

THE RHODE ISLAND YOUTH SUPER LIGA, LLC



The Youth Soccer Experience

**RULES AND POLICIES
FOR
COACHES AND REFEREES**

2022 SPRING

Updated 2-12-22

www.thesuperliga.com

SEASON

20



22

SCHEDULE

FEBRUARY

15 TH		CCL ROUND OF 16 - (FIRST LEG) A _T CAVALRY A.S
22 ND		CCL ROUND OF 16 - (SECOND LEG) V _S CAVALRY A.S
26 TH		A _T PORTLAND TIMBERS

MARCH

5 TH		V _S FC DALLAS
12 TH		V _S REAL SALT LAKE
19 TH		A _T CHARLOTTE FC

APRIL

2 ND		V _S NEW YORK RED BULLS
9 TH		A _T INTER MIAMI CF
16 TH		V _S CHARLOTTE FC
23 RD		A _T D.C. UNITED
30 TH		V _S INTER MIAMI CF

MAY

7 TH		V _S COLUMBUS CREW
15 TH		A _T ATLANTA UNITED
21 ST		A _T FC CINCINNATI
28 TH		V _S PHILADELPHIA UNION

JUNE

12 TH		A _T SPORTING KANSAS CITY
15 TH		V _S ORLANDO CITY
19 TH		V _S MINNESOTA UNITED
26 TH		A _T VANCOUVER WHITECAPS

JULY

3 RD		V _S FC CINCINNATI
9 TH		A _T NYCFC
16 TH		A _T PHILADELPHIA UNION
23 RD		A _T COLUMBUS CREW
30 TH		V _S TORONTO FC

AUGUST

6 TH		A _T ORLANDO CITY
13 TH		V _S D.C. UNITED
17 TH		A _T TORONTO FC
20 TH		A _T CF MONTREAL
28 TH		V _S LA GALAXY
31 ST		V _S CHICAGO FIRE

SEPTEMBER

4 TH		V _S NYCFC
10 TH		A _T NEW YORK RED BULLS
14 TH		A _T HOUSTON DYNAMO FC
17 TH		V _S CF MONTREAL

OCTOBER

1 ST		V _S ATLANTA UNITED
9 TH		A _T CHICAGO FIRE

ABOUT US.....

The Rhode Island Youth Super Liga, LLC, (RIYSL),

“the **SUPER LIGA**”, is an independent league made up of competitive level teams from southern New England area including Connecticut, Massachusetts, and Rhode Island. Each year as many as 800 teams and nearly 40 local youth soccer organizations participate in our programs. Our girls and boys' teams' range in age from 8 through 19 years old. The Super Liga is a proud sanctioned league of Soccer Rhode Island, United States Youth Soccer and the United States Soccer Federation. As a sanctioned member, RIYSL is required to adhere to their bylaws and policies.

The “Super Liga” conducts activities for two seasons each calendar year. The **Spring League** which runs generally from March through June, and the **Fall Tournament** which occurs in September and October.

Our slogan..... “The Youth Soccer Experience”, encompasses our philosophy of providing a fun-fill and competitive environment for all the teams participating in all our Super Liga competitions. We look to all our coaches, parents and spectators to help us provide “The Youth Soccer Experience” to all our players. We also promote the game of soccer through education, activities, and competition.

Many of our off-field activities include the New England Revolution Super Liga Night, coaching clinics, skills soccer challenge, and awards banquets, which reinforces our mission to further the interest of players, parents, coaches, and administrators in the game of soccer. We hope the end result of participation in our programs improves the skills, knowledge, and love of the sport, of our players.

THE SUPER LIGA STAFF

- President : Lisa DeLemos
- Director of League Operations: Oscar DeLemos
- Administrator/Scheduler : Gary Padula
- Director of Referee Initiative Program: Ed Martins
- Director of Coaching Education: Giovanni Pacini
- Regional Referee Assignor : Kathy Souza
- Regional Referee Assignor : Tom Duff
- Regional Referee Assignor : Michael Forte
- Regional Referee Assignor : Al Ricci
- Computer Technician : Ken Rahn
- Financials : David Oliveira

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LAW 1 - THE FIELD OF PLAY

Age Group: 8U

- **Field:** 35 yards long by 30 yards wide
- **Goals:** 4 feet high and 9 feet wide
- Goals must be anchored properly to the ground (for training & games).
- Four 4 corner flags or 4 cones and with all appropriate field markings:
 - Midfield line with a 5-yard radius Center Circle
 - Goal box-11 yards wide by 5 yards deep
 - No penalty area marked on the field.

Additional Markings:

- Coaching box on the players side parallel to the touch line (one for each team) set back 3 feet for a length of 10 yards.
- Coaching instructions must be given from this area.
- Spectator line 4 feet from the touchline opposite the players side of the field, goal line to-goal line.

Age Groups: 9U through 19U

- **9U-10U** **Field:** 60 yards long by 40 yards wide
 Goals: 6 feet high and 18 feet wide
- **11U-12U** **Field:** 75 yards long by 50 yards wide
 Goals: 7 feet high and 21 feet wide
- **13U-19U** **Field:** Maximum 120 yards, minimum 110 yards long by
 maximum 70 yards, minimum 60 yards wide
 Goals: 8 feet high and 24 feet wide
- Goals must be anchored properly to the ground (for training & games).
- Four 4 corner flags maximum 5 feet high with blunt top, no cones or discs are allowed.

Additional Markings:

- Coaching box on the players side parallel to the touch line (one for each team 6 yards from each other) set back 3 feet for a length of 10 yards.
- Coaching instructions must be given from this area.
- Spectator line 4 feet from the touchline opposite the players side of the field, goal line to-goal line.

SafeSoccer Goals

SOCCER GOAL SAFETY is one of **SUPER LIGA**'s top priorities for all games, training sessions and events.

All associations/clubs, coaches, referees and parents should take the utmost attention in monitoring that all soccer goals are properly anchored prior to, during and after, every training session and game, which will prevent them from collapsing onto any player.

Everyone should take responsibility, especially the home team, to assure that all soccer goals are anchored.

If a referee, coach, parent or an association official discover that a soccer goal is not properly anchored, the home team must take immediate action and anchor the goal properly.

NO SUPER LIGA GAME WILL BE PLAYED IF A SOCCER GOAL IS NOT PROPERLY ANCHORED.

Any association violating this safety rule will be subject to disciplinary measures.

We look to all of you for your cooperation and support in assuring a safe place for our children to play the game of soccer.

▲ WARNING

ALWAYS ANCHOR GOAL.

Unsecured goal can fall over
causing serious injury or death.

LAW 2 - THE BALL

Age Groups:

- 8U **Size : 3**
- 9U through 12U **Size: 4**
- 13U-19U **Size: 5**

The team listed first on the schedule will be the home team and be responsible for providing the game ball.

LAW 3 - THE PLAYERS

8U

- 4 field players (no goalkeeper).
- Maximum team roster is 8 players
- 3 players are necessary to start a game.

9U-10U

- 7 field players (includes a goalkeeper).
- Maximum team roster is 14 players.
- 5 players are necessary to start a game.

NOTE: It is recommended that all players in the 8U, 9U and 10U Divisions play at least 50 % of the game.

11U-12U

- 9 field players (includes a goalkeeper).
- Maximum team roster is 16 players.
- 6 players are necessary to start a game.

13U-19U

- 11 field players (includes a goalkeeper).
- Maximum team roster is 18 players.
- 7 players are necessary to start a game.
- A player pool of 22 players is allowed with a maximum of 18 players allowed to play in the game.

SUBSTITUTIONS

8U

- Substitutions are made on the fly with the field player first leaving the field.

9U-19U

- After a goal by either team.
- Prior to a throw-in in your favor.
- Prior to a goal kick by either team.
- At half-time.

NOTE: Once a team substitutes a player in the above situations, the opposing team may substitute an unlimited number of players.

- **Players who are being substituted for, may leave the field anywhere on the player bench side of the field.**

Injured Player

- When the referee stops play for an injury by either team, and the coach enters the field of play to tend to the injured player, the injured player must leave the field.
- The opposing team may substitute one player.

Cautioned Player

- The cautioned player can be substituted before play is restarted.
- The opposing team may substitute one player if the cautioned player is substituted.

PLAYER PASSES

- All players are required to have USYSA certified passes.
- Passes can be physical or virtual.



HEADING POLICY

The United States Soccer Federation's "Recognize to Recover" health and safety program mandates that.....

- All players 10 years old and younger, shall not engage in heading in practice/training or in games, (8U,9U,10U,11U).
- For all players 11 and 12 years old (12U), head ball training will be limited to a maximum of 30 minutes per week with no more than 15-20 headers per player, per week.

In addition to the safety initiatives, the following modified rule will be implemented:

- During a 11U game and younger, if a player deliberately heads the ball in a game, an indirect free kick (IFK) will be awarded to the opposing team from the spot of the offense. If the deliberate header occurs within the goal box area, the indirect free kick will be taken on the goal box area line, parallel to where the infringement occurred. If a player does not deliberately head the ball, in the discretion of the referee, the play should continue.



**RECOGNIZE TO
RECOVER**

HEAD TRAUMA POLICY

Any head trauma can be a serious health condition which may result in a player having a concussion.

The proper procedure for the head trauma policy occurring during a **SUPER LIGA** games is:

1. The Referee stops the game because a player experiences some type of head trauma and cannot continue to play.
2. The Referee notifies the player and coach that he has determined a head trauma has occurred.
3. The player is removed from the game and not allowed to return.
4. The Referee notes the player's name and writes a detailed explanation of the circumstance that resulted in the injury on the physical game report.
5. Following the game, the Referee submits their game report into the Assigned By Super Liga online system.
6. The league sends notification to the association/club of the player, informing them of the injury.
7. The association/club and coach acknowledges receipt of the notification and contacts the player and parents notifying them that the player cannot resume any activities in the league until they have received a medical release from a health care provider.
8. The player receives a medical release and sends a copy to their association/club.
9. The association/club sends a copy of the medical release to the league.
10. The league acknowledges receipt of the medical release and releases the player to resume play.



LAW 4 - THE EQUIPMENT

- Each team must wear a uniform consisting of matching shorts, socks and shirts.
- Each shirt must have a unique number on the backside. All shirts must be tucked into the shorts and all socks will be pulled up over the shin guards; boxer undershorts must not be visible below the bottom of a player's shorts.
- The home team will be expected to change shirts or add pull-over vests in case of duplicate or similar colors.
- The referee on the field can allow additional clothing to be worn if he/she feels it is necessary for the welfare of the players during any inclement weather.

SHOES & SHINGUARDS

- All forms of tennis shoes and soccer cleats can be worn. No baseball or football cleats are allowed.
- Shin guards are mandatory for all players and will be checked by the referee prior to each game.

MISCELLANEOUS

- No jewelry is allowed to be worn, nor may it be taped over.
- No hard plastic, metal barrettes or combs are allowed.
- Only Medical Bracelets and/or Medical Necklaces are allowed to be worn. The excess slack shall be taped on the Medical Bracelet allowing for enough room to read the information.
- The referee has the right to ask any player to remove any other jewelry or hair item that he/she considers dangerous.
- Head and wrist bands will be allowed as long as they are color coordinated with the uniform. Bandannas are not allowed. The referee, in his/her discretion, may require the removal of headbands.
- All casts must be properly covered with sufficient padding to protect all players on the field. The decision to allow a player wearing a cast to enter a game is at the discretion of the referee.
- Head Gear may be worn if RISYL has been informed by the team that a player would like to wear it, 48 hours prior to the game. The referee, in his/her discretion, may require the removal of the Head Gear.

LAW 5 - THE REFEREE

- All referees are required to be USSF certified.

8U

- There will be one referee assigned per game and will be assigned by the home team association's USSF certified referee assignor.

9U-12U

- There will be one referee and two assistant referees assigned per game in these age groups and will be assigned by the home team association/club's USSF certified referee assignor.

13U-19U

- There will be one referee and two assistant referees assigned per game in these age groups and will be assigned by RIYSL Regional USSF certified referee assignors.

Referee Responsibilities

- Enforce all FIFA laws of the game and rules & policies of USYS, SRI and RIYSL (The Super Liga).
- Honor acceptable behavior and give unacceptable behavior effective attention, by identifying misbehaving players, coaches and spectators.
- Required to judge if fan disorder is detrimental to the safety of all participants, and to act accordingly. Such acts may include the request of support from coach(es), suspending the game, summoning appropriate authorities, game termination, or other actions deemed appropriate to protect participants, fans or staff.
- Inspect all goals to assure that they are in good condition and anchored to the ground properly before the game.
- Inspect all players' equipment prior to the start of each game and see to it that all players conform to RISYL Standards.

(Continued on Next Page)

LAW 5 - THE REFEREE (CONTINUED)

- Verify the identity of all players and coaches using approved passes. After the verification process the referee will return the passes back to the coach. The referee will not allow anyone to play or coach without a pass, and who does not appear on the game day approved roster. Any person with a current coach's pass will be allowed to coach any team. If due to unusual circumstances, ALL players' and coaches' passes are not available for the entire team prior to the start of the game, the coach will have until the end of the game to produce the passes. If the passes are not presented at the end of the game, that team will forfeit the game and incur fines.
- If any or all referees are not present to officiate the game prior to the start, volunteer(s) will be used, agreed by both coaches. The hard copy game report must reflect the agreement by both coaches signing the game report.
- There will be no two-man system of officiating in any **SUPER LIGA** game. If it is determined that a referee was involved officiating a two-man system, He/she will be denied any further **SUPER LIGA** game assignments and the Rhode Island State Referee Committee will be notified.
- Referees are required to enter the game report information, for each game they officiate, into **ASSIGN BY SUPER LIGA**, within 24 hours of the completion of the game. The physical game report is to be signed by both coaches after the conclusion of the game. The referee is required to keep all game reports and its corresponding game day team rosters for the entire season. At the end of the tournament the referees will be informed to dispense with all the game reports and game day team rosters. Failure for a referee to enter the game report on Assign By Super Liga within 24 hours of the completion of the game, will result in the referee being denied the right to officiate future **SUPER LIGA** games.

(Continued on Next Page)

LAW 5 - THE REFEREE (CONTINUED)

- Decide cancellations of games due to unsafe local conditions, such as foul weather or other unacceptable playing conditions. The decision shall be entirely at the discretion of the referee without any interference from coaches, players or spectators. Player safety will be the primary criterion for the cancellation of any game; not simply whether someone present wishes to play or not.
- In the event lightning is detected, the game must immediately suspend. The referee can restart the game, if after 20 minutes of the game suspension, there is no lightning being detected. If by 40 minutes the lightning threat is not over, the referee will terminate the game.
- If the referees cancel a game due to unsafe local conditions, the teams may not play the game using volunteer referees in place of the assigned referees.
- If a game is terminated after the completion of the first half, the score at that time will be the final score. If a game is terminated prior to the end of the first half, the game will be replayed. **SUPER LIGA** will confirm the replay date, time and place.

PLAYER DUAL ROSTER POLICY

Any **SUPER LIGA** player can be dual rostered within their association/club for **SUPER LIGA** play.

- A player rostered to an Anchor, Open or Classic-Gold team, cannot be dual rostered on a Rhody team.
- No team can have more the 40% of their roster with dual rostered players.
 - Ex. 16 total players on the roster, 40% = 6.4 > Rounded down to - 6 players.
 - Ex. 14 total players on the roster, 40% = 5.6 > Rounded up to - 6 players.
- Dual rostered players must play 4 games for both teams that they are rostered to. Violation of this part of the policy will result in the player being disqualified for the playoffs.
- For the **FALL SUPER LIGA TOURNAMENT**, you cannot dually roster any player after the 4th weekend of games

CLUB PASS POLICY

The Club pass was created by USYS for the purpose of providing developmental opportunities for players in league play.

Club Pass can only be used within an association/club's teams in **SUPER LIGA** and not with another association/club's teams.

- All players must be rostered to at least one team.
- Club Pass Players' names must be written on the game day roster, with their team number, jersey number, and their passes must be shown to the referee.
- No Limitation on number of games a player can play in a day/weekend.
- No Anchor, Open or Classic-Gold player can play on a Rhody team.
- A player that is dual rostered, the highest-level team that they are rostered to will be their primary team for applying the Club Pass policy.
 - Ex. Player rostered to a 11U Classic Blue team and a 12U Classic Gold team, The 12U Classic Gold team will be their primary team for applying the club pass policy
- Club Pass can be used until the end of the season/tournament.
- Club Pass cannot be used for the **SUPER LIGA** playoffs and championships.
- Any violation of the Club Pass policy will result in a game forfeit, fine and a coach's one game suspension.



CLUB PASS POLICY

Age Groups : 8U-12U

Level/Division: Anchor, Open, Classic Gold, Classic, Classic Blue, Rhody

- Players can move up or laterally, up to a maximum of **four substitutes**.
 - Ex. 8U Boys Classic club passes to 9U Boys Classic
 - Ex. 9U Boys Classic Blue club passes to 9U Boys Classic Gold.
 - Ex. 10U Girls Classic Gold club passes to 10U Girls Classic Gold
 - Ex. 11U Girls Classic clubs passes to 12U Girls Classic Blue
 - Ex. 12U Boys Classic Blue club passes to another 12U Boys Classic Blue
- Players who are playing up an age group, can club pass down to their age group, same level or higher, up to a maximum of **four substitutes**.
 - Ex. a true 11U Boy player playing up on a 12U Boys Classic Gold team, can club pass down to a 11U Boys Classic Gold team or higher. Cannot club pass down to a Classic Blue or a Rhody team.
- Players cannot move down in any other situations.

Age Groups: 13U-19U

Level/Division: Anchor, Open, Classic Gold, Classic, Classic Blue, Rhody

- Players can move up or laterally, up to a maximum of **six substitutes**.
 - Ex. 14U Girls Classic Gold clubs passes to 16U Girls Classic
 - Ex. 14U Boys Classic Blue club passes to another 14U Boys Classic Blue
- Players who are playing up an age group, can club pass down to their age group, same level or higher, up to a maximum of **six substitutes**.
 - Ex. a true 16U Boy player playing up on a 19U Boys Classic team, can club pass down to a 16U Boys Classic team or higher. Cannot club pass down to a Rhody team.
- Players cannot move down in any other situations.

Note: If you have any questions about applying the Club Pass Policy, please contact your association/Club coordinator or the **SUPER LIGA** office.

GAME DAY ROSTERS



SOCCER RHODE ISLAND
Roster & Game Day Form

2014 Spring Super Liga Season

Age Group: U19 Anchor
Division: Competitive

Position: 1

Organization Name: Rhode Island Soccer

Team Name: RI Soccer 2014 R114

Team ID: 187627M1110001

Shirt Color:



✓ Coach:	1. Name: Jesus Lopez	ID# :C92504151260	Coach ID# :L55C A
✓ Assistant:	Name: Costa, Ed	ID# :C05140617093	Coach ID# :L55C A

3.

UF	Last Name, First, MI	BOI	ID#	City	STATE	POS	Birthday
✓	100 Cardona, Oscar	M	Cardo20080912	Bristol	RI	F	10/20/1995
✓	8 Mateo, Juan	M	Mateo00091003	Bristol	RI	F	7/28/1995
✓	2 Luis, David, C.	M	Luis0817303533	Bristol	RI	F	9/3/1995
✓	9 Perez, Enzo	M	Pez0829061145	Bristol	RI	F	11/5/1995
✓	4 Seltzer, Silvio	M	Silvio11154650	Bristol	RI	F	11/25/1995
✓	8 Lampert, Grant	M	Lamp041543045	Bristol	RI	F	10/25/1995
✓	11 Rooney, Wayne	M	Roos054640045	Bristol	RI	F	7/26/1995
✓	14 Piratola, Cristiano	M	Pirat0318000468	Bristol	RI	F	9/7/1995
✓	16 Pereira, Maxi	M	Pereira2417000000	Bristol	RI	F	11/7/1995
✓	15 Silva, David	M	Silva200800000417	Bristol	RI	F	11/7/1995
✓	3 Aguiar, Carlos	M	Aguiar0409180008	Bristol	RI	F	10/29/1995
✓	5 De Rosa, Jeremiah	M	DeRosa0618181205	Bristol	RI	F	7/28/1995
✓	18 Costa, Fernando	M	Costa030515811802	Bristol	RI	F	9/3/1995
✓	20 Terry, John	M	Terry11054510042	Bristol	RI	F	11/25/1995
✓	24 Motta, Arthur	M	Motta0814000403	Bristol	RI	F	11/25/1995
✓	23 Padilla, Paul	M	Padilla0407200197	Bristol	RI	F	4/24/1995
✓	21 Peregian, Luciano	M	Pereg000318030000	Bristol	RI	F	3/24/1995
✓	7 John Smith	M	Harvey18030000	Bristol	RI	F	6/20/1995

2.

Date: 3/1/2014

There are three important items that a referee must check the game day roster for:

1. In the sample above, all players must have their jersey numbers written in next to their name. If it is not, the referee shall hand the game day roster back to the coach so that he/she can fill it in. Both game day rosters must be identical.
2. Write in players are allowed to play as long as they have a certified player pass.
3. The referee or Assistant Referee, upon checking in the players and coaches prior to the start of the game must place a check mark next to the players' numbers and coaches' names.

GAME REPORT



Rhode Island Youth Super Liga, Inc

THE SUPER LIGA

GAME REPORT

Game #	Date	Age / Division	Time

HOME

VISITOR

Uniform Color	Uniform Color
Final Score	Final Score
Goal Scorers (Uniform Number and Time)	Goal Scorers (Uniform Number and Time)

OFFICIALS

REF

AR1

AR2

Home Coach

Visitor Coach

Check off the following.....

- HOME Team Game Day Roster
- VISITOR Team Game Day Roster
- HOME Team Passes
- VISITOR Team Passes

CAUTIONS - (Yellow Cards)

Team (Color)	Player's #	Reason

EJECTIONS - (Red Cards)

Team (Color)	Player's #	Reason

FIELD CONDITIONS

CORNER FLAGS	Good	Short	Poor
GOAL POSTS	Good	Fair	Poor
NETS	Good	Fair	Poor
LINES	Good	Fair	Poor
FIELD	Good	Fair	Poor
COACHES' BOX	Good	Fair	Poor

(Please Circle the appropriate condition)

Super Liga Team Sportsmanship Award

HOME	VISITOR
<input type="text"/>	<input type="text"/>

Please rate each team on a scale of 0 (worst) - 5 (best)

Super Liga Spectator Evaluation Score

HOME	VISITOR
<input type="text"/>	<input type="text"/>

Please rate each team's spectators on a scale of 0 (worst) - 3 (best)

REFEREE COMMENTS / FEEDBACK

The home team coach provides the referee with the physical copy of the **SUPER LIGA** game report. The following areas must be filled in by the home team coach prior to submitting it to the referee.

- GAME NUMBER
- DATE game was played
- HOME TEAM
- VISITING TEAM

If any of these areas are not filled in, the referee will return the physical game report back to the home coach so that he/she can fill in the information.

GAME REPORT ENTRY AND APPROVAL

REFEREES, have up to 24 hours from the conclusion of the game to enter the game report online in **ASSIGN BY SUPER LIGA**. Referees who do not enter the game report on time, may be denied future game assignments.

After the referee enters the game report online, each **COACH** will receive an email indicating that the game report is ready for their approval. Coaches have up to 48 hours to approve the game report online. Coaches can approve the game report in their accounts on the **SUPER LIGA** website. It is important during the approval process to provide feedback on the referees' performances during the game.

LAW 6 - THE ASSISTANT REFEREE

- All assistant referees must be USSF certified. The assistant referees will work with and under the direction of the referee. They will be accorded the same respect as the referee.

8U

- No assistant referees are required.

9U-19U

- Two assistant referees are required.



WHAT'S YOUR TROPHY MOMENT?

"This was the first trophy I ever received. I knew that if I worked hard, at the end of the season I would be lucky to get one. It will always be my favorite trophy...until I get another!"



Jack Skerry

Age 8

Ocean State Soccer



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REFEREE AND ASSISTANT REFEREE FEES

AGE	Referee	AR	Fee/Team
8U	\$ 22.00	-	\$ 11.00
9-10U	\$ 30.00	\$ 18.00	\$ 33.00
11-12U	\$ 36.00	\$ 22.00	\$ 40.00
13-14U	\$ 44.00	\$ 26.00	\$ 48.00
15-16U	\$ 50.00	\$ 30.00	\$ 55.00
17-19U	\$ 60.00	\$ 34.00	\$ 64.00

If only the referee is officiating a **SUPER LIGA** game, the following are the fees for the referee.

AGE	Single Referee	Fee/Team
8U	-	-
9-10U	\$ 40.00	\$ 20.00
11-12U	\$ 48.00	\$ 24.00
13-14U	\$ 50.00	\$ 25.00
15-16U	\$ 60.00	\$ 30.00
17-19U	\$ 70.00	\$ 35.00



LAW 7 - THE DURATION OF THE GAME

Age Group	Minutes per Half	Half Time
8U	4-12 minutes Quarters	5 Minutes
9U-10U	2 - 25 minutes	5 Minutes
11U-12U	2 - 30 minutes	5 Minutes
13U-14U	2 - 35 minutes	5 Minutes
15U-17U	2 - 40 minutes	5 Minutes
18U-19U	2 - 45 minutes	5 Minutes

There will be no overtime period during the tournament.

LAW 8 – THE START AND RESTART OF PLAY

All FIFA rules apply

LAW 9 – THE BALL IN AND OUT OF PLAY

All FIFA rules apply



LAW 10 – DETERMINING THE OUTCOME OF A MATCH

GOAL DIFFERENTIAL POLICY

The **SUPER LIGA**, will not record a final score of more than a 4-goal differential for any game.

Goal differential policy does not apply to 8U age group.

Age Groups: 9U-19U

If the goal differential during the game reaches 6, the team trailing can add a player to the game. The trailing team can continue to add a player to the game for every additional goal up to a goal differential of 8.

Ex. 6 GD add a player, 7 GD add another player, 8 GD add one more player. If the GD reaches 8, the trailing team would have been able to add 3 additional players. If the trailing team scores a goal after adding a player, the player added must be removed from the field of play.

If a team's winning score of a game is a nine-goal differential:

- First Offense- A warning.
- Second Offense, a point deduction from the standings.

If a team 's winning score of a game is a ten-goal differential or more:

- The coach will be suspended for the following two games and a point deducted for the standings.

If both coaches agree by the end of the game, they can opt out of the Goal Differential Policy. The referee must be notified, and a note must be made in the game report, signed by bothcoaches.

NOTE: If an unordinary situation occurs. **SUPER LIGA** will have discretion.

LAW 11 – THE OFFSIDE

All FIFA rules apply

LAW 12 – FOULS AND MISCONDUCT

DISCIPLINARY POLICY

During any **SUPER LIGA** game and/or event, everyone is asked to conduct themselves in a manner respectful to each other and to the game. Any inappropriate behavior that contradicts the philosophy of the **SUPER LIGA**, will not be tolerated.

- Any **PLAYER** ejected for fighting or for a display of unsportsmanlike like manner deemed by the referee.....
 - First Offense - Three game suspension.
 - Second Offense - Suspended for the remainder of season/ tournament
- Any **COACH** ejected for fighting or for a display of unsportsmanlike like manner deemed by the referee.....
 - First Offense - Three game suspension. And a \$100 fine.
 - Second Offense - Suspended for the remainder of season/ tournament and a \$200 fine.
- Any **SPECTATOR** who displays an unsportsmanlike manner or inappropriate behavior deemed by the referee, during a game, the referee will ask the coach of the team the spectator supports, to inform the spectator to leave the playing field area immediately. If the spectator refuses.....
 - Referee will terminate the game.
 - The team the spectator supports will forfeit the game.

If a second incident occurs with the same team in the same competition...

- The team will be suspended for the remainder of the competition.
 - All remaining games will be declared forfeits and fines will be assessed.
- Any **SPECTATOR** that enters the field of play without permission from the referee (this does not include in a case of a medical emergency where a parent may come out onto the field to aid his or her child)...
 - Will force the referee to terminate the game immediately.
 - The team the spectator supports will forfeit the game.

If a second incident occurs with the same team in the same competition...

- The team will be suspended for the remainder of the competition.
- All remaining games will be declared forfeits and fines will be assessed.

Depending on the severity of the situation, **SUPER LIGA** may impose further sanctions.

FORFEITS

- If a team does not show for a game or does not have the minimum number of players to start a game, they will incur a forfeit and fines.
- If both teams do not show for a game or both do not have the minimum number of players to start the game, both teams will incur a forfeit and fines.
- The referees are not to be paid at the field. **SUPER LIGA** will pay the referees for the forfeit from the association/club bond monies.

8U

- There will be no forfeits in this age group. All accommodations will be made by the coaches to assure the game is played.

9U-10U

- Teams not able to field a minimum of 5 players, 15 minutes after the official start of the game time, will forfeit the game and incur fines.

11U-12U

- Teams not able to field a minimum of 6 players, 15 minutes after the official start of the game time will forfeit the game and incur fines. The game report submitted by the referee will reflect the forfeit and **SUPER LIGA** will record a 4-0 final score.

13-19U

- Teams not able to field a minimum of 7 players 15 minutes after the official start of the game time will forfeit the game and incur fines. The game report submitted by the referee will reflect the forfeit and **SUPER LIGA** will record a 4-0 final score
- The referee will start the game as soon as the minimum number of players become available within the 15-minute grace period. Players are considered available if sitting in, on or near the field or sitting in cars.

The logo for Hummel, featuring the word "hummel" in a bold, lowercase, sans-serif font. The letters are black with a white outline, giving it a 3D or shadowed appearance. The logo is centered at the bottom of the page.

PROTESTS

Protests in all divisions will be handled in the following manner:

- The coach must sign the game report and state their intent to protest the game to the referee before leaving the field.
Failure to do so will nullify any protest.
- A written letter of protest containing all pertinent information must be submitted to the **SUPER LIGA** office within 5 working days, accompanied by a check of \$100. The fee will be returned if the protest is upheld or retained if the protest is denied.
- A committee will be appointed by **SUPER LIGA** to hear the protest. All decisions of the protest committee are final.

NOTE:

Interpretations of the Laws of the Game by a referee or an assistant referee during a Game he/she is officiating are **not protest able**.

HEARINGS-DISCIPLINE

- **SUPER LIGA** may choose at anytime to hold a hearing regarding a situation that may have occurred during any competition.
- All parties will be informed in writing within 10 days of the date of the hearing. Also, **SUPER LIGA** may require all parties to submit any relative information before the hearing.
- **SUPER LIGA** will select a panel of three individuals, who will preside over the hearing and then render a decision, if and when it is required to do so.
- A format for the proceedings will be explained at the beginning of the hearing by the chairperson of the three-member panel.
- The decision of this panel is final.
- **SUPER LIGA** reserves the right to provide discipline for any violation of its policies where not specified.



YELLOW AND RED CARDS

- A Yellow Card is a caution (warning) given to a player or a coach, by the referee, for unacceptable behavior. If a player or coach receives 2 Yellow Cards in a game, it will result in an automatic ejection from that game, and a one game suspension from the next **SUPER LIGA** game.
- Any team having accumulated more than 10 total yellow cards at any point during any competition, may be asked to attend a disciplinary hearing depending on the content of the Yellow Cards issued. Any decisions made by a disciplinary hearing committee are final.
- A Red Card is an automatic ejection from the game for a player or coach, by the referee. See the Disciplinary Policy for game suspensions.
- Issuance of cautions and ejections shall be done in accordance with FIFA procedures. Anyone receiving a Red Card must leave the playing field and the immediate area. Failure to do so will result in a forfeiture of the game by the offending team. Penalties will be assessed by **SUPER LIGA** for the issuance of Red Cards.
- A referee is required to show a yellow card or a red card to a coach, for any inappropriate behavior. If a coach is shown a yellow card a second time or is ejected from a game, he/she must leave the playing field and the immediate area. Failure to do so will result in a forfeiture of the game for that coach's team. Fines and/or Penalties will be assessed by **SUPER LIGA** for any coach being ejected from a game.

1 Game Suspension

- DOGSO Denying the opposing team a goal or an obvious goal-scoring opportunity.
- 2CT Receiving a second caution in the same match.

3 Game Suspension

- SFP Serious foul play.
- VC Violent conduct.
- SFP Spitting at an opponent or any other person.
- AL/UB Unsporting behavior, using offensive, insulting or abusive language and/or gestures.

FINES

All fines imposed on each association/club will be deducted from its bond money.

- No Referee (assigned by association/club) \$25.00
- No Corner Flags (after a warning) \$25.00
- Improper or Incomplete field markings (after a warning) \$25.00
- Unavailable field per game scheduled \$25.00
- Forfeited Games 1st Offense \$50.00 + Referee Fees
- 2nd Offense \$100.00 + Referee Fees
- 3rd Offense \$150.00 + Referee Fees
- Additional Offenses Each \$200.00 + Referees Fees
- Failure to pay Referee Fees \$25.00 + Referee Fees
- Failure to attend any mandatory meeting \$50.00
- Playing unregistered Players \$100.00 per player
- Withdrawing a team \$500.00 per team (and forfeit of team fee)

RIYSL reserves the right to assess a fine for any violation of its rules not stated in the above list.

LAW 13 – FREE KICKS

All FIFA rules apply

LAW 14 – PENALTY KICKS

All FIFA rules apply

LAW 15 – THROW INS

All FIFA rules apply

LAW 16 – GOAL KICKS

All FIFA rules apply

LAW 17 – CORNER KICKS

All FIFA rules apply

8U MODIFIED RULES OF PLAY

LAW 8: The START and RESTART of PLAY

- **KICK-OFF:** From the center circle. The opposing team must be outside the center circle before the Kick-Off. The ball must move for the ball to be in play and allow the opposing team to challenge for the ball.
- **RESTART after a GOAL:** From the center circle.

LAW 9: BALL IN and OUT of PLAY

- Conform to FIFA Laws of the Game.

LAW 10: METHOD of Scoring

- No Scores will be kept in the 8U age group.

LAW 11: OFFSIDES

- There will be **NO** off-sides in the 8U age group

LAW 12: FOULS & MISCONDUCTS

Conform with FIFA rules with the following modifications.....

- **All fouls will be INDIRECT FREE KICKS, with the opponent 5 yards away.**
- Any foul inside the goal box will result in an **INDIRECT FREE KICK** taken 5 yards outside the goal box.
- The referee shall explain all infractions to the offending players.

LAW 13: FREE KICKS

- **All FREE KICKS will be INDIRECT, and the opponent must be 5 yards away from the ball.**

LAW 14: PENALTY KICK

- There will be **NO penalty kicks** in the 8U age group.

LAW 15: THROW-IN

Conform to FIFA rules with the following modification.....

- If the player does not execute the throw-in properly, the player will be allowed a second opportunity. The referee should assist the player how to perform the throw-in correctly.

LAW 16: GOAL KICK

- The ball can be placed anywhere in the goal box.
- **The opposing team must retrieve to midfield and enter the opponent's half when the ball is kicked into play.**

LAW 17: CORNER KICK

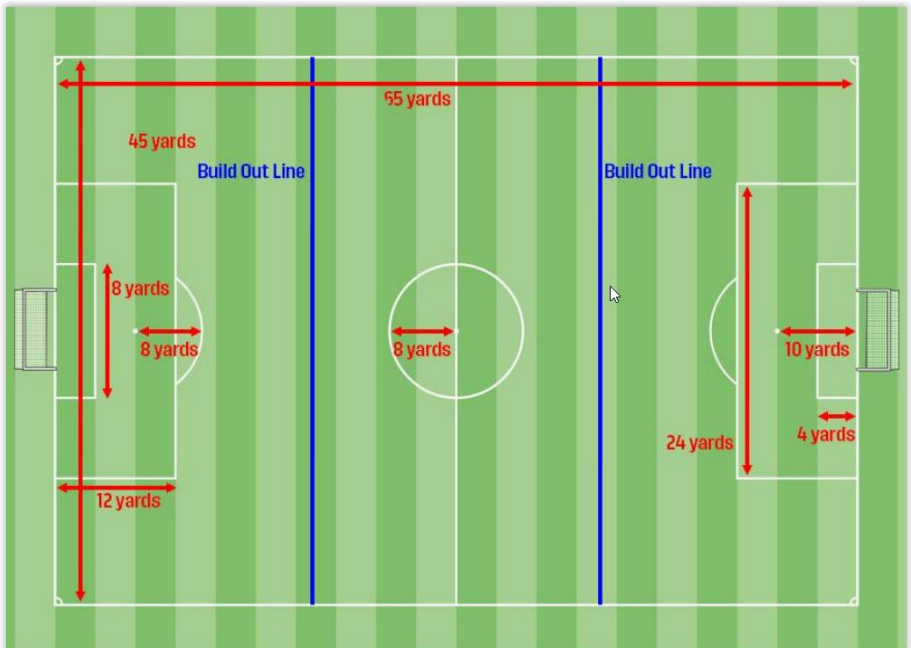
- ALL corner kicks are **INDIRECT**, and the opponent must be **5 yards** away.

9U-10U MODIFIED RULES OF PLAY

Build Out Lines

- When the goalkeeper has position of the ball in his or her hands or a goal kick is being taken, the opposing team must move behind the build out line before the ball is placed into play.
- Goalkeeper cannot punt or drop kick the ball.
 - An infraction will result in an indirect free kick from the spot of the foul. If the infraction occurs in the goal area, the indirect free kick will be taken on goal area line nearest to where the foul occurred.
- The opposing team may cross the build out line on a goal kick when the ball is put into play.
- When the goalkeeper distributes the ball, the opposing team may cross the build out line.
- If the goalkeeper places the ball on the field and kicks or dribbles it, the opposing team may cross the build out line when the ball is placed on the field.
- A goal kick or a distribution of the ball by the goalkeeper, may be taken while the team is retreating.

9U – 10U FIELD



COACHES' PRINCIPLES OF CONDUCT

SUPER LIGA expects all coaches to always conduct themselves in a sportsmanlike and professional manner. **SUPER LIGA** wants to ensure a positive and enjoyable experience for all. The game should be a fair, friendly, competitive and most of all an enjoyable match that involves the cooperation and support of all coaches, referees, players, parents and spectators.

The following policy asks that all coaches adhere to.

SAFETY

- First responsibility is for the health and safety of all players.
- Knowledge of the Laws of the Game and **SUPER LIGA** rules & policies.
- Inspect all players' equipment and field for the safety of all.
- Supervise and control your players to avoid injuries.
- Implement proper training methods to avoid any player injuries.

PLAYER DEVELOPMENT

- Develop the player's appreciation for the game.
- Keep winning and losing in proper perspective.
- Be sensitive to each player's development needs.
- Inform all players on all aspects of the game and its demands.
- Players need to have fun.
- Allow them to be creative, make decisions and give feedback.
- Training should be conducted in the spirit of enjoyment and learning

ETHICS

- Strive to maintain the integrity within our sport.
- Work in the spirit of cooperation with officials, administrators, coaches and spectators to provide the youth soccer experience.
- Be a positive role model.
- Set the standard for sportsmanship.
- The result of the games should not be the focal point of the game and the result differential should not be allowed to exceed more than eight goals.
- Review with players and parents what acceptable behavior is.
- Coaches are responsible for the behavior of their players, parents, supporters and themselves. When situations of unacceptable behavior occur, the coach must immediately address the problem.
- Encourage all to cheer for all players on the field and not yell and criticize them.
- Refrain from addressing any referee during the game. If a coach has an issue with a game or referee, they need to inform their association about it and not hold court on the field at anytime.

PARENTAL CODE OF CONDUCT

The **SUPER LIGA** prides itself on providing a fun-filled and a healthy competitive soccer environment for all players, coaches, referees and parents/spectators participating in any Super Liga event and/or league.

To ensure that the philosophies of the **SUPER LIGA** are adhered to, It is the responsibility of ALL coaches, players, referees and parents to maintain high standards of sportsmanship and appropriate conduct for themselves. Abusive, confrontational and inappropriate language or behavior detrimental to any individual, before, during or after a game will not be tolerated.

All individuals at a game must allow, players to play; coaches to coach; referees to officiate and spectators to support, always. Failure to do so will undermine the integrity of the game and the authority of coaches/referees. This could potentially lead to a hostile environment and one that we cannot allow the players to witness.

All parents are asked to agree to follow the following Code of Conduct:

- I will encourage good sportsmanship by demonstrating positive support to all players (not just my own or my team), coaches and referees at every game, training session or any other Super Liga events.
- I will always place the safety of any child first.
- I will remember that the game is for the players and not for adults.
- I will not coach my child from the sideline.
- I will refrain from any negative and derogatory comments.
- I will treat all players, coaches, referees and spectators with respect, good manners and common decency.
- I will insist that my child treat all players, coaches, referees and spectators with respect, good manners and common decency.
- I will not enter the field of play unless directed to do so by the referee or coach.
- If I am made aware that my child is not conducting themselves in sporting manner, I will counsel my child to do so or explain failure to do so will result in a disciplinary action.

(Continued on Next Page)

PARENTAL CODE OF CONDUCT (CONTINUED)

Failure to abide by the above Code of Conduct may result in the following disciplinary action....

- A referee/Super Liga official will instruct the coach to ask the parent to leave from the field area. If the parent does not leave within 5 minutes, the referee will terminate the game and the Rhode Island Youth Super Liga, LLC will issue a forfeit to the team he/she supports.
- A coach can eject a parent from his team, from the field area. If the parent does not leave within 5 minutes, the coach can choose not to allow the parent's child to play any further in the game. The incident shall be reported to the coach's association/club and the Rhode Island Youth Super Liga LLC.
- A repetitive offender may be barred from further tournament/league games/ events.

SUPER LIGA COORDINATORS

A coordinator must be appointed by each association/club. This person will be the primary point of contact for all matters related to **SUPER LIGA**. The coordinator is responsible for all teams' coaches, players, rosters, registration fees and bond monies, for their association/club. The coordinator will communicate and resolve any issues with **SUPER LIGA**. **SUPER LIGA** may assign other responsibilities to the coordinator as it deems appropriate.

HOME TEAM RESPONSIBILITIES

- Have a proper and safe field for the game to be played on.
- That the field is properly lined and in good playing condition. All corner flags must be clearly visible and flexible, all goal posts must be anchored, and nets must be in good condition.
- Maintain control of their fans watching the game and is required to assist the referees in controlling them whenever necessary. This applies to both teams on the field. All teams will be located on one side of the playing field and all spectators will be on the opposite side of the field. No Players or spectators are allowed behind any goal.
- Provide the referee with the game report prior to the start of the game. RIYSL may assign other responsibilities to the home team as it deems appropriate.

GAME CHANGE PROCEDURE

The Game Change Procedure is used by coaches to change the date, time, and field of any scheduled game. The only method used to do this is the game change online system located on the **SUPER LIGA** website, www.thesuperliga.com . There are two distinct time periods when game changes are allowed. The first is during the pre-competition game change period, which occurs immediately after the preliminary schedule is distributed. The second is during the competition when unplayable conditions occur due to weather, or on a rare occasion when social activities result in a game conflict.

GAME CHANGE PERIOD

1. The requesting Coach emails the opposing coach requesting a particular game change (date, time, or field).
2. The field coordinator for the location where the game is being played is contacted to be sure they are aware of any change, and to be sure no conflict exists with the field.
3. After agreement on the change, the requesting coach enters the game change into the game change online system. The game change is now in PROPOSED status.
4. The opposing coach receives an email, from the system, informing them that the game change was entered into the system and that action is required on their part.
5. The opposing coach agrees to the change in the system. The game change is now in PENDING status.
6. The field coordinator for the location where the game is being played receives an automated email informing them that action on this game change is required.
7. The field coordinator reviews the game change online and verifies no conflict exists with the game change and approves the change. The game change is in APPROVED status and is completed.

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GAME CHANGE PROCEDURE

RESCHEDULED DUE TO WEATHER CANCELLATIONS

- Coaches will have 6 days from the date the game was cancelled to have the game rescheduled.
- Games will be rescheduled thru the online game change system.
- Home coach will contact the opposing coach and provide three dates for the opposing coach to choose from.
- Once an agreement is reached, the home coach will enter the reschedule online, the opposing coach will approve, and the home team coordinator will also approve.
- After the home team coordinator approves the game , the game will be updated on the Super Liga website.
- If an agreement cannot be reached by the deadline, the **SUPER LIGA** will schedule the game.

IN SEASON / TOURNAMENT SPECIAL GAME CHANGE REQUEST

- A special game change request can be made with at least a 72-hour notice from the original game date.
- The special game change request must be emailed to Oscar DeLemos, odelemos@thesuperliga.com, and accompany with the reason for the change and the reschedule date and time of the game.
- **SUPER LIGA** will confirm with opposing association/club coordinator and upon confirmation will then update the game on the website.

COACH'S RESPONSIBILITIES

Every team must be assigned a certified coach. A coach must meet the requirements set forth by **SUPER LIGA**, Soccer Rhode Island and the United States Youth Soccer Association.

The following are **SUPER LIGA**'s responsibilities of a coach:

- Assure that he/she personally and his/her players conduct themselves in a manner respectful of other players, coaches, referees, league officials, parents and the facilities. The coach is responsible: to provide a fun-fill environment, instill in his/her players a love for the game of soccer and a desire to compete fairly in a sports-manlike manner.
- Enforce a no illegal drug and no alcohol policy. Any players or coaches found to be using, or in possession of illegal drugs or alcohol at any game will result in an immediate suspension from all remaining **SUPER LIGA** games and incur fines.
- Referees and assistant referees are independent contractors. Each association is responsible to pay the referees before the start of each game by the coach. In case of a forfeiture, no fees will be paid at the game. Referees and Assistant Referees will be paid by **SUPER LIGA**. The fees for a forfeited game will be deducted from the bond of the association team that forfeited the game.
- Both coaches are required to provide two certified rosters to the referee and the home team coach a properly filled game report before the start of the game. The submission of improper rosters or game reports will result in a fine and any other penalties that **SUPER LIGA** deems appropriate.
- It is the home team coach's responsibility to contact their association/club coordinator if the game's referee is a volunteer, with the hard copy game report filled out and signed by both coaches. Volunteers, who are not certified referees and are not dressed in the proper referee uniform, will not be compensated for assisting with the officiating of a game.



POSTPONEMENTS

Postponements will be handled in the following:

- All games will be played on their assigned day unless games are postponed by **SUPER LIGA** or by the referee, due to unsafe field conditions.
- Game cancellations or postponements will be announced 2 hours prior to game time, on the **SUPER LIGA** website and by other communication tools that maybe available.
- No game will be postponed without the consent of the **SUPER LIGA**. Failure to obtain permission will result in a loss for both teams, plus fines and referee fees. Referee Assignors will make no changes or postponements unless told so directly by the **SUPER LIGA**.
- All coordinators must monitor their email, the **SUPER LIGA** website throughout the day for any postponements that may occur, especially during inclement weather.
- If a game is cancelled on the field by the referee prior to it starting, the referee fees are to be returned to the coaches. If the game starts and the referee cancels the game during the first half, the referees are entitled to half the pay. The other half will be returned to the coaches. If the referee cancels the game during the second half, the referees are entitled to full pay.
- A game is official if at least half of the game is played. The final score will be the score at the time the game was stopped.



DIVISIONAL TIE BREAKERS

If two teams are tied at the end of the **SUPER LIGA** season/tournament, the following will be the order of breaking the ties.....

1. Head-to-Head Competition
2. Goal Differential (maximum 4 goals, minimum 4 goals)
3. Fewest Goals Allowed
4. Most Goals Scored
5. Coin Flip

After the first tie breaker declares the top team, the remaining teams will revert to the first tie breaker and proceed from there. This procedure will occur until all tie breakers are determined for all the teams.



PARTNERSHIP PROGRAM



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