTION V: RULES OF PLAY

5.1 The Ball

U8 and younger uses a size 3 ball. U12 and younger divisions will use a size 4 ball. U13 and older divisions will use a size 5 ball. The home team (listed first in the schedule) shall provide a game ball acceptable to the referee.

5.2 Player Equipment

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

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

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

5.3 Duration of the Game

Under 6 and below	– 4 x 6 minute quarters
Under 7 and Under 8	– 4 x 8 minute quarters
Under 9 and Under-10	– 2 x 25 minute halves
Under-11 and Under-12	– 2 x 30 minutes halve
Under-13 and Under-14	– 2 x 35 minute halves
Under-15 and Under-16	– 2 x 40 minute halves
Under-17, 18 and 19	– 2 x 45 minute halves

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

5.4 Substitution

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

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

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

5.5 Point System

Each team will be awarded 3 points for a win, 1 point for a tie and 0 points for a loss. All forfeits will be scored as a 3-0 loss.

5.6 Tie-Breakers

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

- a. Head to head record (not used if more than two teams are involved in the tie)
- b. Goal difference (i.e. goals scored minus goals allowed) (max of 3 per game)
- c. Fewest goals allowed (max of 3 per game)
- d. Most goals scored (max of 3 per game)
- e. Kicks from the Penalty Mark using current USSF procedures

5.7 Delay of Kick Off

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

5.8 Players and Spectators

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

5.9 Coaches, Bench and Technical Area

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

The League requires a current USYS licensed coach be with every team for every game. There may only be up to a maximum of three (3) coaches at any given time. This may

include a combination of coach, manager, trainer, assistant coach, club director of coaching, etc., but in no case shall the total number of non-player personnel exceed three (3).

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

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

LAKE COUNTRY SOCCER OUTDOOR LEAGUE

SECTION VI: DISCIPLINE & CODE OF CONDUCT

6.1 Responsible Parties

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

6.2 Profanity and Unsporting Conduct

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

6.3 Compensation

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

6.4 Smoking & Alcohol

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

6.5 Referee Authority

The referee(s) are in complete charge of the field and adjacent areas from the time they arrive at the game site until they depart. The referee is empowered to enforce the Laws of the Game in connection with the game to which he/she has been appointed.

The referee may terminate a game for coach, player, or spectator misconduct. Teams causing the termination will forfeit the game.

6.6 Park Rules

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

6.7 Red Cards & Suspensions

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

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

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

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

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

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

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

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

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

LAKE COUNTRY SOCCER OUTDOOR LEAGUE

SECTION VII: PROTESTS

7.1 Definition

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

7.2 Who Can File a Protest

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

7.3 Filing Procedure

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

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

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

7.4 Disciplinary Committee

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

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