

**SKYC 6/SIDE, 2011 Spring Soccer**  
**(Loosely adapted from Lakewood Soccer Club 5 A-side tournament rules)**

1. Guarantee of 1-2 matches per week per team (unless Game Conflict form dictates otherwise).
2. The duration of each match is 55 minutes - two halves of 25 minutes each. Halftime will consist of 5 minutes. Game start times will be scheduled for Tuesdays and Thursdays 4:45 pm to approximately 7:30pm, barring daylight.
3. Teams will be composed of six players (which includes a goalie) and up to five substitutes (11 players max per roster). A match will not begin if either team has fewer than four players.
4. Substitutions may be made "on the fly," however the player leaving the match must do so at the half-way line and be off the field of play before the new player enters. Players entering the match must do so at the halfway line.
5. Additionally, regular soccer rules will prevail with the following exceptions:
  - A. There is NO off-side law.
  - B. Each half of the match will be started with a kick-off at center circle. Players must be in their own half of the field. No scoring off a direct kick from kick-off (see section below).
  - C. The size of the fields are approximately 44 by 50 yards for all age groups. Full size goals (8x24) and 7x21s may used for both U13/U14 & U11/U12.
  - D. No Goalie drop kicks. Goalie must distribute the ball by throwing or rolling the ball. Pass backs must be handled with the Keeper's feet/body—not hands (violation=indirect kick at the top of the box).
  - E. All kicks are Indirect Kicks (with the exception of PKs).
6. All teams should come to each match equipped with a different color t-shirt in addition to their SK issued uniform t-shirt in case of a color conflict. The team listed first on the schedule of that match must change.
7. Match times, fields, field locations, and a set of rules will be distributed to the coaches prior to the season's start. It is the responsibility of each team to know where and when they play. A team not on the field and ready to play at starting time will forfeit the match.
8. The referee is the sole judge of play. All scheduled matches start and finish on time. There will only be one referee (a Center) assigned to each 6 v 6 match.  
**CAUTION: AT THE SOUND OF THE OPENING WHISTLE, THE REFEREE WILL PLACE THE BALL AT CENTER CIRCLE AND BEGIN THE MATCH WHETHER YOUR TEAM IS ON THE FIELD OR NOT.**
9. The Sno-King Staff and Soccer Director will govern all matters pertaining to discipline and code of conduct as it relates to the coaches, parents, and players of this league. Please see Code of Conduct form. Referees are employees of SKYC and will govern all matters pertaining to discipline and code of conduct during a match.

10. Each team must have an adult coach, 18 or older *unless* the minor is co-coaching with an adult/18 or older (this co-coaching adult will be present at all games and practices). All coaches and anyone who spends practice/sideline game time with Sno-King Youth Club participants will be background checked through WSYSA and/or Sno-King Youth Club.

11. Each team will provide a match ball to be approved by the referee. (U11/U12 size 4; U13/U14 size 5).

12. Team members must be properly registered with Sno-King Youth Club. Any team found to be playing an unregistered player will forfeit the remainder of their season, without refunds.

13. Coaches may enter 1-2 teams. (Players will be added to their blank roster spots by Sno-King). Each player is required to fill out a registration form and pay the league fee. Separate and distinct uniforms must be worn to distinguish players from each team. This uniform must match that of the other players on his/her team in order to participate in the match. One player may transfer from team to team (of the same coach) and these players are designated players at the Youth Club office. A coach found playing more than one player on both of his/her teams or a player who is not designated by the Youth Club to do so, will forfeit their following week's game and the coach will be suspended for one game. A list of these players will be distributed to the referees.

## **AGE GROUPS**

The Sno-King 6 a-side is open to U11-U14 age groups based on the WSYSA Fall 2009-Spring 2010 age group guidelines:

Please find this age bracket on the SKYC/SKSC website or in your paperwork.

**\*\*While this is not a WSYSA sanctioned league (therefore birth certificates are not *required* although they're encouraged) we will be checking birthdates against the State provided age bracket and operating under the 'honor system.' We ask for your help with this.**

## **BRACKETS**

We will try to have as many distinct age brackets as possible. If however, we fall short in a certain age bracket, the league combines age groups to offer enough competition and maintains the right to play any consecutive age groups against each other, even if not specified by the league's outline. For example U13/U14 is considered a league; but it may be that U12 has two teams that we feel can fairly compete against a U13 team. Coaches will be contacted prior to the creation of the game schedule for input on how to seed their teams. Brackets will be arranged based on the number of teams entered. Odd numbered leagues *may* have "bye games" built into their schedule (based on game conflicts of coaches). Older age groups may also have double-headers to accommodate the odd numbers.

## **POINTS**

Teams shall be awarded points for each match results as follows:

Win = 3 points

Draw = 1 points

Loss = 0 points

Ties will stand after each match. No over-time or penalty shots.

Seasons may end in a tie, as there is no end-of-season tournament.

## **AWARDS**

Patches will be awarded to the 1<sup>st</sup> place teams (by league standings) (and possibly second place).

## **REFEREE NO SHOWS**

If a Sno-King Youth Club assigned referee does not appear for a scheduled game, adhere to WSYSA rules: Proceed to play the game as a counting league game using volunteer referees. The game will not be rescheduled nor refunded. Coaches must meet and agree before the start of the game that they or a sideline parent (RMA'd/background checked through SKYC) will call a fair game. Halves are split between a parent/coach from each team.

## **DISCIPLINARY**

1. The Sno-King Director shall adjudicate all disputes outside of matches. The Director is empowered to issue appropriate penalties necessary to obtain compliance with the spirit and purpose of this league and Sno-King sportsmanship standards, up to and including disqualification of any offending team or person from further participation. The decision of the Director is final.

2. No protests to game decisions or calls will be allowed.

At the conclusion of each match, the official may provide an explanation of circumstances for every player cautioned and/or sent from the field to a coach. He/She will not entertain questions/concerns from a parent or fan. He/She will also provide the first and last names, jersey number, team name, and an explanation of circumstances for every player cautioned and/or sent from the field to the Sno-King office/Director the following morning. (Please see Code of Conduct).

3. Any player/coach receiving a send off (red card) shall be automatically suspended from the next game. The league reserves the right to levy stricter penalties, as deemed appropriate. In addition, all red and yellow cards, and all other matters involving the conduct of a team, its players, coaches, and supporters will be recorded by the league officials. This recorded information will be reported immediately to the Sno-King office, coach, team, or supporters involved. All matters involving referee assault shall, in accordance with USSF Rule 1108, be referred immediately to WSYSA.

*If you need clarification of this league's rules please call the Sno-King [Soccer] Program Director:*

*Sandy Weingart-- Office: (425) 775-2633 (M-F, 9-5) and email: [sandy@skyc.net](mailto:sandy@skyc.net)*

*\*\*You can view our spring soccer page at: <http://www.skyc.net/springsoccer.htm>*



