



SILVER STATE SOCCER LEAGUE

Policies and Procedures

2018



TABLE OF CONTENTS

AUTHORITY	3
REGISTRATION AND AFFILIATION	3
PLAYER TRANSFER AND RELEASE	4
PLAYER PARTICIPATION	4
UNIFORMS	5
SCHEDULES	6
GAME/MATCH CARDS	6
FIELDS AND EQUIPMENT	7
LAWS OF THE GAME	8
<i>The U5 (3 v 3) and U6 (4 v 4) game:</i>	9
<i>The U7 and U8 game:</i>	10
<i>The U9 and U10 game:</i>	11
<i>The U11 and U12 9 v 9 game:</i>	12
<i>The U13-U19 game (11 v 11):</i>	12
HEADING POLICY	13
EJECTIONS AND DISCIPLINE	13
PROTESTS AND APPEALS	15
INJURIES	15
RESPONSIBILITIES	15
MISCELLANEOUS	16



AUTHORITY

The rules contained in these policies and procedures will govern members of Silver State Soccer League (SSSL) in all cases to which they apply and in which they are not inconsistent with the Bylaws of the SSSL and US Club (If situations arise that are not fully covered by SSSL bylaws or policies and procedures, refer to USYS bylaws and constitution.

The rules of play shall be the “Laws of the Game” as published by FIFA with any modifications stated in these policies or made by US Club.

League officials are the members of the Board of Directors (BOD) of the SSSL and any person appointed by the BOD. They have the authority to monitor and control all League activities and have authority over all persons present.

Match control rests squarely with the referee.

REGISTRATION AND AFFILIATION

Player Registration: the player registration fee shall be set by SSSL. Registration will be official when the following are received: a registration form with signed medical release, one small headshot photograph of the player, a copy of the player’s birth certificate, and any required fee. SSSL ACCEPTS ONLY CHECKS OR MONEY ORDERS FOR PAYMENT.

For competitive players, once a parent/legal guardian or player 18 years or older signs the registration form, this binds the player to play for that team until June 30 of the following year. A release or transfer may be done through US Club.

Players will be registered to an appropriate team based on their calendar year birthdate. P

Team Registration: Team registration with SSSL will be complete when a signed registration form with medical release, small headshot photograph, and copy of the player’s birth certificate is submitted for each player registering along with the required fee(s). Teams may register using the Got Soccer system which includes downloading player headshot photos, inputting player information, and paying required fee(s) online. Each player is also required to have a signed registration form with medical release that the SSSL may verify. Player birth certificates also need to be verified by SSSL if they have not been done so before.

The specified roster size of players (6) for U5; 6 for U6; 6 for U7 – U8; 12 for U9-U10; 16 for U11-12 9v9 and 11 for U13 11 v 11 and above. Roster MUST BE in Got Soccer by our registration deadline which is four weeks before the start of the season to be approved for scheduling. Teams will be charged for players that are on the roster at registration deadline.



Maximum roster size is 6 registered players for U5-U8 4 v 4, 12 registered players for U9/U10, 16 registered players for U11-U12 9 v 9, 18 registered players for U13-U14 11 v 11 and 22 registered players for U15-U19 teams. Rosters sizes over the maximum limit must submit written request to the board and have board approval. No team will be allowed to participate in an older division without approval from SSSL.

Team Official Registration: Each team official will need to submit any required forms and one current photograph or have their photo attached to their team on Got Soccer if using that system for registration. A background check is also required by US Club. Team officials will need to bring their authorized SSSL membership card (pass) to all US Club sanctioned matches.

Every head coach must complete an appropriate coaching module or license prior to the start of their second coaching year

Club Affiliation: Any new club wishing affiliation with SSSL must submit completed application form along with two copies of their Bylaws and Policies and Procedures which do not conflict with SSSL or any of its governing authorities. SSSL may approve, disapprove, or recommend changes to any Club's affiliation.

PLAYER TRANSFER AND RELEASE

Transfer: A player can be transferred to another team by completing the US Club procedures. Transfers must be done within the current approved transfer windows. A player may transfer to another team within their current club at any time during the soccer year if it is in club policies.

A player may leave a competitive team and enter a recreation player pool at any time during the soccer year.

Release: A player can be released by completing the US Club procedures.

PLAYER PARTICIPATION

Each player participating in a game must have a valid player's card (pass) and be rostered to the playing team. A player not having a valid player's pass and/or not on the roster is considered ineligible. A valid letter signed by the SSSL registrar (office manager) or a League Commissioner may be used as a pass. NO PASS-NO PLAY

The team who uses an ineligible player will forfeit the game and will be subject to disciplinary action.

Players must check in with the referee prior to the start of the game. This includes late arrivals.



Intra-Club Player (ICP) Policy: Due to the abuse of the ICP policy, there is NO MORE ICP allowed. If a situation arises, please contact the Director for special consideration.

Guest Players: A team who wishes to invite a US Club registered player to guest play for their team for any tournament must contact the player's head coach and receive verbal permission before contacting or inviting the player. A US Club player action form must be filled out and includes the lending coach's and US Club signatures. This signed form must be given to the team the player is playing for and must be accompanied by the player's pass, copy of birth certificate, and copy of registration form with signed medical release. Tournaments usually have a limit on the number of guest players allowed. Players not currently registered to a team may be added to the SSSL player pool to guest play providing all required paperwork and fees are submitted.

UNIFORMS

Jerseys: SSSL may provide team shirts in a color that corresponds to their team. All other equipment is to be purchased by the player or team.

Teams may require additional uniform purchase. Goalkeepers are to wear a shirt/penny in a contrasting color to their team and the opposing team. NO PLAYER NAMES ARE TO BE PLACED ON THE BACK OF SHIRTS OR JERSEYS.

Shirts are required to be tucked in the pants unless they are manufactured to be worn outside the pants.

In case of color conflict, home team changes shirt/jerseys.

Other equipment: All players are to wear non-metal soccer cleats. Shin guards are to be worn underneath socks and be completely covered by the socks.

Prohibited: No jewelry, including earrings, or accessories are to be worn at any game. Medical jewelry can be worn if they are taped to the body. Hair control devices used during a game are to be soft.

Hats are not allowed with the exception of the goalkeepers who may wear a soft-billed cap.

If equipment is considered dangerous in the opinion of the referee, it may not be worn. This includes hard casts. If allowed, hard casts are to be covered by a ½ inch thick, high density material to protect the injury and be accompanied by a release signed by a licensed medical physician.

Knee braces with covered hinges and soft head protectors that do not cover the face may be worn.



Hearing aids worn in or behind the ears are legal unless they pose a threat of injury. Intraoral protectors are legal also. Artificial limbs are subject to the approval of the SSSL BOD and must have covered hinges. If approved, artificial limbs are to be covered by ½ inch protective padding.

SCHEDULES

The playing season will be decided by the SSSL BOD each soccer year. The schedule typically consists of a fall and spring season. Team registrations must be complete with payment and have no past due balances before a team will be approved for scheduling.

Coaches must notify the League of exceptions for scheduling purposes in a written or electronic manner approved by SSSL. All exceptions are subject to approval and must be submitted by the deadline set forth by SSSL Scheduling exceptions received after the commencement for the season will not be considered. Exceptions included but are not limited to: tournaments, college testing, and religious holidays.

Matches that are cancelled by teams/coaches will NOT be reschedule. Extenuating circumstances may be considered. In the event of team/coach cancellation, notification must be submitted to the SSSL office in writing no less than 72 hours in advance of the scheduled match. Team who cancel within 72 hours of the scheduled game will be responsible for the payment of the referee fees for the game not played. If a team cancels a game within 24 hours of its scheduled time, the coach could be held to a 1 game suspension.

Matches are played in all types of weather: wind, rain, heat and cold. Matches that are called off due to “Acts of God” or City field closures will NOT be rescheduled unless it drops a team below the guaranteed number of matches for which they have paid. Matches may only be called off by the Referee in charge of the match or by the entity responsible for the field conditions (ex. Fields, lighting, security, and referees).

GAME/MATCH CARDS

For teams U13 11 v 11 and above, each team Home and Away should bring 1 copy of the game card to each game. The coach or team manager of the home team will give the referee before kick off the game card which has the registered and eligible list of players for the match. Game cards can be printed off Got Soccer for teams U13 11 v 11 and above.

For U5-U12 small sided at Bettye Wilson West, the referees will be given the game card prior to kick off. For Games at Kellogg Zaher and other locations, each Home and Away team should bring 1 copy of the game card to each game. Any player not listed on the roster will be ineligible to play.



No more than 18 players may be listed on the game card. For U15 or older teams with a roster of up to 22, only 18 may be listed and play per match. Playing more than 18 will result in a game forfeit and disciplinary action.

No game will be allowed to start without a carded team official present for each team. **THERE MUST BE AT LEAST TWO (2) CARDED OFFICIALS FOR EACH TEAM IN CASE OF COACHING CONFLICTS.**

The referee will be the only judge on the field of play, and their decisions will be final.

The coach or other team official is required to sign the game card as a match report at the completion of the match. The match report will be turned in to SSSL by the referees. For teams, U9 and above, this report will state the game result, goals scored, and team officials present. Any violations of rules and regulations by players or team officials including yellow and red cards if application will be included in the match report.

Coaches can find forms on our website to report the performance of the referees. This is the only way for SSSL to know if referees are performing their duties including team check-in and correct game length.

FIELDS AND EQUIPMENT

At any of SSSL Fields the team who plays first that day on a field is required to get the nets, pugs, and/or corner flags and set them up. The last team of the day is to take the nets, pugs and or corner flags down, fold them if needed and return them to their bag if necessary, and take them to the designated area.

Home team sidelines are north/east; visitor sidelines are south/west. Home team furnishes match ball.

IT IS EVERY TEAM'S RESPONSIBILITY TO CLEAN THEIR SIDELINE AFTER EACH MATCH. Failure to do so may incur disciplinary action.

Teams must use their assigned field for training if using a US Club field. Fields will be decided at the start of each season. Teams will be sharing field space with up to 10 – 12 teams per field. No one team is to monopolize a whole, half, or quarter of a field. No team is allowed to save space for another team. Each team must have their own representative holding their space. Space may not be held for more than 15 minutes; placing cones does not reserve a team space unless a representative is with the cones. Teams will make sure that nets are adequately shared in a respectful manner.



LAWS OF THE GAME

All teams will play under the “Laws of the Game” as published by FIFA with the modifications stated in these policies and by US Club.

DIVISION	# of PLAYERS PER SIDE	SIZE OF BALL	TIME	OFF-SIDE
U5	3	3	4-10 MIN Quarters	NO
U6	4	3	4-10 MIN Quarters	NO
U7 and U8	4	3	4-10 MIN Quarters	NO
U9 and U10	7	4	2-25 min Halves	YES
U11 and U12	9	4	2-30 min Halves	YES
U13 and U14	11	5	2-35 min Halves	YES
U15 and U16	11	5	2-40 min Halves	YES
U17 – U19	11	5	2-45 min Halves	YES

If the matches are running behind schedule, the referee has the option to shorten the halves.



The U5 (3 v 3) and U6 (4 v 4) game:

1. Start of the game is in a coin toss to decide who has kick off and who defends which goal. Winner of coin toss chooses which side to attack.
2. The length of the game shall be divided into four (4) equal, ten (10) minute quarters with a five (5) minute half time.
3. Games played on 1 field.
4. There are no goalkeepers. Coaches, parents, or spectators standing behind the goals/goalkeepers are not allowed.
5. The ball size shall be #3.
6. Substitutions may be made by either team with the referee's approval.
7. There are NO off-sides.
8. Slide or rough tackles are not allowed
9. Opponent must be three (3) yards from the center mark while kick-off is in progress and three (3) yards away before free kick or goal kick is allowed.
10. Ball going out of play, whether over the end or sideline, is played "in" by the opposing team with an indirect kick or throw-in.
11. Goals can only be scored from the attacking half of the field and must pass completely over the line. Goals also cannot be scored unless the ball has been touched by another player on the field.
12. Coaches must remain in the technical area (coach's box). NO running up and down the sidelines.
13. Fields are no more than 35 yards long and no more than 25 yards wide. Standard corner flags or pugs will be used as goals.
14. All fouls are indirect free kicks. Indirect kicks restart play by a pass to a teammate which is not a strong kick directly at the goal.
15. A second throw in must be allowed if a player throws the ball improperly the first time.
16. Score is not kept in U5 games for standings. Scores are kept by the referee for placement purposes only.



17. Coaches and teams sit on their own sidelines.
18. Parents are not allowed in the technical area (otherwise known as the coaches' box).
Player and Coaches ONLY.
19. All players MUST wear shin guards to play.
20. No earrings during play.

The U7 and U8 game:

1. Start of the game is in a coin toss to decide who has kick off and who defends the goal.
Winner of coin toss chooses which side to attack.
2. The Length of the game shall be divided into four (4) equal, ten (10) minute quarters
with a five (5) minute half time.
3. Maximum number of players on the field at any one time is four (4),
4. Coaches, parents, or spectators standing behind the goals/goalkeepers are not allowed.
5. The ball size shall be #3.
6. Substitutions may be made be either team with the referee's permission when play is
stopped.
7. There are NO off-sides.
8. Slide or rough tackles are not allowed.
9. All free kicks are indirect.
10. A goal may not be scored from an indirect kick until the ball has been played or touched
by a second player of either team.
11. No free kicks shall be taken by the attacking team within the defending team's goal box.
12. No penalty kicks are to be taken during these matches.
13. Opponents must be 6 yards away from the ball for a free kick and corner kick.
14. Coaches must remain in the coach's box. NO running up and down the sidelines.



15. All fouls are indirect free kicks. Indirect free kicks restart play by a pass to a teammate which is not a strong kick directly at the goal.
16. A second throw in must be allowed if a player throws the ball improperly the first time.
17. All players MUST wear shin guards.
18. No Earrings during play

The U9 and U10 game:

1. Start of the game is in a coin toss to decide who has kick off and who defends the goal. Winner of coin toss chooses which side to attack
2. The Length of the game shall be divided into two (2) equal, twenty five (25) minute halves with a five (5) minute half time.
3. Maximum number of players on the field at any one time is seven (7), one of whom is a goal keeper.
4. Coaches, parents, or spectators standing behind the goals/goalkeepers are not allowed.
5. The ball size shall be #4.
6. Substitutions may be made by either team with the referee's permission when play is stopped.
7. Coach MUST substitute cautioned (yellow card) player.
8. Off-side rule is enforced.
9. Slide or rough tackles are not allowed. Goalie may slide in her own goal box to make a save on the ball.
10. Direct kicks are allowed.
11. Coaches must remain in the technical area (coach's box). NO running up and down the sidelines.
12. All players MUST wear shin guards.
13. No Earrings during play



The U11 and U12 9 v 9 game:

1. Start of the game is in a coin toss to decide who has kick off and who defends the goal. Winner of coin toss chooses which side to attack
2. The Length of the game shall be divided into two (2) equal, thirty (30) minute halves with a five (5) minute half time.
3. Maximum number of players on the field at any one time is nine (9), one of whom is a goal keeper.
4. Coaches, parents, or spectators standing behind the goals/goalkeepers are not allowed.
5. The ball size shall be #4.
6. Substitutions may be made by either team with the referee's permission when play is stopped.
7. Coach MUST substitute cautioned (yellow card) player.
8. Off-side rule is enforced.
9. Slide or rough tackles are not allowed. Goalie may slide in her own goal box to make a save on the ball.
10. Direct kicks are allowed.
11. Coaches must remain in the technical area (coach's box). NO running up and down the sidelines.
12. All players MUST wear shin guards.
13. No Earrings during play

The U13-U19 game (11 v 11):

1. Start of the game is in a coin toss to decide who has kick off and who defends the goal. Winner of coin toss chooses which side to attack.
2. The Length of the game shall be divided into two (2) equal thirty-five (35) minute halves for U13-U14, forty (40) minute halves for U15-U16, and forty-five (45) minute halves for U17-U19 with a five (5) minute half time.



3. Substitutions may be made by either team with referee's permission when play is stopped.
4. Coach MUST substitute cautioned (yellow card) player.
5. Coaches must remain in the coach's box. NO running up and down the sidelines.
6. Coaches, parents, or spectators standing behind the goals/goalkeepers are NOT allowed.
7. All players MUST wear shin guards to play.
8. NO earrings during play.
9. Slide tackling is permissible for U11 and above.
10. The ball sizes shall be #5 for U13-U19.

HEADING POLICY

Players U11 and below: **No Heading Allowed**

- When a player deliberately heads the ball in a game, an indirect free kick (IFK) should be awarded to the opposing team from the spot of the offense. If the deliberate header occurs within the goal area, the indirect free kick should be taken on the line parallel to the goal line at the point nearest to where the infringement occurred.

EJECTIONS AND DISCIPLINE

Player ejection: Any time a player is sent off from the field of play, it is considered a red card. A player receiving a red card by a referee is automatically suspended for their next game. The referee will keep their player pass to turn it in to the SSSL office. It can be picked up from the league after the completion of the game suspension.

A player removed from the field of play by the referee for fighting will have a suspension of 3-5 games as determined by the Vice-Chair, Coach and player Discipline.

A player will be required to have a disciplinary hearing after their second red card. The third red card is an automatic 4 game suspension.



A player will be suspended from their next game upon receiving their third yellow card. Their player pass will be required to be taken to the SSSL office if the referee does not keep the pass. It will be returned after completing the suspension.

Coach/Team Official Ejections: If a coach or team official is ejected they must leave the vicinity (sight and sound) of the field. The referee will keep their player pass to turn it in to the SSSL office. It can be picked up from the League after the completion of the game suspension. The team official will be suspended for the next game of the team of which they were ejected. They cannot be in sight or sound of the field during this next game which means they may also not be in electronic communication with anyone at the game. Doing so will result in further suspensions. A coach or team official will be required to have a disciplinary hearing after receiving their **second** ejection even if the ejections were with different teams.

A coach will have another disciplinary hearing for their **third** ejections even if the ejections were with different teams. Further suspension up to 1 year may apply.

Team officials are also subject to disciplinary hearing for other reasons including but not limited to pulling a team off the field during a match, refusing to restart the match when told to by the referee, behavior of the sidelines, game forfeiture, and using ineligible players.

A coach will be subject to a disciplinary hearing after **four** red cards are received from the same team. Further red cards may cause suspension of the coach and/or suspension of the team upon completion of a disciplinary hearing.

Spectators: If a spectator is ejected they must leave the vicinity (sight and sound) of the field. The game will not resume until this is done. Failure of the spectator to leave may cause forfeiture of the game by the team who the spectator is affiliated with and may cause disciplinary action for the team officials of that team. This will count towards the coaches cumulative red cards.

Referee Assault and Abuse: Any acts of physical violence as well as verbal statements/physical acts which imply or threaten physical harm to a match official or their property will result in disciplinary action by SSSL or US Club. This includes using foul language or abusive language towards a referee.

State law makes it a crime to threaten a sports official, verbally or physically, resulting in fines up to \$2,000 and 1 year in jail. If the victim suffers severe bodily harm, the punishment may be up to 15 years in prison and fines up to \$10,000. (Nevada Revised Statutes 200.471 and 200.481).

Other: Any player or team official may be required to attend a disciplinary hearing by a discipline committee or the Board of Directors for reasons other than above. This includes failure to comply with league Bylaws or Policies and Procedures. After a disciplinary hearing, consequences including but not limited to suspension or removal from the League can be imposed.



Falsification of records will be grounds for removal, suspension, forfeiture, and any other action deemed necessary by the Board of Directors.

When conditions exist that are not in the best interest of soccer, the BOD has the power to investigate and make corrective recommendations. If the recommendations are not followed, then the BOD has the authority to suspend team officials or teams.

A ledger will be kept in the SSSL office to document cards and ejections.

PROTESTS AND APPEALS

Protests and Appeals of disciplinary decisions must first be made with the Vice-chair, Coach and Player Discipline, or Board of Directors who made the original decision. If the protest or appeal goes against the protestor, they have the right to appeal to the next higher level until all avenues are exhausted. The protest and appeals hierarchy is: Vice-Chair, Coach and Player Discipline, then League Board of Directors. After this, please refer to US Club for their hierarchy. Any protests and appeals after exhausting US Club go to the USSF.

The fees for Protests and Appeals at each level are \$25.00 at the Vice Chair, Coach and player Discipline level, and \$50 at the League Board of Directors level. Payments are to be by check or money order to Silver State Soccer League. US Club has their own fees for protests at their levels. USSF charges \$300.00 for protests and appeals that reach them.

All disciplinary actions will remain in effect during the protest and appeals procedures.

No player or team official should engage the services of an attorney until all avenues of protest and appeal procedures are exhausted through regular channels of organized soccer.

INJURIES

An injury report must be filled out by a team official on any injury during a scheduled practice or game and be submitted to the League office. Insurance forms may be picked up from the SSSL office if a claim needs to be filed. There is a \$250.00 deductible, and it is secondary insurance. Insurance claims forms are submitted to US Club. Keep all medical invoices or bills connected with the claim for submission to US Club.

RESPONSIBILITIES

- There will be no alcohol or illegal drugs near the vicinity of SSSL players during training, match play or other soccer events.



- Out of courtesy, refrain from tobacco use near the vicinity of SSSL players during training, match play, or other soccer events.
- Parents and guardians are not to shout instructions to the players. This results in confusion as it is the coach's responsibility to instruct the player on how to play.
- Coaches and team officials are to act in a professional and ethical manner and model sportsmanlike behavior.
- Coaches and players are to shake hands after each match

MISCELLANEOUS

- Player tampering or recruiting rules will follow those of US Club
- Teams travelling out of state for soccer events do not need permission as long as they are travelling within Region IV. Teams travelling to other Regions besides IV must obey US Club procedures to do so if using US Club player passes. PLEASE BE AWARE THAT PAPERWORK AND FEES NEED TO BE TURNED IN TO THE STATE IN ADVANCE OF THE TRAVEL DATE! Each tournament will have different requirements for check-in, but always take each player's birth certificate, signed medical releases, and copies of your team roster. Guest player procedures also need to be followed.
- Any team travelling out of state will be required to obtain US Club player passes through the SSSL office or their Club office at a cost of \$24.00 per player card. Fees are paid directly to the SSSL office.
- The dates for competitive try-outs will be announced by US Club each year and usually occur in the summer during a four week period that does not conflict with Regionals or other championship series events. Try-outs are for U11 and above only.
- SSSL usually gives its teams that will be competing in Regionals for Region IV money to help pay for their travel expenses. In return, the team will be responsible for assisting with the SSSL Spring Cup.
- The SSSL name or emblem cannot be used in advertising or fundraising without written consent of SSSL.
- SSSL will not be liable for any financial responsibilities of any of its members.
- Our league has nets that can be loaned for a fee to clubs and other leagues needing them for tournaments and such. Please contact the office for more information.