

PepperPlex Soccer League Middle School Bylaws

Revision Date: 12/18/2018

1.0 – General Information

1.1 **Guidelines:**

This booklet is a guide that provides the foundational rules for the operation of the PepperPlex School League (PPSL) by the Iberia Soccer Association (ISA). Situations may arise that are not addressed in these rules which will require the league director to set policy addressing those situations. Policy changes will be reflected in future updates of this booklet.

Heading Policy: No heading for 5th graders and below. Coaches are responsible for having players conform to policy.

1.2 **League Purpose:**

The purpose of this league is to provide middle school students with the opportunity to continue developing their soccer skills during the club soccer leagues “off-season” and simultaneously represent their schools in a competitive league.

1.3 **Official Rules and Regulations:**

US Youth Soccer rules will apply to this league. In case of a conflict, the PPSL rules will prevail or the league director will provide a ruling and consequent amendment to the league rules. In cases where the league has not addressed an issue; US Youth Soccer will generally prevail. The league director & the competition committee will make decisions with the best interest of the player and the league being the prime considerations. Decisions that require coordination between teams/schools due to the nature of such decision will be made after coordination and with due consideration.

A competition committee was formed to handle decisions of this matter.

2018 - 2019 Season

PPSL League Director: Glen Gary

PPSL Competition Committee: Julie Comeaux and Jonathan Norris.

All decisions of the league director and the committee is final and no protests will be allowed.

ISA will select a League Director and two members of the Competition Committee every two years.

1.4 **Medical Release Forms:**

All coaches shall have copies of medical consent forms on all players during practice and games.

1.5 **Insurance:**

All players must be covered by insurance (school or youth soccer league) to participate in this league.

For ISA to administer this league, the Louisiana Soccer Association (LSA) requires that all players be registered with a LSA club. Last year ISA registered all of the Non-LSA club players at no cost. This year ISA is asking for \$5 per Non-LSA player (this is a discounted price). Being registered with LSA also provides supplemental insurance on game days at the PepperPlex.

It is suggested that each team have their accident reporting and response methods clearly defined and available for reference at each game. It is suggested that schools address and document player drug, medication, or other allergic conditions and that the information be available at each game.

2.0 *Registration Information*

2.1 **Financial Information:**

Fees will be charged to each school and each team for participation in this league. These fees will cover the cost of the general and administrative expenses, referees, assignor fees, gate fees, end of season trophies and other expenses that may occur. Fees will be as follows:

Each team will be charged **\$300.00** to participate in the league – with checks made payable to: **Iberia Soccer Association**

Mail to:
Iberia Soccer Association
C/O PPSL
PO Box 10241
New Iberia, LA 70562

*(Example: 1 Jr. Boys team, 1 Sr. Boys team and 1 Jr. Girls team = 300 * 3 = \$900)*

ALL FEES SHALL ACCOMPANY SCHOOL/TEAM REGISTRATION FORM.

Checks must be sent to the league director **NO LATER THAN** TWO WEEKS before the first league game. Failure to remit league fees shall result in a forfeit of all league games until the fee is received by the league director.

**Additional charges may be assessed for field use at the rates determined by the owner of the field. **

The PPSL Competition Committee will be responsible for referee checks. Checks will be paid off of completed timesheets approved by the ISA Referee Assignor.

2.2 **Team Eligibility**

Private and public schools are eligible to participate in the league and compete against one another.

The league will consist of two divisions, the Junior and Senior divisions. Junior division teams shall be composed of students attending grades up to and including the seventh grade. Senior division teams shall be composed of students attending eighth or below. Schools may allow lower grade level players to play up into either division at their discretion and risk. 7th Grade players and below may be registered on a Junior roster and a Senior roster in the league for the school they are enrolled at or feed into. 8th grade students are not allowed to play on a Junior team.

Teams will be formed separately for both boys and girls unless a school cannot field enough players to form such as team. In these instances a co-ed team may participate in the league at the schools discretion. A co-ed team is defined as girls playing on a registered boys team.

A senior division girl's team may be allowed to play down against a junior division boys team if an adequate number of girls teams are not available in the senior division to allow competition. The decision to allow such play will be made by the league director on a case by case basis.

Schools may select players for their teams using tryouts or open registration as desired by that school. Schools are responsible to certify player eligibility to the league. Schools that allow ineligible players to participate in league-sponsored games will forfeit all games that the ineligible player participated in.

2.3 **Rosters**

Schools shall provide a complete roster in the proper format for their teams.

Rosters shall show the schools name, league division competing within, coach's name and contact number, student name, grade enrolled in, jersey number, and home phone or other contact number. A roster form will be provided by the league for your use. All rosters shall be signed by their principals.

There is no limit on the maximum number of players allowed on a roster. The minimum number for an acceptable roster is 13 players.

Guest players will not be allowed. A copy of the team roster will be put on every official game card and will be used by the referee to verify player eligibility. Only rostered players that are listed on the official game card will be permitted to play.

2.4 **Coaches**

Coaches are required to complete LSA background checks and the CDC Heads-Up Concussion course. ISA will email each coach the appropriate link.

2.5 **Schedules**

Schools must provide the league with their intent to participate and the number of teams for each boys and girls in both the Junior and Senior divisions by the coaches meeting date.

2018 Amendment: Sr girls vs Jr girls will be played 10 (Sr) vs 11 (Jr). Goal Differential of 3 for Sr girls: 10 (Sr) vs 12 (Jr). GD of 6 for Sr girls: 10 (Sr) vs 13 (Jr).

A draft master game schedule will be distributed to all registered teams within 10 days after the coaches meeting. Each team will be allowed 3 days for draft schedule review. All schedule requests need to be emailed to the League Director immediately after the coaches meeting. All schedule requests will be fulfilled if possible.

The league (all teams) will then conduct a scheduling meeting to coordinate and finalize the schedule of play. Teams are required to coordinate any additional changes at that meeting. Final game schedules will be distributed to all teams within 5 days following the meeting by the league.

Scheduled league play may begin at anytime after December 1st and shall end prior to February. These dates are based upon and may change according to the state recreational league's fall season ending and spring season starting dates.

Games will begin within 15 minutes of the scheduled time. Teams without an adequate number of players to begin (7 players) within that time frame must forfeit that game. Games will not be rescheduled in the event of a forfeit.

Games will consist of two **35 minute halves with a 10 minute halftime**. Halftime may be shortened if mutually agreed upon and the official is notified prior to the start of the game.

End of Season Tournament will be held at the end of the regular season. **Regular season standings will determine the seeding for the End of Season Tournament. Trophies for tournament Champions and Finalists will be given.**

3.0 Officials and Discipline

3.1 **Referees**

Qualified center referees shall be used to officiate all games. Acceptable referee qualifications include LHSAA qualified and USSF licensed referees.

Games will be conducted using either a 3-man crew or a dual referee system. Games may be conducted with only a center referee if agreed upon by both teams.

Referees will be paid for a full game regardless of the actual duration of the game. Referees will be paid in the event of a forfeit by a team. Referees will determine forfeited games in accordance with league guidelines.

Referee Costs which are COVERED by the team fees.

3-man crew (\$30 – center, \$20 – AR) or 2-man crew (\$25 – center, \$25 – center)
Assignor Fee (\$4.00 per game)

3.2 **Discipline:**

Red/Yellow Cards: Any player receiving one (1) red or two (2) yellow cards in a game is banned for the remainder of that game and the entire next game (one (1) game suspension). A second red card within the season results in a four (4) game suspension or for the remainder of the season whichever is less time. The Competition committee reserves the right to enforce additional suspensions.

Spectators and Coach(s) will be warned and/or ejected from a game if necessary, by the referee for interfering with play, abuse of a spectator, player, coach, or game official. Abuse includes verbal, physical, or as determined by the referee to constitute abusive, unsportsmanlike, instigating or dangerous type behavior. **A second Coach ejection within the season results in a four (4) game suspension or for the remainder of the season whichever is less time.**

3.3 **Protests:**

All referee decisions are final during the course of the game. No protests shall be allowed. Decisions not agreed with or considered unfair should be brought to the attention of the league director in writing so that action may be taken as deemed necessary to prevent similar problems in the future.

4.0 Player and Playing Information

4.1 **Player Uniforms and Equipment:**

Schools will be responsible for selecting uniforms and payment of the respective costs.

Each school shall provide a primary jersey and an alternate to be used in case of color conflicts. Alternates may be practice (net type) jerseys worn over the uniform. Home team will change in the event of a color conflict.

Jerseys will be marked with a player number on the back. Numbers shall be a minimum of 6" tall for ease in viewing on the field. Numbers assigned to a player shall not change throughout the season and shall be reflected on the schools player roster.

Players are required to wear shin guards covered by socks, soccer shoes with cleats (no screw in cleats, or toe cleats allowed), and a school approved uniform meeting league guidelines.

Teams will play 11v11. Ball size for all games in both the Junior and Senior divisions will be FIFA Size 5.

Home team will furnish a game ball acceptable to the referee for the match and shall have a backup game ball to prevent delays.

Goalkeepers shall wear jerseys that clearly distinguish them from the field players of either team and from the officials. The referee will decide if goalkeeper attire is acceptable.

Players may wear long pants under their shorts, stocking caps, or shirts underneath their jerseys as required for protection from weather elements. Player numbers may not be obstructed and team colors must be adhered to by outer/visible wear.

4.2 **Player Substitution:**

Seven players are required to start, or finish a game.

Substitutions will be made from the mid-field point on the sideline. Players must be off the field of play before the substitute player enters the field of play. Players awaiting permission to enter the field will stand three (3) feet back from the sideline.

An 8 goal differential secured at the end of the first half or secured during the second half shall terminate the game.

Unlimited substitutions may be made during a game at the following times with the permission of the referee.

1. After a goal has been scored.
2. At the time of a goal kick by either team.
3. On any throw-in.
4. At the beginning of the second half or overtime period (s).
5. At the discretion of the referee in the event of an injury.
6. No substitutions will be allowed for a player ordered from the field by the referee for misconduct.

After moving into the designated midfield substitution area players may make contact with the referee to request substitution at the next available time.

4.3 **Scoring System:**

Teams will be awarded 3 points for a win, 1 point for a tie and 0 points for a loss. Tie scores during regular season games will not be broken and no overtime periods will be played.

Forfeited games will be scored as three points for the non forfeiting team and zero points for the forfeiting team (score 3-0).

The following will be used to break ties within or between brackets during round robin competition when teams are tied in points. This scoring system may also be used to determine first and second place teams at the completion of season play.

1. Results of head to head competition.
2. Goal differential (Goals for – goals against with a limit of a 3 goal difference per game)
3. Goals scored for (highest number prevails)
4. Goals scored against (lowest number prevails)
5. Penalty Kicks from the FIFA Penalty Spot
6. Coin toss with representatives of both teams present.

During tournament play, teams will play a maximum of two overtime periods of ten minutes each. If at the end of the first overtime period the score is still tied then the second overtime period will be played. If the score remains tied at the end of the second overtime then the tie will be broken using FIFA kicks from the penalty spot.

The following is a summary of the procedure for kicks from the penalty mark:

- The team to take the first kick is decided by a coin toss.
- All players other than the kicker and the goalkeepers must remain in the field's center circle.
- Each kick is taken in the general manner of a penalty kick. Each kick is taken from the penalty mark, with the goal defended only by the opposing goalkeeper. The goalkeeper must remain between the goal-posts on his goal-line until the ball has been kicked, although he can jump in place, wave his arms or otherwise try to distract the shooter (this, however, is a rarely used tactic).
- Each kicker can kick the ball only once per attempt. If the ball is saved by the goalkeeper or if it bounces off the goal posts, the kicker cannot score from the rebound (unlike a normal penalty kick).
- Teams take turns to kick from the penalty mark in attempt to score a goal, until each has taken five kicks. However, if one side has scored more goals than the other could possibly reach with all of their remaining kicks, the shootout ends regardless of the number of kicks remaining.
- If at the end of these five rounds of kicks the teams have scored an equal number of goals, sudden death rounds of one kick each are used until one side scores and the other does not.
- Only players who were on the field at the end of play are allowed to take kicks; no substitutes can be used.
- No player is allowed to take a second kick from the penalty mark until all other players on his team (who have not received a red card) have taken a kick from the penalty mark (including the goalkeepers). However, if at the beginning of kicks from the penalty mark one side has more players on the field than the other, then the side with more players shall select an appropriate number of players to not take part. For example, if Team A has 11 players but Team B only has 10, then Team A will choose one player not to take part. Note that it is not allowed to deselect a goalkeeper from having to take part in kicking from the penalty mark: players deselected cannot play any part in the procedure.

5.0 Responsibilities

5.1 **Home Team Responsibilities**

The team designated on the schedule as the home team will:

- ❖ Provide the game ball and a backup game ball – FIFA Size 5
- ❖ Change jersey color in the event of a conflict.
- ❖ Have the choice of field side for the home team parents to occupy. Visitors will accept the other side. Participants will be located across the field from spectators and at no time will more than four “coaching personnel” per team be allowed on the participant side.

5.2 **Reporting Game Results:**

Referees will report game results (including score and player disciplinary actions/cards) to the league director.

All results will be kept by the league director on file to verify league standings. ISA will email schedule and league results/standings to all teams when updated.