

# READING BERKS JUNIOR SOCCER LEAGUE

## RULES OF COMPETITION

Effective \_\_\_\_\_



### 1. Rosters

ALL players and coaches MUST have a valid EPYSA/RBJSL pass in order to participate.

#### 1.1.Roster limits

##### 7v7 (U9/U10)

- Roster maximum 12 players
- Secondary player limit 2 players

##### 9v9 (U11/U12)

- Roster maximum 16 players
- Secondary player limit 4 players

##### 11v11 (U13 and up)

- Roster maximum 22 players, gameday roster maximum 18 players
- Secondary player limit 5 players

##### Coaches

There is no restriction on the number of approved coaches who can be listed on a team's approved roster.

#### 1.2.Roster changes

As per EPYSA guidelines, and as noted in the RBJSL Constitution and Bylaws:

- A team shall be allowed to drop (e. g., remove) an unlimited number of players from the approved roster during the seasonal year.
- A team shall be allowed to add players to the roster maximum during the seasonal year.
- A team shall be allowed to transfer no more than five (5) players during the seasonal year.
- Rosters are frozen after the second week of each season.

#### 1.3.Roster approval

Team rosters must be approved by the RBJSL Registrar. In order to ensure timely approval, deadlines for submitting the completed rosters are:

- No later than August 31, for the RBJSL fall season.
- No later than February 28, for the RBJSL spring season.

## 1.4. Secondary players

RBJSL permits teams to carry both primary and secondary players on team rosters.

### Registration

- A player may register with more than one team during the same seasonal year. At initial registration, the player must declare the team on which the player will have primary status.
- The player will be considered a secondary player on any and all other teams with which the player registers, provided the proper paperwork is completed.

### Roster considerations

- A secondary player counts toward the secondary team's roster maximum.
- A secondary player is considered a "guest player" when playing for the secondary team in tournaments. A secondary player is not eligible to play with the secondary team in EPYSA Cups.
- Refer also to Section 1.1 for secondary player roster limits. Refer also to Section 3.3 for secondary player gameday eligibility.

## 2. Modifications to the Laws of the Game

### 1.1. US Soccer/EPYSA modifications

All RBJSL games shall be played in accordance with FIFA Laws of the Game, US Soccer modifications, and RBJSL adoptions.

#### U9/U10

- 7v7
- 25-minute halves
- Build Out Line is enforced
- Deliberate heading of the ball is not permitted (it is considered dangerous play). Restart is an indirect free kick.

#### U11

- 9v9
- 30-minute halves
- Deliberate heading of the ball is not permitted (it is considered dangerous play). Restart is an indirect free kick.

#### U12

- 9v9
- 30-minute halves

#### U13/U14

- 11v11

- 35-minute halves

### U15/U16

- 11v11
- Minimum 7 players to start or continue
- 40-minute halves

### Field and goal size recommendations

Age Group	Number of Players	Maximum goal size	Field length	Field width
U9/U10	7v7	6.5' x 18.5'	55-65 yds	35-45 yds
U11/U12	9v9	7' x 21'	70-80 yds	45-55 yds
U13+	11v11	8' x 24'	100-130 yds	50-100 yds

## 1.2.RBJSJL modifications

### Game length and tiebreaker

Age Group	Number of Players	Ball Size	Game duration	Overtime duration
U9/U10	7v7	4	2x25 minutes	No overtime (ties stand)
U11/U12	9v9	4	2x30 minutes	No overtime (ties stand)
U13/U14	11v11	5	2x35 minutes	No overtime (ties stand)
U15/U16	11v11	5	2x40 minutes	No overtime (ties stand)
U17+	11v11	5	2x45 minutes	No overtime (ties stand)

### Substitution

Unlimited substitution by either team at any stoppage of play.

Substitutions occur at the half way line on the bench side of the field

## 3. Gameday policies and procedures

### 3.1.Minimum number of players

Each team must have the following number of eligible players in order for the game to start or continue:

- 7v7: Five (5) players
- 9v9: Six (6) players
- 11v11: Seven (7) players

### 3.2.Gameday roster

A maximum of three (3) coaches are permitted for a team at an RBJSL game.

Players and coaches must be shown on the approved gameday roster in order to participate. A copy of the roster is provided to both the referee and the opposing coach prior to the game.

For 11v11 teams with more than 18 players, the roster must be marked to indicate which 18 players are eligible for the game.

For teams with more than 3 coaches, the roster must be marked to indicate which coaches are eligible for the game.

For teams with suspended players or coaches, the roster must be marked to indicate that the suspension is being served.

### **3.3.Secondary player eligibility**

In the case where a player is registered to more than one team, and both/all teams are scheduled to play on the same day, the player must participate in the primary team's game in order to be eligible to participate in the secondary team's game(s) on that day.

If the secondary player's primary team has a game the same day but is after the secondary team game, the player may play in the secondary game provided the player then plays for the primary team later in the day.

Failure to play in the primary team game results in the player being ineligible for the secondary team game. The result is that the secondary team forfeits its game, the coach is suspended, and the Club is fined (as specified in the RBJSL Bylaws).

Any questions regarding this policy must be reviewed with the RBJSL prior to the affected teams' games.

### **3.4.Unplayable field conditions and/or unsafe/inclement weather**

If a game is terminated by the referee after one half of play has been completed, the result is considered final.

### **3.5.Bench location**

Unless there are specific protocols in place for a Home Club or venue, teams will be assembled on the players' side of the field only. NO spectators will be allowed on the players' side of the field.

### **3.6.Home and away team**

The home team must change uniform color if, in the opinion of the referee, both teams are wearing the same colors.

The home team is responsible for providing the game ball.

### **3.7.Player equipment**

Players must have unique numbers on the back of their uniforms. There are no repeated numbers per team.

Players are required to wear appropriate shin guards in accordance with FIFA Laws of the Game.

### **3.8.Player, coach, and spectator conduct**

Players, coaches, and spectators are expected to conduct themselves within the spirit and letter of the Laws of the Game.

Irresponsible behavior from spectators can result in removal of the spectator from the venue. Additional sanctions. Additional sanctions may be issued by RBJSL based on the nature of the offense.

Players, coaches, and team officials sent off/dismissed (red card) by the referee shall be ineligible for the next scheduled game. Additional sanctions may be issued by RBJSL based on the nature of the offense.

If a game is terminated due to actions attributed to one of the participating teams, that team will be considered to have forfeited the game. The opposing team will be awarded a 3-0 win.

## 4. Game Officials

### 4.1. Number of officials

One referee is assigned for:

- All U9/U10 games (7v7)
- All U11/U12 games (9v9)
- All U13 games and all U14 T2 games (11v11)

Three officials (one referee, two assistant referees) are assigned for:

- All U14 T1 games (11v11)
- All U15 and older games (11v11)

### 4.2. Club assistant referee

Club assistant referees are permitted to assist with ball in/out of bounds only. Furthermore, club assistant referees are prohibited from coaching or having any similar interaction with the players during the game.

### 4.3. Referee fees and payment

Each team is responsible for paying half (1/2) of the referee fees.

- For games in which three officials are assigned, each team should plan to pay half (1/2) of the referee fee, and full fee for one of the assistant referees.
- Referee fees for the current season are listed on the EPYSA website, [www.epysa.org](http://www.epysa.org)

## 5. Scores and standings

### 5.1. Standings

**Standings Points.** Teams are awarded RBJSL Standings Points as follows:

- Three (3) points for a win
- One (1) point for a tie.
- Zero (0) points for a loss

**Fair Play Deduction.** 1 standings point will be deducted for each of the following:

- Coach, Assistant Coach or player is sent off (red card)
- Spectator is removed from the venue (as reported in referee game reports)

## 5.2.Score reporting

RBJSL requires all clubs to enter game scores as soon as possible after each game, and no later than the following **Monday at 6 PM**.

Scores will appear in the RBJSL standings after both home and away clubs have entered the game score, and the entered game scores match.

- Club Administrators are encouraged to have their coaches enter the scores after the games.
- Club Administrators are expected to ensure that all scores for their club's games are entered in a timely manner.
- Clubs are fined for **each** game score that is entered after the Monday 6 PM deadline.

## 5.3.Forfeited games

In order to preserve the integrity of standings tiebreaker scenarios, the score of a forfeited game will be recorded as 3-0.

# 6. Postponing and rescheduling games

## 6.1.Requesting schedule changes

After the league schedule is finalized and released, game postponement requests will be honored for unplayable field conditions/dangerous weather ONLY.

## 6.2.Postponements due to unplayable field conditions

In cases of unplayable field conditions or dangerous weather, game postponement requests must be submitted by the home club Field Commissioner ONLY (please, no requests submitted directly by coaches!).

### Deadline for postponing games:

- 8:00 AM for Saturday games
- 10:00 AM for Sunday games
- 2 hours before kickoff for weeknight games.

After the deadline has passed, the game is left to the discretion of the assigned referee. If the referee determines that the field is unplayable, the referee is to be paid 1/2 fee.

Game postponements are submitted to:

- RBJSL: via email to Trish Allen [punchesmom@aol.com](mailto:punchesmom@aol.com), cc Mark Radcliffe [mark@theraddie.com](mailto:mark@theraddie.com), (please **DO NOT** email the referee assignor directly!).
- Away team: via email and/or phone call to the away team coach

Postponed games will be updated in the schedule to show no game date/time (as a placeholder).

### **6.3.Rescheduling games**

The home club Field Commissioner works to complete rescheduling activities within two weeks of the postponement. It is expected that the reschedule date falls before the end of the league season.

1. Home team coach works with the visiting team coach to agree on a mutually agreeable date and an approximate time.
2. Home team coach confirms field availability, then relays the requested reschedule information to the home club's Field Commissioner.
3. Home club's Field Commissioner works with the RBJSL Games Commissioner to finalize the reschedule date and time, taking referee assignment needs into consideration (assignments are normally made at least 2 weeks in advance):
  - Game time may be adjusted to facilitate multiple consecutive games at the location (or at a nearby location).
  - DEADLINE for finalizing reschedule requests for the upcoming weekend: Tuesday at 5:00 PM.
4. RBJSL Games Commissioner updates the schedule date and time in the system and notifies the referee assignor.