

Puget Sound Premier League General League Regulations for Competition

The **Puget Sound Premier League (PSPL)**, is a competitive **US Club Soccer** league. The league is open to all teams within the state of Washington that are affiliated with **US Club Soccer**.

The inaugural PSPL – **Spring League 2008** will have the following play brackets for both boys and girls. A total of 18 teams per age group, divided equally into two (2) divisions, total teams 144. The Spring League will have a single center referee, with match report not being required.

U10 will play 2x30 minutes with a 5-minute halftime and a size four ball

U11 will play 2x30 minutes with a 5-minute halftime and a size four ball

U12 will play 2x35 minutes with a 5-minute halftime and a size four ball

U13 will play 2x35 minutes with a 5-minute halftime and a size five ball

Rule 101 Board

For league board, and advisors to the board see PSPL bylaws.

Rule 102 Territories

No club has exclusive territory rights in the PSPL.

Rule 103 Conditions for termination of team

Club and team affiliation may be terminated because of violation of performance conditions set forth by the league.

Rule 104 Conditions for competition in leagues

Following each season, the league competition board shall review the compliance record of each team in their specific division. The committee may find that compliance with the standards is insufficient and recommend action to the league office. In extreme cases of repeated noncompliance the respective executive committee may recommend the termination of the team or Club in question.

Rule 105 Conditions for team acceptance into league

Any club or team in good standing with US Club Soccer may apply for acceptance into the current league. Priority will be given to teams that commit to participate in the current league on a first come first serve basis. PSPL board will notify Club/Teams of acceptance.

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League Structure

Rule 201 Governance

All competition in the PSPL is governed by regulations approved by the league office.

Rule 202 Division formations

Competitive divisions will be structured according to the playing level of teams as determined by the PSPL Board of Competition, which has final authority on all placement issues. Should the PSPL determine that there are an insufficient number of teams to constitute an age group division the teams affected may be allowed to temporarily or partially compete in a different division of play.

Rule 203 Playing rules

All games under league jurisdiction shall be played according to the rules and regulations recognized by the PSPL which shall be the same rules set by FIFA/ U.S. Soccer (USSF) except for those exceptions authorized by FIFA or USSF.

Rule 204 The Playing season

Each playing season, which shall be designated by the PSPL, will be provided to teams at least two weeks prior to the beginning of the first league play. The “League” is designated by the PSPL for the season in which the league is played. Example, Spring, Summer, Fall or Winter, but shall not be limited or restricted to a season.

Rule 205 Point System

The Puget Sound Premier league (PSPL) shall operate under a point system. The point system shall award three points for a win, one point for a tie and no points for a loss. In case of a tie in the standings, head to head shall be the tiebreaker, followed in order by number of wins, plus/minus, goals for, goals against. In the event all tiebreakers are equal, the winner shall be decided by coin toss.

Rule 206 League Schedule

The league schedule is the responsibility of the league office. However once initial schedule is issued the teams may make changes to the schedule provided all affected teams agree to the change. Every effort must be made to play all games. If teams are unable to reach agreement for a makeup game the league office may re-schedule the game. Teams un-willing or unable to attend game will forfeit points from the game. Forfeit games will result in a 0-3 loss for the team forfeiting the match.

Rule 207 League standings

Official standings of teams, the keeping of which is the responsibility of the league office, are tabulated on a regular bases, and displayed on the Puget Sound Premier League website. The reporting of scores is the responsibility of the Home team of each game. The web site will keep posted the standings of the league. Both teams are responsible for reporting outstanding play by opposing players. Those players that have chosen multiple times will be invited to our Player Development Program, chaired by ID2 Program Director.

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Rule 208 Game lengths

- U9 will play 2x25 minutes with a 5-minute halftime and a size four ball
- U10 will play 2x30 minutes with a 5-minute halftime and a size four ball
- U11 will play 2x30 minutes with a 5-minute halftime and a size four ball
- U12 will play 2x35 minutes with a 5-minute halftime and a size four ball
- U13 will play 2x35 minutes with a 5-minute halftime and a size five ball
- U14 will play 2x35 minutes with a 5-minute halftime and a size five ball
- U15 will play 2x40 minutes with a 5-minute halftime and a size five ball
- U16 will play 2x40 minutes with a 5-minute halftime and a size five ball
- U17 will play 2x40 minutes with a 5-minute halftime and a size five ball
- U18/19 will play 2x45 minutes with a 5-minute halftime and a size five ball

Rule 208 may be modified by PSPL board, to best suit current league season schedule.

Rule 209 Substitutions

A team may have no more than 18 players eligible for each game. Players must be named on the game roster presented to the referee at beginning of each game. Free substitutions will be allowed in all age groups. Teams may only substitute with the referee's permission at the following times:

- Prior to a throw-in by the team in possession
- Prior to a goal kick, by either team
- At halftime
- After a goal, by either team
- After an injury, by either team when the referee stops play
- On a caution, but only the cautioned player

Rule 210 Eligibility

All players and coaches must present their US Club Player Identification Card to the referee prior to the match. If the individual's picture is not on the ID card and the card is not laminated, the individual will not be eligible for the match. Players must be named on the game roster presented to the referee at beginning of each game.

Teams may use guest players provided they have not played with another team during the Spring League. Guest players may only be added up to two weeks into the league season. Teams using guest players must send copies of transfer forms along with US Club roster the league Director of Competition. Players may not compete for more than two different clubs teams during one designated season unless approved by the league office. Player requesting transfer between two clubs or teams must serve at least a two week suspension before competing with new team unless otherwise approved by the Director of Competition.

Players may not play in more games in their age group than is scheduled for their team in the spring season. For example - In a U11 age group with 12 games, the player may not play more than 12 U11 games. If the same player plays 10 games with the first team they may only play 2 games with the 3 of 6 Puget Sound Premier League General League Regulations for Competition second team. For example - A player may not play 10 games with a first team and 10 games with a second team. Please note - Players may play up into older age groups an unlimited number of times.

Rule 211 League discipline

A send off (red card) will result in a minimum of a one (1) game suspension. A send off as a result of two cautions will result in the player being suspended for the next match. If a player is sent off during the weekend, they may not play the remainder of the weekend. Games sat out that weekend can count against the suspension, as long as noted on the Roster and/or Referee Game Report as such. Any team using suspended players will be disciplined the same as using illegal players. The League office must be notified of the send off within 24 hours by the home team. The player card can be returned to the team as long as the Referee Game Report shows the infraction, the players name and number.

Rule 212 Incomplete games

In the event a game cannot be completed, the game counts if one- half the game was completed. If there is no result and the match is suspended prior to the expiration of one half, the game shall be repeated at a time agreed upon by the competing teams in consultation with the league office.

Rule 213 No- shows/ forfeits

A no-show occurs when a team willfully does not show up at a game agreed to by the teams. Penalties for no-shows are as follows:

- A forfeit to the opposing team and additional loss of three points.
- One no show may result in team being terminated at the discretion of the league.
- The accumulation of two no-shows in a season shall result in the team's termination of the league.
- A forfeit will result in a 3-0 win to the team not at fault. A team unable to attend a scheduled game because of an accident, weather or act of God should immediately notify the opponent and the league office. Each situation shall be reviewed by the league office, which shall enter a decision.

Game Officials

Rule 300 Match officials

Match officials must be licensed Referees. The match officials shall consist of the referee and assistant referees (AR1,AR2) except for U9's may use one referee and club linesman. No match officials may have family members in the game they are working.

Rule 300 Match officials

Match officials must be licensed Referees. The match official for Spring League will be assigned by Starfire, and consist of a single center referee.

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Rule 301 Assignment of match officials

Match officials shall be assigned and paid by the home team of each match.

Disciplinary regulations

Rule 401 The league office shall have the authority to suspend, fine or disqualify players, team officials or competing clubs for violating league rules, or for any action or conduct not in the best interest of soccer or the PSPL

Rule 402 A panel of individuals from the league office shall conduct the review of disciplinary issues. Such panels will consist of at least three officials.

Minimum Standards

Rule 501 Team management requirements

Each team must have a team manager that handles the following responsibilities: scheduling, referee payments, travel cooperation, reporting of scores and communication with appropriate league officials. All teams must have access to email, and a telephone number connected to a 24 hour answering system during the season. All team managers must have an email address checked on a regular daily basis.

Rule 502 Playing venues

The playing field used by each team must be lined according to FIFA standards with goals nets and flags. The goals of each club shall be to provide an enjoyable experience for the fans, players, officials and everyone involved with the staging of a soccer game.

Rule 503 Personnel on the bench

A maximum of 3 non-playing personnel is allowed on each team bench.

Rule 504 Score reports

The home team will post the score on the Puget Sound website within 24 hours of the game and keep and file the game card for possible future reference.

Game Procedures

Rule 601 Exchange of game sheet

Teams must give opposing team and referee a roster 20 minutes prior to the beginning of each game.

Rule 602 Official score sheet

The game information shall be filled in on the PSPL web site after each match by the home team of each game.

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Home teams will keep and file the game cards for future possible reference.

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Rule 603 Referee Game Report

The Puget Sound Referee Game Report is to be given to the Referee by the home team before the game. It is to be filled out and signed by the Referee and each teams coach. The home team will keep and file the game card

for future possible reference. This form can be downloaded from

the Puget Sound Premier League web site, located at www.starfiresports.com

Registration

701 Master Rosters

Players may only play for one Club during the League. All out of Club transfers must be approved through PSPL Director of Competition. No player may play in more games than the number of games in their teams assigned division. Individual teams may contain up to 26 players. There is no limit to the number of changes made to the roster provided the players are active in the teams club, or have not played for another club in the League. Only 18 of 26 players may be used for matches. The 18 players must be on the official game roster given to the match official and opposing team before the start of the game.

702 Illegal players

Any player that does not appear on the US CLUB master roster shall be considered an illegal player. Any team using an illegal player shall forfeit three points for each game to the opposing team against whom the illegal player was used. In addition the guilty team shall forfeit an additional three points in the standings.

703 Player registrations

Players shall be registered according to US Club rules.

Code of Conduct

Do not tarnish the game of soccer, the PSPL, US Club Soccer, USSF, your club, your team, your self, your family or community. Behave reasonably, respectfully and flexibly.

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