

South Central District Travel Packet

South Central District: www.scdcjsa.com
Connecticut Junior Soccer Association: www.cjsa.org
Boy's Commissioner: Bill Cadwell, Jr scdboyscommissioners@gmail.com
Girl's Commissioner: Vicki Thomas scdgirlscommissioner@gmail.com

Normal communications should take place via email to the Commissioners. *Please ensure the SUBJECT LINE of any emails you send contains the team/club name, age group, and division, as appropriate.*

Urgent or time-sensitive communications should be made directly to SCD Vice President

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GENERAL INFORMATION

All coaches will use their League Athletics password to access the district website. The home coaches need to upload and update their schedules with the correct dates, times, and field locations before the start of the season

SCORE REPORTS:

The **HOME TEAM** is responsible for submitting scores for all league games via the district website – <http://www.scdcjasa.com>. **We must receive score reports for all league games by the following Monday at 11:59pm.** *Failure to comply with this can result in forfeits and fines to the home team's club. All scores must be in by the end of the season.*

(For the rescheduling procedure, please see pages 3 and 4).

When submitting a result you can write in the comment box about the game. This will be seen by the public, so keep the comments positive and do not write the player's whole name.

(Example - NO: Johnny Smith scored the game winning goal. YES: Johnny S. scored the game winning goal, both teams played well. NO: Horrible refereed game, the entire team got red carded, the coach was a jerk. YES: Write nothing - Just email the commissioner.)

If there are any score discrepancies or problems with League Athletics, both the home team and away team should print out a Game Report Form. This report can be found the SCD and Team's Homepage under Documents. Both teams should have an accurate game report, which is signed by the officiating crew and is kept by the coach/manager in case of score-related issues. This will help the Commissioners correct any possible errors with the scores and standings.

GAME SCHEDULING:

Within each division, the teams are scheduled to only play each other once. That being said, we do not anticipate any games being played after the completion of the season.

GAMES:

League games take priority over all friendly games. If you are in the Connecticut Cup or plan to play in a tournament this season you should schedule the games around those probable dates. CT Cup games are typically played on Saturdays, so keep your Saturdays opened.

CARDS:

Coaches must self-report all yellow and red cards and submit a report using the district website. Get the information from the referee (infraction, CJSA ID number, player name, and referee crew).

COMMUNICATION:

If any club has issues regarding another club's failure to communicate, the clubs should bring this information to the Commissioners. We should not be helping you after the fact.

Note: The club referee assignor and all referees should be aware of the rules within this travel packet.

ROSTER RULES

A player may not be simultaneously rostered to two classic (comp) team rosters or to two recreation team rosters in the same age group/division. A player, however, may play simultaneously on both a

classic and recreation team in the same age group/division. If players are double-rostered, no more than eight players on the classic team roster may appear on the recreation team roster. These players must be identified prior to the start of the season and cannot be changed on a game-to-game basis.

The purpose of this rule is to ensure that the recreation travel player gets the opportunity to play and improve. If the Commissioner believes rosters are being manipulated to influence recreation game play, forfeits may be directed and resulting sanctions applied. There has been a “gentlemen’s agreement” between the clubs not to place premier players or premier development players on recreational rosters and when using competition players, they should be the “weaker” comp players.

Game Day Roster Sizes:

South Central District Age Group Matrix For Registration Within CJSAs And Roster Sizes						
	USYS/CJSA	SCD	SCD	CJSA	SCD	SCD
Age Group	Max Players On Field	Max Players On Field	Team Type	Roster Type	Players on Approved Roster from CJSA	Max Players On Game Day Roster
Intra-Club Play						
06U	4v4 no GK	Internal to club	Rec	Rec	1 - 9,999	Internal to club
07U	4v4 no GK	Internal to club	Rec	Rec	1 - 9,999	Internal to club
08U	4v4 no GK	Internal to club	Rec	Rec	1 - 9,999	Internal to club
09U	7v7	Internal to club	Rec	Rec	1 - 9,999	Internal to club
10U	7v7	Internal to club	Rec	Rec	1 - 9,999	Internal to club
11U-12U	9v9	9v9	rec	Rec	1 - 9,999	16
13+	11v11	11v11	Comp	Comp	1 - 9,999	25
SCD League						
09U	7v7	7v7	Comp	Comp "D"	1 - 25	12
10U	7v7	7v7	Comp	Comp "D"	1 - 25	12
11U	9v9	9v9	Comp	RecPlus	1 - 25	16
12U	9v9	9v9	Comp	RecPlus	1 - 25	16
11U/12U	9v9	9v9	Travel Rec	RecPlus	1 - 25	16
13U	11v11	11v11	Comp	Comp	11 - 25	25
14U	11v11	11v11	Comp	Comp	11 - 25	25
13U/14U	11v11	11v11	Travel Rec	RecPlus	1 - 25	25
15U	11v11	11v11	Comp	Comp	11 - 25	25
15U	11v11	11v11	Travel Rec	RecPlus	11 - 25	25
16U	11v11	11v11	Comp	Comp	11 - 25	25
17U	11v11	11v11	Comp	Comp	11 - 25	25
18U	11v11	11v11	Comp	Comp	11 - 25	25
19U	11v11	11v11	Comp	Comp	11 - 25	25

CT Cup						
11U	9v9	9v9	Cup	Comp	11 - 16	11 - 16
12U	9v9	9v9	Cup	Comp	11 - 16	11 - 16
11U/12U	9v9	9v9	Cup	RecPlus	11 - 16	11 - 16
13U	11v11	11v11	Cup	Comp	11 - 25	11 - 25
14U	11v11	11v11	Cup	Comp	11 - 25	11 - 25
13U/14U	11v11	11v11	Cup	RecPlus	11 - 25	11 - 25
15U	11v11	11v11	Cup	Comp	11 - 25	11 - 25
16U	11v11	11v11	Cup	Comp	11 - 25	11 - 25
17U	11v11	11v11	Cup	Comp	11 - 25	11 - 25
18U	11v11	11v11	Cup	Comp	11 - 25	11 - 25
19U	11v11	11v11	Cup	Comp	11 - 25	11 - 25

The above tables lay out the options a club has when registering players with CJSA for In-House, SCD League and CT Cup play. Although not all age groups may valid, these tables represent the possible configurations.

- USYS and CJSA are in agreement on the proper player configuration as well as field size and goal size. More information can be found on CJSA.org

- SCD has adopted the USYS and CJSA recommendations

- To alleviate any confusion as to the options for a club registrar to register players to a team we have provided these tables. Please do not confuse Registration of a Player to a Team with Allowed Players on a "Game Day" Roster. Players are registered and verified with CJSA to ensure validity of the players. SCD League Policies state how many players are on the sideline for a "Game Day" roster.

- By allowing clubs to register more players on a roster than can play at a given game, flexibility is provided to the clubs to register more players. This will allow clubs to register players that may have been previously turned away. This will alleviate the club register or removing and adding players weekly

- The goal of the above is to put more control in the hands of the clubs and allow clubs to say "Yes" to more players.

- This change or clarification is in line with the possible direction of CJSA to provided a system to be used statewide.

LEAGUE GAMES

Early in the week prior to the game, a call or email should be made to the opposing coach/manager to confirm the playing date, time, and location. Home team coaches should ensure they have clear directions available to the away coach. Teams should confirm jersey colors to avoid conflict. Responsibility falls on the home team to change colors if a conflict occurs. Teams should also agree on a specific cut-off time for notification in case of inclement weather.

REFEREES

It is the responsibility of the home team's referee assignor to provide an appropriate referee crew (one center referee and two assistant referees). By rule, a center referee must be at least two age groups older, and the assistant referees must be at least one age group older, than the age group of the teams in the match being played. If ARs are not available, both teams should provide volunteers to act as

Club Linesmen and signal when the ball entirely crosses the touch line or goal line. All TRAVEL games must have a three person referee crew.

LAWS OF THE GAME

Please visit the following websites to learn about the *FIFA Laws of the Game*:

<http://www.ussoccer.com/Referees/Laws-of-the-Game.aspx>

SCD POLICY ON PLAYER PASSES AND ROSTERS

The South Central District policy is that if there is no roster at a league or friendly game -- then there is no play. If there are no passes, the approved roster needs to be signed by the players and coaches and the referee must submit a supplemental game report via Central Assign and fax the roster to SCD Vice President.

Players not on a certified roster cannot play regardless if they have a pass or not.

Coaches should always have three (3) copies of their approved roster at each game PLUS player and coaches passes. One roster is for the referee and one for the opposing team's coach.

Referees must check rosters and passes before every game played in South Central District regardless of it is a league game or a friendly game.

RESCHEDULING GAMES

Games must occasionally be rescheduled. Rescheduling league games is a burden on the entire league and should only be done for legitimate reasons. Acceptable reasons for the Commissioners include inclement weather, wet fields, and conflicts involving the entire team. Missing key players, particularly premier or premier development players, is not a legitimate reason for rescheduling a game. *In the event a game is not played and must be rescheduled, both teams are required to notify their Commissioner with the new date, time and location of the game.* Do not simply advise that a game has been cancelled. It is better to wait a few days and give us a single notification including the reschedule information.

When a reschedule situation occurs, the home club should make an attempt to offer multiple dates and times to the away team. The away team should make an effort to find one of these offers acceptable. No situation will be perfect for both teams. Collaboration is important to resolve this. If the coaches cannot find an agreement to reschedule the match, they are expected to escalate the issue first to their club leadership for resolution. If the leadership of the two clubs cannot reach agreement, then the Commissioner may elect to direct a date, time, and location to reschedule the match. The

Commissioner's decision here will be strongly influenced by the offers made by the home team and both team's overall attitude about finding a workable solution. If the Commissioner directly intervenes and a team does not comply, the Commissioner may elect to declare a forfeit or double-forfeit, as deemed appropriate.

PLAYING TIME (U-9/10, U-12, & U-14 TRAVEL REC TEAMS)

SCD rules require that every player on a "recreation plus" travel team play at least half the game, except for reasons of injury, illness, or discipline. This rule is absolute. If it is established by the Commissioner that players are not being given their rightful playing minutes, the game will be deemed

a forfeit and the club in violation will be subject to associated fines. Further, SCD may elect to take steps to discipline the offending coach or coaches. Do not let the desire to win the game interfere with the prime objective of recreation travel soccer – playing for the fun of the game and learning the game!

FIVE-GOAL RULE (U-9/10, U-12, & U-14 TRAVEL REC TEAMS)

SCD uses a rule in all recreational travel divisions that is meant to keep the competition healthy between teams.

- If at any time during the game, one team achieves a **five-goal** advantage over the other, the team that is ahead must remove one player from the field and play down until the five-goal margin is gone.
- If the team holding the five-goal lead increases their lead, another player must be removed and the team must play down two players until the goal margin is returned to five goals.
- No team will be required to remove more than two players in this situation. Teams are reminded that removing weaker players defeats the purpose and intent of this rule. Teams with five-goal leads should focus on removing stronger players first.
- If this rule comes into play during the game, SCD rules requiring all players on recreation travel teams to play half the game are held in abeyance. Again, taking time from the weaker players works against the intent of this rule.

In the event the game finishes with a goal differential greater than five goals, the coach of the winning team is required to provide an e-mailed explanation describing the circumstances leading to this final score. This explanation must accompany the reported game score. If the team has a second game with a winning margin in excess of five goals, the president of the associated club is required to provide a written explanation of the circumstances of this second score and further address steps being taken to avoid another similar result. Failure to provide the first letter will result in assessment of fines to the parent club. A second violation, even if explained by the club president, may result in the offending team being charged with a forfeit and be subject to associated fines.

Coaches are strongly advised to ensure their team parents understand this rule prior to the start of the season. Please respect the feelings of the players involved from both teams when dealing with this situation. Repeated violations of this rule will ensure the offending team will be promoted out of the recreation division and into a competition division the following season.

REPORTING LEAGUE GAME SCORES

See the first page in regards to reporting games scores. *Failure to submit a game report will result in a forfeit being charged against the offending team, regardless of the actual game outcome.* All forfeits are scored as 1-0 losses. Teams forfeiting a league game are not eligible to win the division championship and the club will be assessed a \$25.00 fine for each game determined to be a forfeit.

DIVISION WINNERS

Three (3) points are awarded for a win and one (1) point is awarded to both teams for a tie. There are no overtimes in SCD league play. Division winners are the teams earning the most points. Forfeits will be recorded as a 1-0 loss for the forfeiting team. In the event of a tie, division winners are determined by the following tiebreakers in this order:

For all Travel Team divisions:

1. Points (Wins*3)+Ties
2. Head-to-head competition

3. Goals Against
4. If still tied, co-champions will be declared

SCD BYLAWS AND RULES

All SCD Bylaws and Rules can be found on the district website under Documents. Coaches are encouraged to go the SCD website and review the SCD playing rules. All coaches are responsible for compliance with these rules. Sections 2, 3, and 4 are of particular importance.

League Game Protests

See the SCD Bylaws and Rules for fees and which SCD Commissioner to send your protest to. Do not send a protest involving an SCD league game to CJSA.

Rule: 2.38

District League matches in the U-12 age group and below shall utilize a “size 4” ball. District League matches in the U-13 age group and above shall utilize a “size 5” ball.

Rule: 2.39

The length of District League matches shall be as follows:

U-9/10	2 x 25 minute halves		
U-11/12	2 x 30 minute halves	U-16*	2 x 45 minute halves
U-13/14	2 x 40 minute halves	U-19*	2 x 45 minute halves

*U-16s and U-19s do not play in the Fall, only in the Spring.

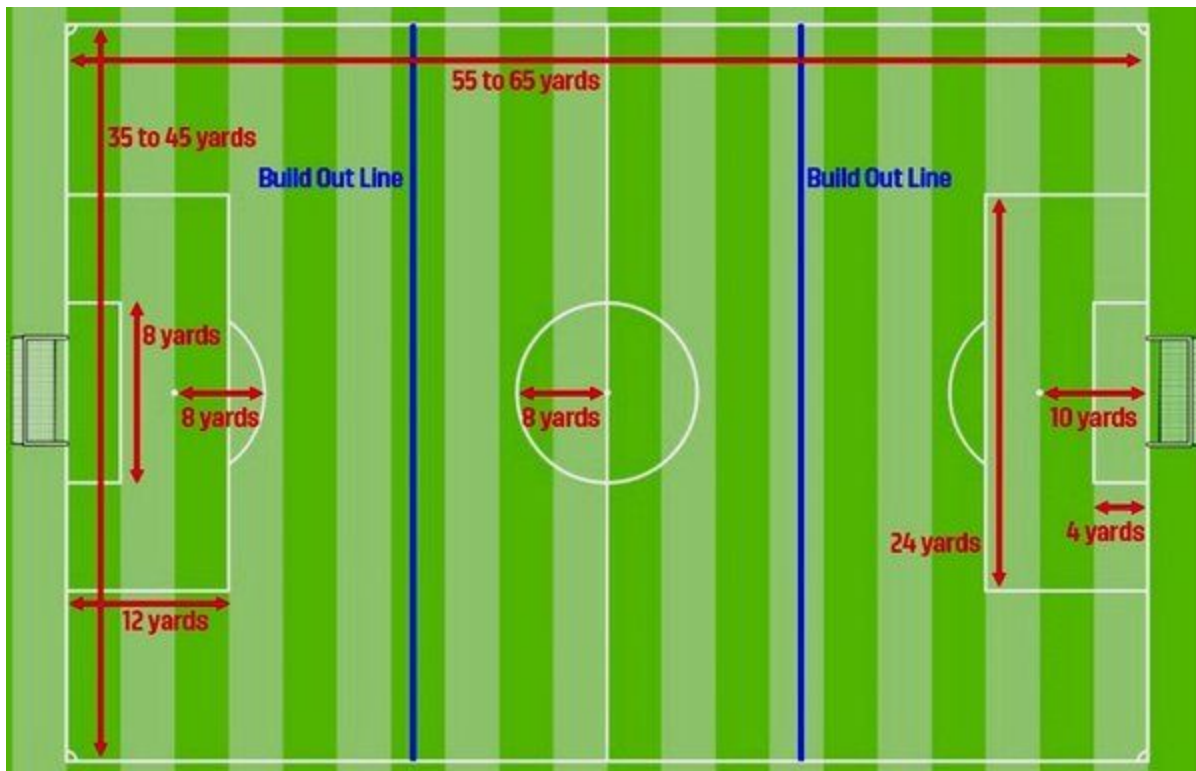
U-9 & U10 7v7 Guidelines

The following guidelines should be followed in regard to fields and games:

- **Field Length**
 - minimum 55 yards, maximum 65 yards
- **Field Width**
 - minimum 35 yards, maximum 45 yards
- **Maximum Goal Size**
 - 6.5 x 18.5 feet (Recommended 6.5 x 12.5 feet)
- **Center Circle:**
 - The center mark is indicated at the midpoint of the halfway line. A circle with a radius of eight (8) yards is marked around it.
- **Goal Area:**
 - A goal area is defined at each end of the field as follows: Two lines are drawn at right angles to the goal line four (4) yards from the center of the field. These lines extend into the field of play for a distance of four (4) yards and are joined by a line drawn parallel with the goal line. The area bounded by these lines and the goal line is the goal area.

- **Penalty Area:**
 - A penalty area is defined at each end of the field as follows: Two lines are drawn at right angles to the goal line, twelve (12) yards from the center of the field. These lines extend into the field of play for a distance of twelve (12) yards and are joined by a line drawn parallel with the goal line. The area bounded by these lines and the goal line is the penalty area. Within each penalty area a penalty mark is made ten (10) yards from the midpoint between the goalposts and equidistant to them. An arc of a circle with a radius of eight (8) yards from each penalty mark is drawn outside the penalty area.
- **Duration of the Match:**
 - The match is divided into two (2) halves of thirty (30) minutes each. There shall be a half-time interval of five (5) minutes, more if circumstances (e.g. weather conditions) dictate.
- **Start and Restart of Play:**
 - Opponents of the team taking the kick (kick-off, free kick, corner kick) are at least eight (8) yards from the ball until it is in play.

7v7 Field Diagram



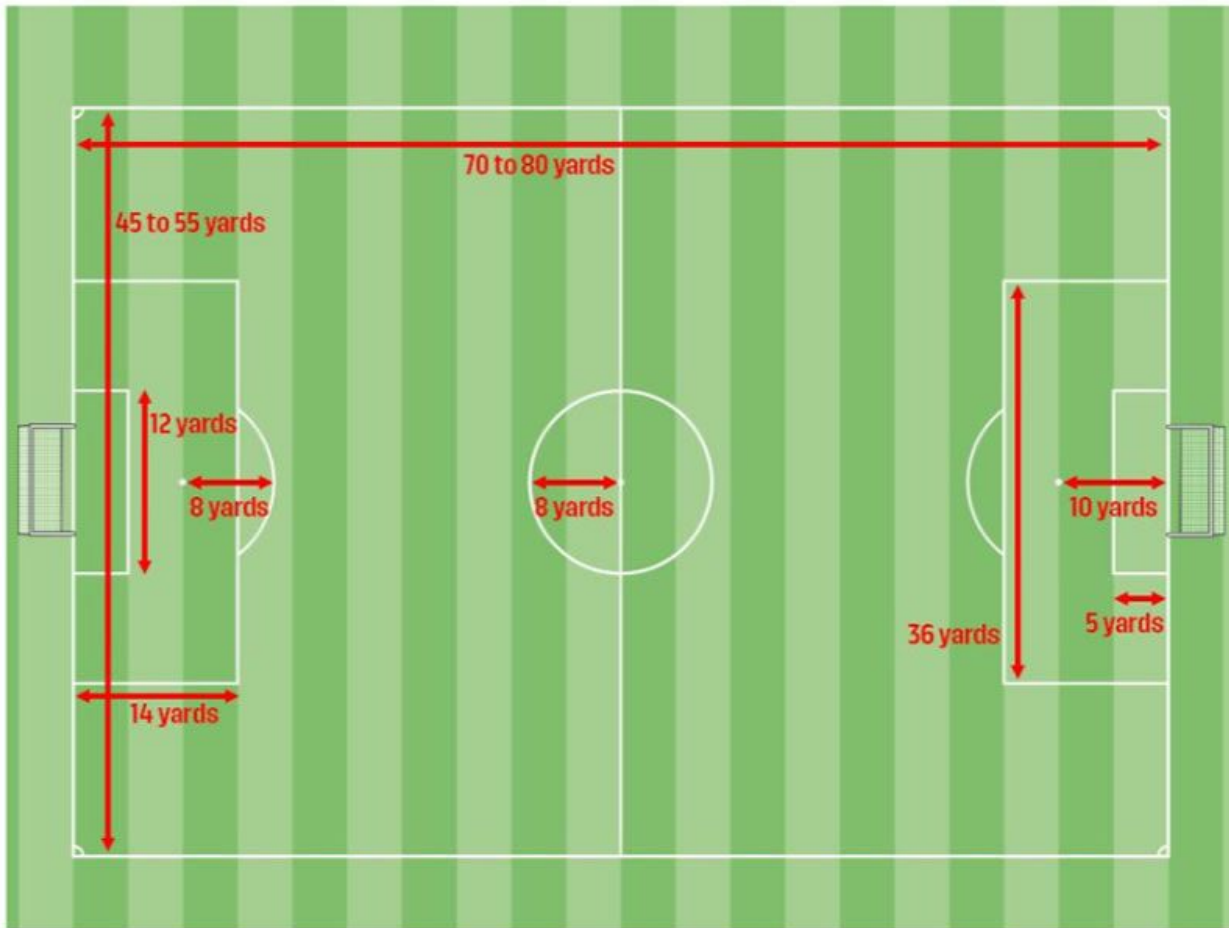
U-11 & U-12 9v9 Guidelines

The following guidelines should be followed in regard to fields and games:

- **Field Length**
 - minimum 70 yards, maximum 80 yards
- **Field Width**
 - minimum 45 yards, maximum 55 yards
- **Maximum Goal Size:**
 - 7 x 21 feet

- **Center Circle:**
 - The center mark is indicated at the midpoint of the halfway line. A circle with a radius of eight (8) yards is marked around it.
- **Goal Area:**
 - A goal area is defined at each end of the field as follows: Two lines are drawn at right angles to the goal line five (5) yards from the center of the field. These lines extend into the field of play for a distance of five (5) yards and are joined by a line drawn parallel with the goal line. The area bounded by these lines and the goal line is the goal area.
- **Penalty Area:**
 - A penalty area is defined at each end of the field as follows: Two lines are drawn at right angles to the goal line, eighteen (18) yards from the center of the field. These lines extend into the field of play for a distance of fourteen (14) yards and are joined by a line drawn parallel with the goal line. The area bounded by these lines and the goal line is the penalty area. Within each penalty area a penalty mark is made ten (10) yards from the midpoint between the goalposts and equidistant to them. An arc of a circle with a radius of eight (8) yards from each penalty mark is drawn outside the penalty area.
- **Duration of the Match:**
 - The match is divided into two (2) halves of thirty (30) minutes each. There shall be a half-time interval of five (5) minutes, more if circumstances (e.g. weather conditions) dictate.
- **Start and Restart of Play:**
 - Opponents of the team taking the kick (kick-off, free kick, corner kick) are at least eight (8) yards from the ball until it is in play.

9v9 Field Diagram:



SILENT SIDELINES REMINDER

At January's 2002 Annual General Meeting the membership passed a policy stating that "Each Fall and Spring playing season the Board of Directors shall sponsor a statewide Silent Sidelines weekend. Coaches will be permitted to give players direction from the sidelines. Spectators will be directed to refrain from making any comments to players, coaches or referees, but will be permitted to applaud efforts by players." Referees are not responsible for the enforcement of this rule. It is the clubs' responsibility to inform your spectators of the guidelines for Silent Sidelines.

The Fall Silent Sidelines will be the third weekend of October, and the Spring Silent Sidelines will be the third weekend of May. The goals of Silent Sidelines Weekend are to:

1. develop our players to make decisions on the field without sideline intervention.
2. improve the players' communication on the field by reducing the outside noise level.
3. support our youth referees by eliminating dissension from the sidelines.

This rule was drafted and passed at the request of a CJSA player. We need to help our players develop without the continued interference from the sidelines. The objective is to promote greater awareness of this development by coaches and parents as well as the players and referees.

We are requesting that all spectators remain silent on these weekends. For the sake of our kids, we are asking for one weekend where we stand back and just let the players play. We would like to provide each player at least one game of their season that is free of the distractions caused by spectators screaming and yelling at them.

This program was first sponsored by CJSA in September 2000 and was successful. Many players stated they enjoyed the opportunity to communicate with their teammates and be heard. One player, Tommy Schanzer, enjoyed the experience so much that he spearheaded a movement to bring back Silent Sidelines each season.

The guidelines are simple. Spectators are to be quiet, talking in a normal tone to the person next to them. What is to be avoided are comments that can be heard by players, referees, or opponents. Applause is permitted and encouraged.

The program works. It has increased the awareness by both coaches and parents of the players' development. In addition, it has increased referee retention.

Your help is needed. We are asking everyone in CJSA to promote and support Silent Sidelines Weekend and give the game back to the kids.

(The above message is a modification of CJSA President Andrea Duffy's May 2002 President's Message.)

For more information – please visit: <http://www.cjsa.org/events/silentsidelines/>