



# **XL SPORTS WORLD MT. LAUREL YOUTH WINTER SOCCER LEAGUE 2021**

## **RULES AND REGULATIONS**

**TODAY, YOU ARE THE BEST PLAYER IN THE WORLD**

## **XL Sports World - Mt. Laurel Youth Winter Soccer League 2020/2021**

EFFECTIVE October 30, 2020

### **1. LEAGUE RULES**

1.1 In order to register a team for a session, a non-refundable deposit of \$300.00 is required no later than December 30, 2020. All teams must be paid in full by January 5 2021.

1.2 In the event that team is not placed in a league, the amount paid including the deposit will be refunded or credited.

1.3 If, at any time, a team chooses to drop out from a league all monies will be forfeited. If XL Sports World opts to drop a team, no monies will be refunded and every effort will be made to replace the dropped team.

1.4 A \$50.00 performance bond may be held from your \$300.00 deposit. The performance bond will be held until you play all of your games. If you don't play all of your games, your team will forfeit the bond. If you intentionally break any U.S. soccer rule or our rules, you will forfeit the bond.

### **2. TEAM INFORMATION**

2.1 Rosters are due the first day of league play in the division that your team is registered in.

2.2 ALL PLAYERS MUST BE REGISTERED TO PLAY. Players are required to be registered via Dash system at XL Sports - available via the website, over the phone or in person.

2.3 XL Sports World's partner - Dash, is the family portal required to access your registration. From here you can contact coaches, get access to schedules, pay invoices, get game notifications and register for future programs and leagues.

2.4 All Players must submit a visual proof of age to staff members at XL Sports. Proof of age ensures participation is safe and

players are playing at the right age group. Passport, birth certificate, or US soccer player ID cards are all welcome. No copies will be made, staff will take note and update in player notes. Coach must collect and turn in to the desk prior to the start of your first game.

2.5 Minimum 11 players, maximum of 16 players.

2.6 Once a player has been deleted from a roster, the player is ineligible to compete in that league for the remainder of the session.

2.7 A team found to be using an illegal or unregistered player or players must be dropped from the roster before the start of the next game. The team will also forfeit that result.

2.8 Your team will not be allowed to forfeit future games due to illegal players and the team must continue to play out the session.

### **3. LEAGUE RULES**

3.1 U9 and above play a GK and 6 Outfield players. (7 v 7) on a full field.

3.2 All league suspensions (if any) carry over from the past session.

3.3 For youth division, XL Sports World will adhere to the USYSA age guidelines.

3.4 Coaches are solely responsible for ensuring that all players fulfill the age eligibility requirements for their team.

3.5 In the event that a player is deemed ineligible, no refund or credit will be issued.

3.6 In the event a coach is found using ineligible players intentionally, XL Sports World reserves the right to take suspension action against the coach and the players involved.

### **4. UNIFORMS**

4.1 All players must wear shirts of the same color and the goalkeeper must wear a



color that will distinguish him/her from the field players on both teams.

**4.2** No uniform shirts, shorts, shoes, or socks will be allowed displaying any foul language.

**4.3** All jewelry will be removed or covered with tape for the safety of all players. Earrings and neck chains must be removed. In the event that they are not removed, players assume all liability for injury caused by these articles.

**4.4** If leg or arm braces must be worn, any and all metal areas must be covered with a bandage or rubber covering.

**4.5 Shin guards are mandatory for all players!**

**4.6** The use of eyewear is subject to the referee's judgment.

**4.7** The only shoes that will be permitted on the field will be either smooth soled sneakers or indoor soccer shoes. **NO MOLDED CLEATS OR SCREW-IN STUDS, INCLUDING FOOTBALL ATHLETIC SHOES!!!**

## **5. BENCH AREAS**

**5.1** Only team players and **TWO** coaches will be allowed in the bench area.

**5.2** All teams aged U19 and below **must have an adult present on the bench during games.**

**5.3** Absolutely no food or drinks will be allowed in the bench area, excluding water.

**5.4** Absolutely no smoking or alcoholic beverages are allowed in the building.

**5.5** Absolutely no outside food or beverages of any type are allowed in the building.

## **6. BAD WEATHER**

**6.1** XL Sports World will be open and league play will be held unless it is impossible for our staff to make it into the building.

**6.2** Any games that are rescheduled due to the weather will be at the discretion of the management. No refunds will be issued.

**6.3** XL Sports World reserves the right to reschedule these games on days that teams may not have registered for.

## **7. GAME DURATION**

**7.1** All games will consist of two 20-minutes halves for youth teams.

**7.2** The clock will run continuously except in the case of serious injury or when the referee deems it necessary to stop the clock.

**7.3** Teams will have a 1-minute warm-up on the field prior to the start of the game.

**7.4** Referee will start the game at scheduled time or immediately after should there be a delay from the previous game.

**7.5** At half time, the referee will add two minutes on the clock.

## **8. SUBSTITUTIONS**

**8.1** All substitutions will be made from the sidelines.

**8.2** Substitutions can be made "on the fly" during play, including goalie.

**8.3** When substituting "on the fly", a player can come on as the substituted player, but cannot be involved in the play until the exiting player has been removed.

**8.4** A one-minute penalty will be assessed if too many players end up on the field involved in the play.

## **9. RESTARTS**

**9.1** All restarts are direct free kicks.

**9.2** In the event that the referee stops the game for an official time out, the team with possession will restart the game with the ball.



**9.3** If no clear possession can be determined. A drop ball will commence play.

**9.4** Possession will be determined by who had possession at the time of stop or by who played the ball last and whom it was going.

**9.5** If play is stopped due to an injury, the injured player must leave the field of play before play can resume.

**9.6** If the ball goes over the touchline, a throw-in will result. If it goes over the goal line, a corner kick or goal kick will resume play.

**9.7** Slide tackling is prohibited in all leagues. Goalkeeper may slide in the goalie box; outside of the box is a penalty.

**9.8** Slide tackling, when involving another player will result in an automatic 2-minute penalty, and the offender's team will play a man down.

## **10. REFEREES**

**10.1** We ask that you keep in mind that referees are on the field to officiate the game by using a set of prescribed rules set out by XL Sports World management. They are only human, and a natural part of the game includes missed calls. Just ask Ireland in the World Cup!

**10.2** Their interpretation of the rules at times may differ from yours. The referees are instructed to officiate in the best interests of both the teams and the facility, whereas your interests may be solely concerned with your team.

**10.3** XL Sports World will not remove a referee or alter his/her administration of the game. Referee assessment forms are available for coach's evaluations of the referees, and the management team is continuously evaluating the referees. All referee decisions are FINAL!

**10.4** XL Sports will pay all referee fees.

**10.5** When a ball strikes the Ceiling, fans, or light fixture, it is considered a dead ball.

**10.6** A free direct kick will be awarded to the other team at the spot from which the

ball was kicked from (not where it hit the ceiling or lights).

## **FIFA RULES APPLY.**

**10.7** Minor modifications have been made by XL Sports World to ensure the safety of the players and the facility.

**10.8** THERE WILL BE NO OFFSIDES

**10.9** All free kicks are direct.

**10.10** If a flagrant foul is committed by a defending player in his/her penalty box or an intentional handling of the ball occurs by a defending player in his/her penalty box, a penalty kick will be awarded from the top of the box. If the team scores, the player comes out of the penalty box and the opponent will not have to play a man down.

**10.11** 4 Opponents must back away 5 yards from all free kicks.

**10.12** When beginning the game, the second half, or after a goal, the ball must be played backward.

**10.13** Goalies are not allowed to punt or drop-kick the ball. All throwing distributions by the goalie and all goal kicks, when taken must touch the grass or any player on their side of half field. If not, the opposing team will be awarded a direct kick from half field.

**10.14** Goalkeepers have five seconds to release the ball within the penalty area.

**10.15** A player may only play on one team in the same division.

## **11. COACHES**

**11.1** Players have the right for coaches to behave in a responsible adult manner and to help the players advance their knowledge and abilities in the game of soccer. The management will stop any game they feel is getting out of control, or which may result in an injury.

**11.2** Coaches will be given a verbal



warning before the referee or manager terminates the game.

## **12. RED CARDS**

**12.1** A player or coach receiving a red card during a game may not participate in the remainder of the game and shall be **AUTOMATICALLY** suspended from league play for a minimum of 1 game. Said player or coach must also leave the Facility immediately. Management will assess the situation and determine if a further ban is warranted. They will range from several games, season, 6 month, year, or permanent. Depending on severity.

**12.2** There will be a five-minute bench penalty. The coach and the red-carded player must call in the following day and speak with a manager to check if any further suspension shall apply. In any case, the responsibility for the red card is placed on the offending player or coach; therefore, no refunds will be issued.

**12.3** Please note that profanity or abusive language could be an automatic red card.

## **13. FORFEITS**

**13.1** The score 4-0 will be awarded the winning team in the event of a forfeit. If at any time during the game a team decides to forfeit the game, the winning team will receive the greater of a 4-0 score or the score at the time of forfeit.

**13.2** In the event that a game is terminated due to the misconduct of one team, the other team will record a 4-0 score or current score at termination time, whichever is greater.

**13.3** No refunds will be made.

**13.4** All forfeits due to no shows, illegal players, disciplinary action by management, non-payment of fees, or other causes will be recorded as 4-0 losses. No

refunds or credits will be issued for forfeits under any circumstances.

**13.5** If your team forfeits a game, that team will lose its bond or if no bond was required the team forfeiting a game is responsible for the prompt payment of twice your referee fee (your fee and your opponents fee)

## **14. RESCHEDULING**

**14.1** Games cannot typically be rescheduled.

**14.2** The following conflicts do not constitute legitimate excuses: coach out of town, basketball games or other sports activities, unavailable players, out of town tournaments, late games, etc.

**14.3** Game time preferences are to be offered at the beginning of registration. Teams that pay deposits first, receive preference to game time requests.

**14.4** XL Sports World will diligently work to meet you request needs. However, based on an extremely busy schedule, this is not always guaranteed.

**14.5** Game times advertised are not guaranteed and can be moved before the season starts.