

Puget Sound Premier League (PSPL) & Puget Sound Recreational League (PSRL) Rules

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NOTE: These rules are updated **07/01/2019** and in effect for 2019-2020 league play for ALL PSPL and PSRL leagues unless superseded.

Change Log:

| Version | Rules affected | Brief Description |
|------------|---|--|
| 06/01/2018 | 106 <i>Requirements for returning WNPL, teams</i> | New Rule on retention of WNPL team status for 11 aside teams |
| 06/01/2018 | 205 Point System | Added more specifics on league tiebreakers |
| 06/01/2018 | 207 <i>Playing Venue...</i> | Clarified use of portable style goals, and club standards ref. |
| 06/01/2018 | 208 <i>Heading Game Rule</i> | Added rule on Heading and return to play |
| 06/01/2018 | 209 <i>Rosters</i> | Added chart for comparison |
| 07/01/2019 | 211 Rescheduling Games | Added clarity on unplayed matches and rescheduling |
| 07/01/2018 | 212 Uniforms | Added specifics for WNPL and WSPL jersey rules |
| 06/01/2018 | 302 <i>Player Pass</i> | Added chart on player pass use |
| 06/01/2019 | 307A Forfeits | Added more clarity |
| 06/01/2019 | 531 Matters not provided for | Added this rule |
| | | |

Quick Links to Key Rules (**This needs to be updated**)

[Puget Sound Recreational League \(PSRL\) specific Rules](#)

[Rule 207 Playing Venue & Game lengths](#)

[Rule 210 Scheduling](#)

[Rule 302 Player Pass](#)

[Rule 530 Game-Suspension Procedures](#)

[Miscellaneous Reporting Forms](#)

General Governance

Rule 101--Board

The league's board is governed by the PSPL bylaws.

Rule 102 --Territories

No club has exclusive territory rights in the PSPL/PSRL

Rule 103 -- Conditions for Removal of a Team or Club

Violation of performance conditions set forth by the league may lead to removal of a team or club from the PSPL/PSRL.

Rule 104 -- Conditions for Competition in Leagues

Following each season, the competition committee 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 non-compliance the respective executive committee may recommend the removal of the team or club in question.

Rule 105 -- Conditions for Team Acceptance into League

Any club in good standing with US Club Soccer may apply for acceptance into our current leagues. Priority will be given to teams that are part of clubs that commit most of their teams to participate in PSPL & PSRL leagues. Please note that each league may have additional requirements. Please check the specific league descriptions and standards on our website for additional information. Team placement is based on competition and location.

Rule 106 – Requirements for returning WNPL teams (effective after Wash Cup 2019)

To retain status as a WNPL team from season to season the team must retain 9 players from their previous season roster (for 11 aside teams only).

League Structure

Rule 201 -- Governance

All competition in the PSPL & PSRL are governed by regulations approved by the league office.

Rule 202 – Division Formations and League Standards

Competitive divisions will be structured according to the competitive level of teams as determined by the Competition Committee, which has final authority on all placement issues. Should the PSPL & PSRL 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. All WNPL teams must follow special league standards/policies (found under “**League Resources**”).

Rule 203 -- Playing Rules

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

Rule 204 -- Playing Season

The “League” is designated by the PSPL & PSRL 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.

All league games must be played on or by the last day games are scheduled by the league for the current season. No games will be played after that date **unless approved by the League**. If prior to the original scheduled game date teams are not able agree to a reschedule, the league office must be notified to arbitrate, or the match is played as originally scheduled.

Any games not played by the last day of the league season may be scored as a loss for both teams and a maximum fine of \$1000 assessed to both teams. Please contact the league immediately if a scheduling issue arises that cannot be resolved. If fines are assessed, Clubs have 10 days to pay the fine. Clubs will not be able to register teams for Cup or League play until the fine is paid.

Note: At League registration: all WNPL teams are required to register and pay a \$200 non-refundable deposit to play in Washington Cup (end of the season State Championship tournament).

Rule 205 -- Point System

The PSPL & PSRL 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 the event where an unequal number of games have been played by teams within a division due to a schedule change driven by the league, the final standings will be determined by average points per match played. **All forfeits must be reported to the league and will be scored by league as 1-0 FT. (see Rule 307A)**

Tiebreakers:

- Head-to-head Points (win/lose/draw) between teams
- Head-to-head Total goal differential of each team
- Goals Against
- Goals For (up to 5 per game)
- In the event all tiebreakers are equal, the winner shall be decided by coin toss.
- If 3 or more teams are tied, the tiebreaker criteria listed will be used in order above to first eliminate or second promote one team. Teams remaining will then be compared again starting with first tiebreaker.

Goals will be capped at 5 for the determination of tiebreakers in all leagues.

For Developmental Leagues & Recreational Leagues game scores will be listed with a maximum 5 goal difference between teams in addition to tiebreakers

Rule 206 -- League Standings

Official standings of teams, which is the responsibility of the league office, are tabulated on a regular basis, and displayed on the Puget Sound Premier League website. For score reporting see Rule 306

Rule 207 -- Playing Venue, Game Lengths, USSF mandates

The playing field used by each team must be lined according to FIFA standards with goals nets and flags. Teams in the WNPL and Super league may have additional expectations per standards set for teams in those divisions.

Home teams are responsible for marking the field of play, providing an adequate game ball (modified as follows):

| | | | | | | |
|------------------|--------|---------------|-----------|---------------------------------------|------------------------------------|----------------------------|
| Age ¹ | Format | Game Duration | Ball Size | Field Size Mandated width x length | Field Size Range width x length | Goal Size (height x width) |
|------------------|--------|---------------|-----------|---------------------------------------|------------------------------------|----------------------------|

| | | | | | | |
|------------------|-------|-----------------------------------|---|------------------|-------------------------------------|--|
| 7U [#] | 4v4 | 4 x 10 min quarters, 3 min breaks | 3 | 20 yds x 30 yds | 15-25 yds wide x 25- 35 yds long | 4' x 6' Pugg Style goal |
| 8U [#] | 4v4 | 4 x 10 min quarters, 3 min breaks | 3 | 20 yds x 30 yds | 15-25 yds wide x 25- 35 yds long | 4' x 6' Pugg Style goal |
| 9U [#] | 7v7 | 2 x 25 min halves, 5 min halftime | 4 | 45 yds x 65 yds | 40-50 yds wide to 55-70 yds long | 6'.6" x 18'.6" ideal 6' x 18' and portable style acceptable ² |
| 10U [#] | 7v7 | 2 x 25 min halves, 5 min halftime | 4 | 45 yds x 65 yds | 40-50 yds wide to 55-70 yds long | 6'.6" x 18'.6" ideal 6' x 18' and portable style acceptable ² |
| 11U [#] | 9v9 | 2 x 30 min halves, 5 min halftime | 4 | 50 yds x 80 yds | 45-55 yds wide to 75--85 yds long | 7' x 21' ideal 6'.6" x 18'.6" and portable style acceptable ² |
| 12U [#] | 9v9 | 2 x 30 min halves, 5 min halftime | 4 | 50 yds x 80 yds | 45-55 yds wide to 75-85 yds long | 7' x 21' ideal 6'.6" x 18'.6" and portable style acceptable ² |
| 13U [#] | 11v11 | 2 x 35 min halves, 5 min halftime | 5 | 70 yds x 110 yds | 62-80 yds wide to 100- 120 yds long | 8' x 24' |
| 14U | 11V11 | 2 x 35 min halves, 5 min halftime | 5 | 70 yds x 110 yds | 62-80 yds wide to 100- 120 yds long | 8' x 24' |
| 15U | 11V11 | 2 x 40 min halves, 5 min halftime | 5 | 70 yds x 110 yds | 62-80 yds wide to 100- 120 yds long | 8' x24' |
| 16U | 11V11 | 2 x 40 min halves, 5 min halftime | 5 | 70 yds x 110 yds | 62-80 yds wide to 100- 120 yds long | 8'x 24' |
| 17U | 11V11 | 2 x 45 min halves, 5 min halftime | 5 | 75 yds x 112 yds | 62-80 yds wide to 100- 120 yds long | 8' x 24' |
| 18U | 11V11 | 2 x 45 min halves, 5 min halftime | 5 | 75 yds x 112 yds | 62-80 yds wide to 100- 120 yds long | 8'x 24' |
| 19U | 11V11 | 2 x 45 min halves, 5 min halftime | 5 | 75 yds x 112 yds | 62-80 yds wide to 100- 120 yds long | 8' x 24' |

¹Refer to [PSPL current Birth year Chart](#)

²BowNet, SKLZ style goals are allowed at 7v7(9U/10U) and 9v9 (11U/12U) for all leagues **except WNPL and Super Leagues**

USSF Heading Mandate - All PSPL and PSRL leagues have adopted the USSF Heading mandates. For 11U and under leagues players may NOT engage in heading in either games or practices. Limited heading in practice for players in 12U and 13U ages of 30 min maximum per week.

Rule 208 – Heading Game Rule

Referees are instructed for all 11U and under games to apply the following rule:

When a player **deliberately** heads the ball in a game, an indirect free kick (IFK) should be awarded to the opposing team from the spot of the offense. If the **deliberate** header occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred.

A. No Re-Entry Protocol (for Head Injury)

In accordance with the US Soccer return to play guidelines, any player removed from the field for a suspected head injury will not be allowed to return to the field of play unless cleared by a Healthcare Professional.

B. Health Care Professional

A health care professional is defined as “a licensed healthcare professional such as an athletic trainer certified (ATC), or a physician (MD/DO), with a skill set in emergency care and sports medicine injuries and with knowledge and experience related to concussion evaluation and management.” It will be up to each club to decide whether they will provide a healthcare professional at their matches, and to ensure that this individual has the correct certification to be evaluating players for head trauma. If a club plans to use a healthcare professional to evaluate suspected head injuries during a PSPL/PSRL match, the healthcare professional must be presented to the referee prior to the start of the match. Referees will not allow the re-entry of players removed from the field of play for suspected head injuries unless they are informed of the presence of, and meet with, a healthcare professional prior to the start of the match.

Rule 209 -- Rosters

- All teams may list up to 26 players on their US Club Official Roster.
- Players can be only rostered to one team that is affiliated with US Club Soccer and the PSPL/PSRL.
- As a requirement to register a valid team for a PSPL league, each team must follow the minimum roster sizes listed below (exception for 15U and provide their Official US Club team roster to the league office approximately 20 days before the start of league play).
- For game days, the PSPL Game Day sheet has limits to the number of players that can be listed. See below:

| Roster Size Chart | | |
|--------------------------|------------------------------|-----------------------------|
| | Number of Players | |
| Age | Min. to register team | Game Day Roster max. |
| 7U/8U | 5 | 8 |
| 9U/10U | 8 | 14 |
| 11U/12U | 10 | 16 |
| 13U/19U | 13 | 18 |
| 15U trapped | 11 | 18 |

Note: The US Club Official Roster is printed from the US Club team page and the PSPL game day sheet can be found in the team manager's handbook and on our website.

Rule 210 – Scheduling

A. League Schedules and scheduling requests prior to a season beginning

Scheduling has become a major issue each season. The commitment to play games when scheduled has become a priority since in most areas field availability is limited. All games scheduled by the PSPL are expected to be played on the scheduled date. Teams are not obligated to reschedule games.

- **Schedule requests must be submitted via the [schedule request web form](#) by the registration deadline for the specific league. Scheduling requests must be limited to no more than 2 requests (see form).**
- The Schedulers will do their best to honor scheduling requests submitted by the deadline but cannot guarantee that all requests will be honored. Please prioritize your requests.
- In the event the posted schedule cannot be met please refer to Rule 211.
- **Teams unwilling or unable to attend a game will forfeit points from the unattended game. Please see Rule 307A for more information on forfeits.**
- The league will schedule certain “black-out” dates to allow players to attend PSPL sanctioned events and trainings.
- The PSPL Dev. leagues (9U – 10U) will be scheduled through the PSPL office. Teams will play on Saturday and/or Sunday based on field availability across multiple locations.

B. Team Scheduling (times and locations)

- Please post game time and location as soon as known as a courtesy to all impacted.
- The home team manager is responsible for posting the time and location of the game no later than 72 hours prior to the game. For teams traveling either direction over the Cascade mountain passes, the game time and location must be posted no later than 6:00pm on the Sunday prior to the scheduled date.

- Posted contact information for both Coach and manager must be kept current on the PSPL team site. It is the responsibility of the home team to inform the visiting team of any changes that may occur.
 - For all local games (60 miles or less) scheduled outside of the PSPL Development League it is the expectation that games will not be scheduled earlier than 9 am on Saturdays or 10 am on Sundays unless agreed to by the visiting team.
 - For teams that have 2 to 3 hours of travel, games may not be scheduled earlier than 10 am or after 6pm unless approved by the visiting team.
 - For teams traveling three hours or more, games may not be scheduled earlier than 11 am or after 5pm unless agreed upon by the visiting team.
 - When games are cancelled for weather related or field issues which causes limited availability of fields, these game time restrictions may be superseded. The league must be informed of all of these situations prior to rescheduling the games.
 - Please see section C. for specific rules on scheduling double headers.
- If field and/or times are changed (because of unplayable field situations), the listed home team official is responsible to contact the opposing team listed manager and the league office as soon as possible.

C. Double-header Schedules (league specified)

- When one team travels across the state and is playing two away games, the home teams must schedule their games within the following time frame: a late Saturday afternoon beginning no earlier than 1 p.m. and an early morning Sunday start, kicking off between 9 am and noon.
- The league office reserves the right to approve the double-header schedules in case of disputes between both parties. Please be forewarned: to maximize the competition and minimize travel, there will be very little flexibility for home teams hosting traveling teams, particularly traveling across state. This applies mainly to WNPL and Super league teams but may apply to Classic Division when appropriate.

D. Developmental League specific

- For the PSPL Development League, games will be scheduled and posted by the league scheduler for ALL matches.
- The league will assign the referees for all Developmental League matches.
- **Due to field availability constraints, no rescheduling of developmental matches will be entertained.**
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Rule 211 -- Rescheduling Games

- The league schedule is intended to be played as initially posted.

- Games can be rescheduled without the approval of the league unless it involves a double header weekend (see Rule 210C). Please be aware that Rule 204 applies, and Clubs may incur fines and forfeits if the games are not played.
- Once schedules are published, games may not be moved to a different date/time without the express written approval of the opponent. **Any changes to the published schedule must be finalized and completed at least 2 weeks prior to the original scheduled date of the game. Any reschedule negotiations not agreed upon prior to the 2-week window will cause the game to be played on its originally scheduled date.**
- If prior to the original scheduled game date, teams are not able to agree to a reschedule, the league office must be notified to arbitrate, or the match is played as originally scheduled.
- All charges related to fields and Referees are borne by the home team unless alternate arrangements have been made with the visiting team.
- In the event the match is not played for any other reason not addressed in the rules, the league must be notified within 24 hours by the home team. The PSPL will decide regarding the disposition of the match.

Rule 212 -- Uniforms

All teams must post their jersey colors on their team page or contact the visiting team no less than 72 hours prior to the game to confirm jersey colors. In the event of a jersey color conflict, the home team is required to wear or change to an alternate color. Every player must have a unique number on their jersey. A minimum size of 6" tall on the back of the jersey.

For WNPL and WSPL teams only, taping or altering of jersey numbers is prohibited. Players without a proper jersey will not be allowed to play.

Registration and Game Day Procedures

Rule 300-- Team Management Requirements

- When registering, each team must list a team manager and supply contact information including a current email address and phone number. The listed phone and email **must be** checked daily and be updated on the event of a change.
- The team manager and/or head coach are responsible for responding to all communications regarding teams, league business, reporting scores and all communications with the 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 teams are responsible for maintaining their contact information on their PSPL team page

.Rule 301-- Eligibility

Official US Club Rosters and Player cards

A. Players, coaches and managers shall be registered according to US Club rules.

B. A copy of the US Club Official roster must be e-mailed to the league office 20 days before the

start of league play. There is no limit to the number of changes made to the roster provided the players are registered to the club. **All players must be listed with complete information including jersey number. Changes may be made to the roster during the season, but an updated roster must be e-mailed to the office prior to the player playing in any games. Players not listed on the roster most currently held at the PSPL league office, are considered illegal and will constitute a forfeit for the team that has not e-mailed an updated roster. This procedure must be done by 6pm the Friday before the scheduled game the player(s) in question would play in.**

C. All players and coaches must present their valid US Club Player/Coach Identification Card to the referee prior to the match. The individual's picture must be on the ID card and the card must be laminated. **Club officials (Coaches, managers, DOC's) are required to visibly display their card on a lanyard while in the technical area (max. of 3 team officials in area).**

- **The individual will not be eligible for the match if the ID card is not valid. No exceptions. Players must be printed on the US Club Official Roster with correct jersey numbers listed. If for any reason jersey numbers are incorrect, team manager/coach must inform the other team prior to the start of the game. Failure to do so will result in a minimum \$100 fine assessed to the offending Club.**
- No handwritten players are allowed on the official US Club Roster. The player must be assigned to the Club and be listed on the PSPL Game Day Sheet. Players may be handwritten (must be legible) on the PSPL Game Sheet and match those players on the official US Club Roster.
- **3 copies of PSPL Game Day Sheet must be presented to the referee prior to the game. A fourth copy of PSPL Game Day Sheet and one copy of the team's US Club Official Roster(s) must be provided to the opposing team prior to the game. It is the responsibility of each team to ask for this documentation. If neither team asks for the documentation, there is no recourse after the game has been started.**
- If a team is not able to provide an US Club Official Roster(s) and Game day sheet prior to the start of the game, it may be grounds for forfeit and further sanctions.

D. Any player that does not appear on the US Club Official roster shall be considered an illegal player. Any team using an illegal player shall forfeit any games in which the illegal player participated. A fine up to of \$1000 may also be assessed against a team using illegal players. Any team found using illegal players may be expelled from the league.

E. Players may only play for one US Club Soccer club during any league season. **Guest players are not allowed in league play. (A Guest player is any player not currently rostered to your club)**

- **F. PSPL leagues from 9U through 19U are defined as either boys' or girls' leagues. In the PSPL, players must play on teams of their same sex.**
- **G. Players may change clubs at any point in the season if they adhere to the PSPL and US Club transfer policy. Players requesting transfer between two clubs must complete the following prior to be eligible to play:**

- Serve a seven-day waiting period from the time an updated league roster is received by the League Office showing the player has a valid US Club player card.
 - Have their US Club Player Card released from former club or has been approved by the Competition Committee
 - Have met all financial obligations agreed to with their former Club.
- H.** All players registered with a Club participating in the PSPL shall receive a US Club Soccer player id card which shall allow a player to play on any team within that club with the following exceptions.
- Players can play-up or play at their age.
 - Players must adhere to Rule 302 "Player Pass"

Please note:

Younger players can play up in age if the club determines they are capable. ***To be eligible to play, players must be printed on either the US Club Official roster for that team or another team's roster within the club.*** Players can only be rostered on one team in their club. Any players within the club handwritten on the US Club Official roster may not be eligible to play. Eligibility is determined by the player's name being printed on a US Club Official roster from that club.

- Players rostered to a club's Recreational team may "player pass" to any "on age team" or may "play up" at any age level as long as they have been rostered and carded to that team! Their primary team of record will be their Rec team and must be noted as such on the competitive team roster that is submitted to the league office.
- Teams/Clubs violating this rule will be put on notice by the league and may face sanctions and possibly expulsion from the league.
- Exceptions to Age and Gender rules may be considered. *Please see the "Exception Form" on PSPL website.*

.Rule 302 - Player Pass

The intent of the "player pass" rule is to provide a tool for coaches to give players an opportunity to play at a level that is developmentally appropriate for the player and to provide a way of getting more minutes for players needing them. The "player pass" is not to be used unethically.

- **Each team may use the "player pass" for a limit of 4 players in a single match. These players must be noted on the Game Day Sheet along with providing copies of the Official US Club roster(s) these players are rostered to.**
- Violation of the "Player Pass" rule will constitute one or all the following, a fine, forfeiture of all games these players played in, a suspension of the offended coach and sanctions against the Club involved.

"Player Pass" Restrictions

All rostered WNPL and Super League players are eligible only to be “player passed” to the Classic 1 division level and above. If no Classic 1 division is available on age players are limited to “playing up”. These players may be “player passed up” to older ages above Copa in all affiliated PSPL leagues except the PSRL.

- WNPL or Super League Players that are rostered “play up” (playing on older age group team) players may play down at their actual age only on a WNPL, Super League, or Division 1 (if U10) level team within their registered Club (if the Club has that level within their Club and age group).
 - Players rostered to a club’s Recreational team may “player Pass” to any on "age team" or "play up" at any age level as long as they have been also rostered and carded to that team! Their primary team of record will be their Rec team and must be noted as such on the competitive team rostered submitted to the league office.
 - All Classic division players are unrestricted beyond adhering to age, gender, and player pass limit requirements.
 - There is no player pass restrictions for the PSPL Development leagues.
- Refer to chart below for summary of Player Pass eligibility:

• **UPDATE this Chart**

| Player Pass Restrictions matrix | | | | | | | | | |
|---------------------------------|------------|---|------|-------------|--------------|-----------|-----------|------|--------------|
| | | Allowed to Play at following levels ON Age in own Club: | | | | | | | |
| Player Rostered To Team | Age Level | WNPL | WSPL | Superleague | Div. 1 (10U) | Classic 1 | Classic 2 | Copa | Recreational |
| WNPL, WSPL, Superleague | birth year | yes | yes | yes | N/A | yes | no | no | no |
| WNPL, WSPL, Superleague | play up | yes | yes | yes | yes | no | no | no | no |
| Dev league (9U,10U) | birth year | yes | yes | yes | yes | yes | yes | yes | yes |
| Dev league (9U,10U) | play up | yes | yes | yes | yes | yes | yes | yes | yes |
| Classic 1, 2, 3... | birth year | yes | yes | yes | yes | yes | yes | yes | yes |
| Classic 1, 2, 3... | play up | yes | yes | yes | yes | yes | yes | yes | yes |
| Copa/Inland Copa | birth year | yes | yes | yes | yes | yes | yes | yes | yes |
| Copa/Inland Copa | play up | yes | yes | yes | yes | yes | yes | yes | yes |
| Recreational (REC) | birth year | yes | yes | yes | yes | yes | yes | yes | yes |
| Recreational (REC) | play up | yes | yes | yes | yes | yes | yes | yes | yes |

Rule 303 -- Substitutions

Free substitutions will be allowed in all age groups. Teams may substitute with the referee’s permission at on any stoppage. Player substitutions and reentry are unlimited

Rule 304 -- Personnel on the Bench

- ALL non-playing personnel in the team technical area MUST have a current US Club card. Team or Club Officials (limit of 3) are required to visibly display their card on a lanyard.
- Only uniformed players (and legal “player pass” players) listed on the team's US Club Official roster(s) and PSPL Game Day sheet can be on the bench during the game and only players

eligible and listed on game day sheet maybe in uniform. Players listed on the Team's US Club Roster but not in uniform (in street clothes) can be on the bench during the game.

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Rule 305 -- PSPL Game Day Sheet

- Each team is required to provide the referee, 2 copies of the PSPL Game day sheet. (The league recommends providing 3 copies).
- Managers must have complete US Club Official roster(s) with ALL players listed, available at each game.
- Prior to start of the match each team must provide a copy of the US Club Official roster, and one copy of their completed Game Day sheet to the opposing team. If a team is not able to produce a US Club Official Roster, the game shall be played with potential for forfeiture and/or a fine. See Miscellaneous Forms and end of the rules. It is the responsibility of each team to ask for this documentation. If neither team asks for the documentation, there is no recourse after the game has been started.
- "Player pass" players must be noted on the PSPL Game Sheet in the box provided and must be highlighted on their US Club Official Roster.

The PSPL Game Day Sheet can be downloaded from the Puget Sound Premier League web site, located at <http://psplsoccer.com/forms>. The PSPL Game Day Sheet has been updated. Please use the updated version. At the end of the game, the referee will complete the document and return the Home Team Game Day Sheet to the visiting team and vice versa. These documents shall serve as the Official Score Report and should be retained through the completion of league play.

Rule 306 -- Official Score Report

The game score as reported on the Game day sheet shall be recorded on the PSPL web site after each match by the winning team. Ties are to be reported by both teams. Both teams should keep and file the Game Sheets for future possible reference. For the PSRL match scores are **capped by the system** to reflect a 5-goal differential.

Rule 307 – Team "No-Shows"

Games must start no later than 10 minutes from the posted start time listed on the PSPL website. Teams must start the game with the required minimum number of players for that age group.

- For 7U & 8U teams, a minimum of 3 players must be on the field to start and end a game.
- 9U and 10U teams, a minimum of 5 players must be on the field to start and end the game.
- 11U and 12U a minimum of 6 players must be on the field to start and end the game.
- 13U and above, a minimum of 7 players must be on the field at the start and the end of the game or the game will be deemed a forfeit. Games not starting by the time the "grace period" has ended will be deemed a forfeit.

- If a team or referee have communicated to the opposing team that they are on route, and there is a time restriction, the clock will be started at the end of grace period. Games must start no later than 30 minutes from the scheduled start regardless of the situation.

Rule 307A – Forfeits

Forfeited games will result in a 1-0 loss for the team forfeiting the match. The league will post the score. These games must be reported to the league office who will determine if forfeit was warranted. Additionally, Teams/Clubs that forfeit a match may be levied up to \$1000 fine and possible removal from further league play for a period determined by the league office. The team causing the match forfeit will be responsible for all field and referee costs incurred by the home team. The league also reserves right to impose other penalties if it is deemed necessary. See Rule 210 *Scheduling* for travel league specific requirements and penalties.

Rule 308 -- *Incomplete Games*

In the event a game cannot be completed, the game counts if at least the first half the game was completed. If the match is suspended prior to the expiration of one half, the game shall be replayed at a time agreed upon by the competing teams. An agreement must be made within 4 days of the date that the incomplete game was played. In the event the teams cannot agree, the league office will reschedule the game.

Rule 308A – *Game Abandonment*

Any game that has been abandoned by the Referee for issues outside of an “Act of God” will result in a forfeit and fine imposed upon the team causing the abandonment. The league office must be informed and will determine whether score stands or forfeit and fine is assessed.

Rule 309 -- *Sideline Etiquette*

If field space allows, coaches and players will be on the same sideline opposite spectators. Coaches are responsible for the behavior of their parents/sideline. Spectators are expected to behave appropriately and respectfully at all times during the match. Unruly or irresponsible behavior identified by a referee could lead to expulsion of the Teams’ coach, a team’s forfeit of points and/or a monetary fine. If the league receives reports of unsportsmanlike conduct from any spectators on a sideline the league reserves the right to fine the club or take further action as necessary.

Game Officials

Rule 400 -- *Match officials*

The match officials are assigned by contracted referee assignors. Officials are to be USSF certified for the current calendar year. Use of non-certified referees in anything other than a "no show" situation may be considered a forfeit by the home team and subject to a fine of up to \$1000 from the league for each occurrence.

Clubs must report and post their Referee Assignor contact information in the Club Directory. Failure to utilize contracted referee assignors and certified referees will result in club sanctions and/or fines.

For PSPL Dev league 9U & 10U and PSRL 12U and below only a center referee is required. For all other leagues and levels, the expectation is 3 officials will be assigned to each match.

Note: If a full crew is not available games will still stand if a single certified referee is available.

Rule 401 – *No show of Officials*

Failure of a match official to appear will not constitute canceling of a match. If both teams can agree on a substitute, coaches must sign the game sheet prior to the start of the game. Neither team may protest the outcome of the match. If a coach feels that playing the match without a licensed referee is a safety issue for the players, then both teams must work to reschedule the match (Refer to Rule 211 for reschedules). It is the responsibility of the home team to reschedule the match at a time agreed to with the visiting team and bear the costs associated with hosting the match. If the team cannot find a time the league office will assist.

In cases where the Officials are a “no show” and teams cannot agree to play, the league must be notified within 24 hours of the scheduled game. The game will be rescheduled at the traveling team’s venue with the fees incurred to play the game paid by the original home team. The game will be scheduled by the league if the teams cannot agree on a date within 6 days of the originally scheduled game day.