

LEHIGH VALLEY SUMMER SOCCER LEAGUE
Bethlehem, PA

PLAYING RULES

2017

1. FIFA Laws of Soccer are in effect unless excluded here.
2. A team may field nine (9) players including a designated goalkeeper. Roster size is 20 maximum for the Senior Divisions and 22 for the Junior Divisions. A forfeit will be declared (the score will be 1-0) if a team has fewer than seven (7) players and/or is ***not ready to play at the scheduled starting time***. If a team, during a game, is reduced to fewer than six (6) players by reason of injury or send-off, the game will be forfeited. If winning, the score will revert to 0-1, if losing, the score will stand.
3. A game will consist of two 30-minute halves with a five-minute half time. In case of a tie score, one 5-minute sudden-death overtime will be played.
4. The referee is the sole judge of time and score, and has full authority on the field. **No protests will be allowed.** There will be a running clock. It will be stopped only when the referee feels that circumstances warrant more than one-minute time-out. The player receiving a caution (yellow card) or sent off (red card) **is required to give his/her name to the referee** who reports it back to the Directors.
5. Each team shall provide one ball for use during the game. The referee will choose the game-ball.
6. **No offside**, i.e., the offside rule will not be in effect.
7. Either team can substitute on a throw-in, on a goal kick, corner kick, after a goal or injury, and at half time. The referee must be notified before a substitution is made.
8. A player is ineligible for participation in the game following receipt of his/her **second yellow** card accumulated during the season (including playoffs). A red-carded player is ineligible to participate in the match following that in which he/she was sent off. Ineligibility may extend to more than one game depending on the nature of the send off. The Directors determine the length of suspension. **All red card suspensions will carry over from one season to the next.**
9. **Playoff Games:** If score is tied at the end of regulation time, a maximum of four (4) sudden-death periods of 5-minute duration will be played until a goal is scored. Exception: in case of double-headers, where none or only one 5-minute sudden death overtime period is played. There is no "rest" provision between overtime periods. If game is still tied, penalty kicks will be taken to determine the winner.
10. Use of foul language will result in an automatic caution (yellow card). The referees are asked to strictly enforce this rule! We have many family members present and your cooperation is requested.
11. Player(s) sent-off for fighting will be suspended for the remainder of the season as a minimum.
12. A player who is not registered receives a caution will automatically penalized with a one game suspension; and if the unregistered player is sent off (red card), the player's regular suspension is doubled. E.g.: instead of one game, the player sits out two games. The team may also be penalized with a forfeit and fined \$50 for using an ineligible player.
13. A player who gives a false name to the official upon receipt of a caution will be penalized with a one game suspension; and if he/she is sent off (red card) and gives a false name to the referee, the player's regular suspension is doubled. E.g.: instead of one game, the player sits out two games.

NOTE: Playing Rules 12 & 13 above are designed to eliminate unregistered players and encourage honesty at all times.

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LEAGUE REGULATIONS-Revised

2017

1. Player eligibility:
 - a. Men's Senior Division: high school graduate or over 18 years old men or women as of June 15 of current season.
 - b. Men's Junior Division: junior high or high school boys excluding current season seniors.
 - c. Women's Senior Division: high school graduate or over 18 years old women as of June 15 of current season.
 - d. Women's Junior Division: junior high or high school girls excluding current season seniors.
2. **Roster Changes** may be made through the regular season. No roster changes during play-offs. Any modification is \$15.00 per change. A player registered with one team may **NOT** register or play with another LVSSL team during the season. Roster maximum: 20 players for Senior Division and 22 players for Junior Division teams.
3. A parent or **adult** must be present at each playing date to supervise and assume responsibility for each Junior Division Team.
4. A team that forfeits a game because it is not ready at the scheduled time or cannot field the minimum number of players (7) must pay \$20.00 to the opponent before playing its next game. If a scrimmage is played with a referee present, the forfeit fee is forgiven. If the forfeit fee is not paid, the next game will be declared a forfeit and the penalty increased to \$40.00 payable before the next game, and so on.
5. In case of double forfeit (neither opponent qualifies to begin the game), and a scrimmage is not played, each team will pay \$20.00 to the League. If not paid, the next game will be declared a forfeit and the penalty increased to \$40.00 payable before the next game, and so on. The score of the double forfeit will be 0-0 with no points for the tie and one (1) goal will be deducted from each team's aggregate goals scored.
6. In case of inclement weather, a LVSSL representative will post a note on the league website (www.lvssl.org) regarding postponement of the games that day. Postponed games will be rescheduled, if possible. Please check the website for schedules, scores and standings regularly.
7. Standings will be determined by allotting 3 points for win, 1 point for tie, 0 points for loss.
8. In case of ties for final positions in the standings, the following criteria in the order shown will be used: (1) result of head-to-head competition, (2) highest goal differential, i.e., goals for - goals against, (3) least goals allowed, (4) most goals scored, and (5) coin toss.
9. Trophies will be awarded to division champions, play-off champions and play-off runners-up.
10. **Consumption of alcoholic beverages is prohibited.** Teams in violation may be barred from the league.
11. Teams must vacate the premises at dusk, or by 9:00 PM. Behaviors detrimental to the league are not tolerated. Violators are subject to ejection from the league.