



REAL SC ACADEMY LEAGUE (U4-U9)

SPRING 2018



LEAGUE RULES

1. Modified FIFA Laws of the Game can be accessed at:

<https://realsoccerclub.org/realacademyleague/>

2. Field Preparations

Home Teams are responsible for field preparedness: Mowing, lining and goal setup. Also, the home team is responsible for the setup of nets and corner flags on game day.

3. Check-in Process & Game Start Time

Teams are expected to play games at the scheduled time and location. Referees when applicable must complete the player/coach credential check-in process (with IYSA or US Club roster) prior to the scheduled game time.

If the 2 teams in a given match are from the same club or they play in age brackets where referees are not mandatory, the check-in process may be skipped. In that case, coaches must ensure all players have shin guards on and they are not wearing dangerous objects like earrings, neckless etc **No equipment shall be worn that is dangerous to another player.**

When applicable, failure to present and official roster to the referee prior to scheduled game time will be subject to investigation by the league.

4. Minimum Number of Players

At U4 & U5 (3v3), a team must have 2 players and one registered adult to start a match

At U6 & U7 (4v4), a team must have at least 3 players and one registered adult to start a match

At U8 (4v4), a team must have at least 3 players and one registered adult to start a match

At U8 and U9 combined (5v5), a team must have at least 4 players and one registered adult to start a match

At U9 (7v7), a team must have at least 4 players

IYSA or US Club sanctioned rosters are required to compete in the Real SC Academy League. When applicable (i.e. games when the teams playing are from different clubs and coaches request a roster of the opposing team) the referee (if applicable) should be handed a copy of your game rosters prior to the beginning of the game. If the 2 teams in a given match are from the same club or play in age brackets where referees are not mandatory this check-in process may be skipped.

5. Guest Players

Players who are not in a roster with a league registered team are not allowed.

6. Club Guest Rule

Players from teams from the same club can guest play (play up or laterally move) with other teams. Play downs must be approved by both coaches.

7. Substitutions

Substitutions are permitted:

- on goals
- on goal kicks
- on throw-in on your possession
- on throw-ins on opposing possession if the team in possession is subbing
- at the referee's discretion i.e (any restarts or injuries)
- at halftime.

8. Official's Report

The Real SC League may keep track of scores for internal purposes (to make sure of parity in future seasons etc) but standings may not be published.

Managers / Coaches should verify with the referee (when applicable) at the game's conclusion that their score matches his/her report. All officials must submit a game reports to Real SC within 48 hours after the match.

Forfeits will result in a 1-0 win being awarded to the opposing team.

One sided scores/blow outs/running up the score don't help anybody. Therefore, the league recommends that when a goal difference of 6 is reached by any of the teams, at the coach's discretion they may modify the game to help create balanced play. This includes but is not limited to:

- Implementing scoring constrains (ask players to connect with 5 passes before they can score, or everybody has to touch the ball before they score etc)
- Mixing the players from both teams to create two balanced teams

9. Players Equipment

1. All players on the field must be attired in matching uniforms (except the goalkeeper). The goalkeeper will be attired in an outfit that is different from the opposing keeper, all other players on the field and the referee, if applicable.

2. Each team must have an alternate color of jersey or training vest. In cases of color similarity, **the designated visiting team** (listed second in the schedule) will change jerseys.

3. **No equipment shall be worn that is dangerous to another player.** The game referee shall have final say over any equipment that he/she may deem safe or dangerous.

4. Shin guards, covered by socks, are mandatory in all games. Players not wearing shin guards will not be allowed to play.

5. **No jewelry is permitted.** Taping of jewelry is not permitted. Medical alert and religious bracelets/necklaces must be allowed by officials but are required to be taped to the body.

10. Responsibilities of Coaches

1. Each coach is responsible for the conduct of his/her team players, staff and spectators
2. Coaching is permitted from the touchline for a temporary amount of time, but otherwise coaching is to be accomplished from the team technical area. All valid coaches/managers must be on the team's roster and present valid member passes to the referee (when applicable) prior to the game.
3. Coaching is understood as giving directions to one's own team on points of strategy and position--no mechanical or electronic devices are permitted. The tone of voice must be informative. No coach is to make derogatory remarks or gestures to the referee, players or spectators or opposing coach and players.
4. As per IYSA rules, the following are considered irresponsible behavior and can result in dismissal from the match:
 - * Throwing objects in protest
 - * Speaking insulting words or making offensive gestures
 - * Kicking chairs
 - * Making unwanted or unnecessary contact with opponent
 - * Persistently and flagrantly protesting decisions of an official
 - * Interfering with the performance of assistant referee or fourth official duties
 - * Entering the field of play without the permission of the referee
 - * Making threatening remarks

11. Scoring Method and Tie-Breakers

As mentioned earlier, the Real SC League may keep track of scores for internal purposes (to make sure of parity in future seasons etc) but standings may not be published.

A Maximum of a 6 goal difference will be officially recorded in any one game.

Team Points for Game Results:

3 Points for a Win (*includes forfeit)

1 Point for a Tie

0 Points for a loss

*A team shall be awarded a forfeit win when its opponent does not play or is declared ineligible. The game will be recorded as a 1-0

At the conclusion of the League season, if two or more teams are tied in point totals, the league championship will be determined according to the following tiebreaker rules:

1. Head to Head
2. Goal differential (Goals scored minus goals conceded)
3. Least goals conceded.

12. Safety

In the interest of everyone's safety, please observe the following: no one may play if they are bleeding or there is blood on their uniform. The player must leave the field and may be substituted at the coach's discretion. The player may return to the game after any bleeding is stopped, the wound is covered and the uniform cleaned appropriately of blood.

If a referee suspects a concussion has occurred, they may remove the player from the game field. All suspected concussions will be reported to IYSA by the referees.

Consumption of alcoholic beverages and any use of tobacco products are strictly prohibited at all League game sites.

13. Lightning

In the event of lightning prior to or during the game, the game will be stopped immediately and will be delayed for 30 minutes. **Should more lightning occur within that 30 minute delay then the game will be abandoned.** In the event that the game is abandoned after the second half has begun then the score will stand. If the game is abandoned prior to, or during the first half, every effort will be made to reschedule the game, which will need to be replayed in its entirety.

See other weather considerations at:

<https://realsoccerclub.org/weather-considerations/>

14. Protest and Appeals

All protests will be investigated by the league. Referee judgment decisions during the game are final and may not be appealed. **To be valid and eligible for consideration, each protest must be:**

1. Must be made by a person listed on the official game roster or the designated club's league representative.
2. Filed in writing, on the IYSA protest form, clearly citing the law of soccer, or league rule violated.
3. Must be received no later than 72 hrs after the game has taken place.
4. Must be accompanied by \$100 payment that will be refunded only in the event that the protest is upheld.

IF YOU HAVE ANY QUESTIONS or CONCERNS PLEASE CONTACT YOUR CLUB's DIRECTOR.