

# **100% SOCCER, INC.**

## **SUMMER SOCCERTHON**

### **REGISTRATION INSTRUCTIONS FOR COACHES**

Our registration form is available by clicking on the "Event Forms" button on our home page. Please complete our Summer Soccerthon Registration Form and forward it along with your deposit to:

100% Soccer, Inc.  
P.O. Box 84  
Bellport, NY 11713

Report to the Registration Table 30 minutes before your first game in order to finalize registration details. Bring with you...

- THE COMPLETED TEAM ROSTER FORM. (Available by clicking on the "Event Forms" button on our Home Page.)
- THE BALANCE OF PAYMENT DUE.
- PROOF OF AGE FOR EACH OF YOUR PLAYERS (A birth certificate or youth player pass will be considered proof of age.)

Your team should be advised to arrive at least 20 minutes before game time. We pride ourselves in beginning our games promptly at game time.

All injuries must be reported to the Event Director immediately.

### **INCREASED ROSTER OPTION**

Additional players may be added to the roster maximum at an additional per-player charge. These players are considered original rostered players and will be eligible for weekly play and finals matches. They will also be eligible to receive awards.

### **GUEST PLAYER POLICY**

This being a summer program, we completely understand that many of your team members will have busy schedules. We have tried to design the program to allow a great deal of flexibility in order for you to always be able to field a team.

For weekly games, with the exception of Semi-Final and Final matches, up to three age-appropriate guest players may join your rostered players up to an amount equaling the maximum roster size. Guest players may not be on the roster of any other team in the division. It is the coach's responsibility to be sure that a guest player is not on the permanent roster of any other team in their division. Infraction will be grounds for forfeit (see eligibility). Please report to the registration desk with proof of age for your guest player(s) prior to the start of the game in which they will be playing.

### **INCLEMENT WEATHER POLICY**

Weather forecasts for most summer evenings will indicate thunder showers. Game cancellation is determined by conditions at the PLAYING FIELDS. Quite often it is raining in Manhattan or in other towns on the Island, but not at the fields.

YOU **SHOULD NOT** ASSUME THAT YOUR GAME IS CANCELED UNLESS YOU HEAR FROM US OR YOU HEAR THE RECORDED MESSAGE AT 631-286-2255 INDICATING CANCELLATION.

### **PLAY IN PROGRESS INCLEMENT WEATHER POLICY**

Should 100% Soccer ask you to leave the fields due to weather conditions that develop while play is in progress, unless otherwise notified you should immediately report to your cars or other safe shelter for a RAIN DELAY.

You will be further instructed as to when to return to the fields or leave the complex. Makeups will be in accordance with the policy noted herein:

### **MAKEUP/CONTINUATION POLICY**

- FOR 25-MINUTE GAMES: Official game halves with six or more minutes of play remaining will be replayed, continuing from the score established in the completed first half. If a first half has not been officially completed, the entire game will be rescheduled.
- FOR 50-MINUTE GAMES: Official game halves with 13 or more minutes of play remaining will be replayed, continuing from the score established in the completed first half. If a first half has not been officially completed, the entire game will be rescheduled.

### **SCHEDULES**

A great deal of consideration and effort has gone into our season's schedules. Please keep in mind that deviation from this schedule creates a great deal of hardship for other teams and staff. Schedules are available by clicking the "Schedules" button on our Home Page. Schedules are posted during the week immediately preceding game 1. Coaches are notified of any schedule changes and/or makeups when they are finalized. Schedules posted on our website are updated when changes and/or makeups are finalized.

### **SCORES AND STANDINGS**

Weekly scores and standings will be available on our website each weekend following the games. Click on the "Scores & Standings" button on our Home Page.

### **HOUSE RULES**

It is important that we respect the rights of others and extend an atmosphere of sportsmanship and good behavior both on the soccer fields and off.

- Anyone found defacing or destroying the property of others will be asked to leave the grounds immediately.
- DON'T LITTER! Please be sure to collect your trash and dispose of it properly before leaving the field.
- Smoking is prohibited.
- Alcoholic beverages and beer are also prohibited.

### **RULES OF THE GAME**

The rules of FIFA will be enforced except as modified herein for Soccerthon play. All calls are at the discretion of the referee and the decision of the referee is final.

The Event Directors, or their designated representatives, reserve the right to decide all matters pertaining to this event including interpretation, review and revision of all rules contained herein. In all cases, determination of the Directors will be final.

Only players, coaches, and event staff will be permitted on the field.

Coaches are responsible for all players and spectators associated with their respective team.

### **Eligibility**

- A player may register with only one team in a division. This does not apply to any guest player who is not a registered player with any team in the division for which they are guest playing.
- Rosters will be deemed official when presented to the Event Director along with appropriate age ID. It is the responsibility of the Coach to be sure a roster is on file. Any roster challenge that is upheld will result in a forfeit of the game successfully challenged. An illegal player must take the field during playing time in order to be challenged.
- No player will be allowed to play with a hard cast on.

### **Dress Code**

- All teams should have matching uniforms.
- Shinguards are required.
- Athletic supporter/cup for boys is optional, but is highly recommended.
- No jewelry may be worn during play.

### **Substitutions**

- Substitutions will be made "on the fly." A player must leave the field before his/her substitute enters.

## **Offsides**

- There will be **NO OFFSIDES** in Soccerthon play for ages U7 through U9.
- **OFFSIDES** will be called for ages U10 and up.

## **Direct Free Kicks, Indirect Free Kicks, Corner Kicks, and Penalty Kicks**

- Direct free kicks, indirect free kicks, and penalty kicks will be awarded at the discretion of the referee. The opposing team must be at least 10 yards away from the ball.
- All penalty kicks will be taken from the point designated by the referee.

## **Goalkeeping Rules**

- FOR AGES U7-U9 ONLY: A goal kick, punt or keeper throw may not go over the midfield line.

## **Scoring**

- A goal may not be scored directly from:
  - A goal kick
  - A throw-in
- A second player must touch the ball first in the above situations.

## **Start of Play**

- The maximum and minimum number of players on the field per team, including the goalie, are as indicated herein:
  - Age U7: Maximum = 6, Minimum = 4
  - Ages U8 through U10: Maximum = 8, Minimum = 4
  - Age U11: Maximum = 9, Minimum = 5
  - Ages U12 and Up: Maximum = 11, Minimum = 7
- The designated home team shall kick off.
- The opposing team must be at least 10 yards away from the ball.
- The ball must move forward on kick off.

## **Yellow Card**

- A yellow card is considered a warning. Two yellow cards in the same game equal a red card (ejection from the game).

## **Red Card**

- When a player or coach receives a red card, he is ejected from the rest of the game. Players cannot be replaced by another player, and the team must play the remainder of the game with one less player on the field for each ejected player. Each ejected player or coach shall be subject to a period of suspension which will be determined by committee review.
- In the event a coach is ejected from the field, another adult must be designated to act as team manager for the team during the period of ejection.

## **Forfeits/Reschedule Requests**

- With four days or more prior notice of anticipated absence, the team unable to field will receive a penalty equal to a one-game loss of points (-3). 100% Soccer will attempt to provide a guest team to play in place of the absent team. In the event a guest team cannot be provided, the other team scheduled may use the field time and staff for a practice session.
- A forfeit without timely notice will result in a penalty equal to a two-game loss of points (-6). The other team scheduled may use the field time and staff for a practice session.
- Requests for a reschedule/waiver of the above penalty must be submitted in writing and accompanied by:
  1. A list of the players who are unable to be present.
  2. A check for \$100 (the cost of providing makeup), and
  3. A copy of the schedule/invitation/registration form of event that is soccer, school, or religion related (excluding parties).
- Acceptance or denial of all requests is subject to field availability.
- If a team is not prepared to take the field at game time, a 5-minute grace period will be afforded. When the 5-minute grace period has expired, the game will be decided by the Event Directors. In the event of forfeit, points will be awarded in accordance with the point system listed herein.
- Upon request for consideration of circumstances, review by committee will waive, uphold or reschedule the forfeit. Request for consideration must be received no later than 4 hours after start time of game in question.

## **Point System**

- A forfeit will be recorded as a 2-0 score and a three-point win. The team forfeiting will also receive a point penalty loss, as noted herein.

### **POINT SYSTEM**

WIN = 3 POINTS

TIE = 1 POINT

LOSS = 0 POINTS

FORFEIT with timely notice = MINUS 3 POINTS

FORFEIT without timely notice = MINUS 6 POINTS

FORFEIT with waived penalty = 0 POINTS

## **Tiebreakers**

- In the event of a tie, the following tiebreaker system shall apply to determine the standings:
  1. Winner of Head to Head Competition (This criteria not used if more than two teams are tied.)
  2. Most Wins
  3. Least Goals Against

4. Most Goals For
5. Most Shutouts
6. Toss of the Coin

- If more than two teams are tied in points, head to head is eliminated. Beginning with Point 2, the Tiebreaker System above will be followed until a winner is determined. The remaining teams will then continue the sequence until the tie is broken.
- In divisions holding Semi-Final and Final matches, if the match ends in a tie, the following tiebreaker system will apply.
  1. Three-player penalty shootout during which, starting from the point designated by the referee, each player has 8 seconds to score, one on one, with the goalkeeper.\*\*
  2. Penalty Kicks, one for one, sudden death.\*\*

**\*\*NOTE:**

- No player may participate in a second shootout kick or penalty kick until all players have participated.
- All players on the team, including the goalkeeper, are allowed to shoot.
- Home team kicks first.

8/02/10