

Rules & Regulations

Rules and Regulations

Approved ~~February 4, 2009~~ **April 1, 2014**

The following Rules and Regulations of the League are effective upon the adoption by the Board.

These rules and regulations can be amended with a majority vote of the Board. All changes shall be posted in the League Newsletter and on the Website.

These rules and regulations (as revised herein) supersede any and all previously written, published, oral, or "understood" League rules and regulations. Any such previous rules and regulations in conflict with this revision are hereby declared null and void. Any issue not specifically identified and/or addressed in the By-laws, Constitution, and/or Rules and Regulations shall not be considered a direct omission and must be brought to the Board of Directors for resolution.

Player Registration

~~Players must be registered with the league's designated online service provider (presently Sportssignup). A properly completed registration form, signed by the player's parent or legal guardian, must be submitted to the Registrar before the child is eligible to be assigned to a team.~~

Proof of age for all new players must be submitted at the time of registration (proof shall consist of a birth certificate, passport, or alien registration card issued by the U.S. Government).

The registration fee, as determined by the Board, is payable at the time of the registration. ~~No refunds of registration fees will be granted after the start of the season. Any request for a refund must be made on petition to the Board and said request will be solely left to the discretion of the Board. Under no circumstance will there be any refund of any incurred travel fees with Long Island Junior Soccer League or other similar travel program. Refunds with Board approval.~~

Hardship Registration: Hardship requests must be submitted in writing by the player's parent or guardian to the Board for consideration.

Player Age Groups: Players shall be grouped into the following divisions according to age. Said groupings will apply to both boys and girls divisions.

Under 4 – Comprised of players who are born on or after August 1 of the current year minus 4 and on or before July 31st of the current year minus 3.

Under 5 – Comprised of players who are born on or after August 1 of the current year minus 5 and on or before July 31st of the current year minus 4.

Under 6 – Comprised of players who are born on or after August 1 of the current year minus 6 and on or before July 31st of the current year minus 5.

Under 7 – Comprised of players who are born on or after August 1 of the current year minus 7 and on or before July 31st of the current year minus 6.

Under 8 – Comprised of players who are born on or after August 1 of the current year minus 8 and on or before July 31st of the current year minus 7.

Under 9 – Comprised of players who are born on or after August 1 of the current year minus 9 and on or before July 31st of the current year minus 8.

Under 10 – Comprised of players who are born on or after August 1 of the current year minus 10 and on or before July 31st of the current year minus 9.

Under 11 – Comprised of players who are born on or after August 1 of the current year minus 11 and on or before July 31st of the current year minus 10.

Under 12 – Comprised of players who are born on or after August 1 of the current year minus 12 and on or before July 31st of the current year minus 11.

Under 13 – Comprised of players who are born on or after August 1 of the current year minus 13 and on or before July 31st of the current year minus 12.

Under 14 – Comprised of players who are born on or after August 1 of the current year minus 14 and on or before July 31st of the current year minus 13.

Under 15 – Comprised of players who are born on or after August 1 of the current year minus 15 and on or before July 31st of the current year minus 14.

Under 16 – Comprised of players who are born on or after August 1 of the current year minus 16 and on or before July 31st of the current year minus 15.

Under 17 – Comprised of players who are born on or after August 1 of the current year minus 17 and on or before July 31st of the current year minus 16.

Under 18 – Comprised of players who are born on or after August 1 of the current year minus 18 and on or before July 31st of the current year minus 17.

Under 19 – Comprised of players who are born on or after August 1 of the current year minus 19 and on or before July 31st of the current year minus 18.

The Board must approve any exceptions and/or realignment of the age groupings after each season's registrations. Coed Teams will occur in the Under 5 and Under 6 Divisions only. Coed teams will be equalized to the smallest difference possible.

Late Registration: Late registration will be accepted on a "waiting" basis only and may be subject to additional fees at the discretion of the Board, which will be reviewed annually by the Board. Any placement of players will be done on the need of the appropriate division.

Team Selection: Intramural and Interleague players will be assigned to teams at the discretion of the Division Directors, Director of Coaches, and the Registrar. This will be based on skill level, age, and experience. Teams will be made equalized to the smallest difference possible. Players in the same family in the same division will be placed on the same team, unless the parents/legal guardian request otherwise. Coaches and assistant coaches ~~es children will be assigned to their respective teams, will get their child on their team.~~

Travel, Pre-Travel, and Tournament Team Age Groups:

Travel Teams- Under ~~9+0~~ and above

Pre-Travel Team – Under 9

~~Tournament Teams – Under 7 and under 8~~

Travel, Pre-Travel, and Tournament Team Selection:

Travel, Pre-Travel, and Tournament Team selection shall be made through tryouts conducted by the Travel, Pre-Travel, and Tournament Team Coach.

Maximum roster sizes are as follows:

Travel Teams:

o U-~~9 through U12+0~~ team maximum roster size is ~~18~~2 players

o ~~U-11 team maximum roster size is 15 players~~

o ~~U13 through U19 team maximum roster size is 22 player and dress 18 for a match. U-12, U13, U14 and U-15 teams maximum roster size is 18 players~~

~~o U-16 and up teams maximum roster size is 22 players (Only 18 players may dress for a game)~~

PreTravel Teams:

· Maximum team roster size is ~~18 players~~ 2 players

~~Tournament Teams:~~

~~—Maximum team roster size is 12 players~~

Coaches will have the prerogative of selecting a lesser number of players for their roster. However, it should be noted that all teams must meet the minimum registration requirements of the Long Island Junior Soccer League, ~~or Suffolk Soccer League, or other approved league~~ where applicable.

~~** In the event, that there is enough interest and players available to form more than one travel team in a particular age group, the Board must approve the creation of additional teams within the age group. t that there is more than one travel team in a division, the travel team with the most tenure will be the "A" Team.~~

~~All Developmental Teams (formerly "B" Teams), in the Travel Divisions, will play 1 season of SSI Major or similar League to determine if they are travel ready. If no such League is available, the team may be registered as a Travel Team.~~

~~Before a player can change from one travel team to another, they must have Board approval.~~

The coach of the "A" Team shall be selected first.

A player or his/her parent may refuse an assignment to a travel team. In such a case, the player will be assigned to an intramural team according to the intramural selection process in their age group. If said player has played at least 1 game in the Travel Division, that player shall play in the intramural division 1 age group above the team (age group) that they were originally selected for. For example, a U-10 player unwilling or unable to play on their assigned travel team shall be assigned to an intramural team in the U-11 age group.

A child cannot play on an intramural and a travel team.

Developmental Teams: Developmental Teams (formerly "B" Teams) will be formed only if are the minimum number of players within the age group at the time of the tryouts necessary to form a team under the travel team in the appropriate age group. Coaches of the developmental teams will be selected by the Coaches Selection Committee after completion of tryouts and the submission of a Letter of Intent to the Coaches Selection Committee. The Travel and Developmental Coaches will work together. To foster development of all players within the age group, it is recommended that the teams periodically train together, attempt to use the same trainer, etc.
All Developmental Teams (formerly "B" Teams), in the Travel Divisions, will play one (1) season of SSI Major or similar League to determine if they are travel ready. If no such League is in place, the Team may be registered as a Travel Team.

Conflict of Interest: In order to eliminate any conflict of interest, any individual wishing to coach in the Lindenhurst Junior Squires Soccer League may not be a Board Member on any other town's Soccer League Board of Directors.

Travel, Developmental, Pre-Travel Coaches, & Tournament Team Director Selection: Travel team coaches shall be elected for a period of one year. Letters of intent will be submitted to the Coaches Selection Committee within the time frames posted in the League newsletter and/or website. Letters of Intent received after the deadline will not be accepted (by postmark or time stamp on email). The position of travel team coach will be open to coaches and assistant coaches who:

Participated as a coach or assistant coach, two of the last three seasons and expect to return as same in the upcoming season;

Are members of the League, elected or appointed to an office, which makes it impractical for he/she to coach, yet prior to said election or appointment had previously coached in the league

Meets the licensing requirements as established by the L.J.S.S.L. as follows:

- a. Candidates must demonstrate their ability to work with children in a constructive and orderly manner.
- b. Minimum of a "C" License obtained within one (1) year of appointment.

c. Coaches must obtain CPR Certification within one (1) year of appointment.

Any coach or assistant coach who meets the above qualifications is eligible to submit a letter of intent to the Coaches Selection Committee for a position of travel team coach. In the event that two or more qualified coaches submit Letters of Intent for the same team, the Coaches Selection Committee may elect to send out questionnaire's to the parents of players in the age group for which the coaches are vying in an attempt to assess the coaching ability among the applicants.

Where two or more travel teams exist in one age group, the order of the selection of coaches will be the team playing in the higher division in the Spring season will be selected first. Assistant Coaches of travel teams will not be selected by the Coaches Selection Committee. The selected coach shall pick an assistant of their own choosing.

The Committee will submit the selected Coaches to the Board of Directors at the May Board meeting for acceptance. The Committee Chairperson will announce the names of the selected coaches at the May Parent/Coaches Meeting.

In the absence of a qualifying candidate, candidates not meeting the minimum requirements may submit a Letter of Intent to the Coaches Selection Committee asking for a waiver of the minimum qualifications.

After selection as a coach, the candidate must pass the ENYSA Risk Management Program within the guidelines and timeframes established by the League.

If at any time during the season a travel team coach position becomes vacant and there are more than 50% of the scheduled games remaining, the Board of Directors shall appoint a new coach for that season. If there are less than 50% of the games remaining at the time of the vacancy, then the assistant coach may take over the team for the remainder of the season. In the event there is an additional season remaining in the term, the Board shall appoint a coach for the additional season.

Travel Team Selection Procedure:

All players in their respective age group will be eligible to participate in the travel team tryouts, ~~regardless of their intramural rating.~~ Tryout dates will be published in the League Newsletter and /or on the League website.

Tryout dates for teams beginning play in the fall season must be provided by the coach of each team no later than June 1st of each year preceding the upcoming fall season, with all tryouts being completed between June 5th – June 20th. The coach will provide the date, time and location of the tryout, and maintain a League approved sign-in sheet ~~which shall be approved and signed by a Board member at the tryouts.~~ There must be a minimum of two (2) tryout dates listed.

Players:

May tryout for one age group above their respective age group, i.e., one calendar year. Exceptions are with Board approval only and will conform to Long Island Junior Soccer League, ~~and~~ Suffolk Soccer League or other approved league's regulations.

When a player is picked for a team, after tryouts, and that player refuses to play ~~or quits for that a particular~~ team, the player will return to the intramural program for the remainder of the season.

~~**i. If said player has not played in any travel games, the player will be assigned to an SSI team in their appropriate age group.~~

~~ii. If said players has played in at least one (1) travel game, the player will be assigned to a SSI team one age group above the age group they would normally play in, i.e., a U-12 player would be assigned to a U-13 team.~~

~~A player may play up one age group for a travel team without trying out for his/her own age group.~~

Travel Teams may not have more than three (3) playing up without Board approval.

Formatted: Space After: 0 pt

****Developmental Teams** (formerly “B” teams) will not be permitted to have any players playing up without Board approval, i.e., the Board deems it appropriate to combine age groups due to an inadequate number of eligible players in more than one age group to form teams in each individual age group.. Developmental Teams will only be permitted to be formed if there are enough eligible players in the age group.

A player trying out for a travel team must attend at least one (1) of the scheduled tryout dates. Emergency situations that prohibit a player from attending at least one scheduled tryout must be presented to the Director of Coaches and the Travel Team Coordinator for consideration.

Additional travel team fee must be paid by each player prior to that player receiving their travel team player pass.

At the end of each season all travel team passes must be surrendered. Passes will not be returned until the travel team fee is submitted to L.I.J.S.L.

A member of the Board of Directors will be present at each tryout to sign-off on the attendance sheet of each tryout.

Players who have attend a tryout for a travel team **MUST** be contacted by that team’s coach or assistant coach regarding the status of their try-out within 48 hrs of the final tryout date or as soon thereafter as practical—Contact must be made by telephone or in person to the parent and/or player. ~~Failure to do so will result in a forfeiture of any Travel Team reimbursement.~~

Travel Team Reimbursement: Reimbursement for approved travel team reimbursement will be within the League approved guidelines and must be submitted to the Treasurer.

Use of Trainers: Teams wishing to do so may engaged the services of a professional trainer to assist with the training of the team. To be eligible to train any team sponsored by the Lindenhurst Junior Squires Soccer League, a trainer must provide the following information prior to initiating any training session:

1. Proof of insurance, listing the Lindenhurst Junior Squires Soccer League, the Lindenhurst Union Free School District, the Village of Lindenhurst, and the Town of Babylon as additional insured. A copy of the certificate, which must be updated on an annual basis, given to the 1st Vice President, and will be kept on file in the League Offices.

2. Proof that any and all trainers have passed the ENYYSA Risk Management Program.

3. To be on the sideline at any LIJSL sponsored game, the trainer must have a valid Trainer’s Pass issued by ENYYSA ~~LJSL~~.

4. Trainer’s who receive financial reimbursement for their training services to train a team will not be permitted to be carded coach in the Lindenhurst Junior Squires Soccer League for any team that they are training.

5. A coach in the Lindenhurst Junior Squires Soccer League may not serve as a trainer for any other team in the League and receive any form of compensation, financial or otherwise, from the League, parent(s), or sponsor.

6. Failure of the trainer to adhere to the above stated provisions will result in the trainer from being barred from training any team sponsored team in the Lindenhurst Junior Squires Soccer League and from utilizing field space permitted to the League. Teams utilizing a trainer under the above conditions shall forfeit all travel reimbursement for at least one year. Coaches will be automatically removed as coach of said team.

Rain Out Games: Rain out games will be decided by the Director of Grounds, the President, or the designated League official. If a message of cancellation is not received, the teams are required to show up ready to play at the scheduled time. If a team fails to show up, they will forfeit the game 1-0 unless the game is cancelled at the game site. **COACHES ARE NOT PERMITTED TO CANCEL GAMES.** Cancelled games will be rescheduled at the earliest possible time in conjunction with the Division Coordinator.

Uniforms and Equipment: All players shall wear the prescribed League uniform for all games.

A. The “League uniform” will include designated jersey, shorts, and socks. The following articles are also permissible as “League uniforms:”

a. Knee pads may be worn;

b. Shin guards must be worn inside the socks;

c. Goalkeepers may wear F.I.F.A approved helmets;

d. Field players may wear F.I.F.A approved headgear.

B. In cold or inclement weather, long trousers (leotards, stockings, long-johns, sweat cloths, etc) may be worn in the Under ~~10+0~~ age group and below (referral approval is not required), provided that the above mentioned "League" shorts are worn over same and that the long trousers are tucked into the player's socks to avoid possible injury to that player or others. In the older age groups this rule will be at the discretion of the referee. Jeans, slacks, etc are not permitted.

C. Hooded sweatshirts, etc are not permissible as they pose a safety risk to the individual player and to others. Hats may be worn in cold or inclement weather in the Under 10 age group and below (referee approval not required). Hats must be free of buttons, snaps, and any other object(s) that may cause an injury to the individual player or to other players. In the older age groups, the referee will have the discretion as to whether hats can be worn.

D. If a player is not outfitted in the proper uniform, in accordance with the above, the Referee will order the player from the field to correct the condition. Said player will not re-enter the field without first reporting to the referee. A coach may substitute for such a player so as to not play shorthanded.

Football and baseball cleats with a stud/spike across the front of the toe are not permitted to be worn during games.

Casts, Braces, Jewelry, Glasses: Players wearing an orthopedic cast or brace of any kind will NOT be eligible to participate in any game. Further, players will not wear anything that might be dangerous to him/herself and/or another player.

Jewelry of any kind is not permitted to worn during play.

Only shatterproof, protective eyewear may be worn during the game.

Field(s) and Equipment

A. Nets and Equipment: The ~~teams+home team~~ having the first game of the day must pick up the nets, weights, and corner flags for the appropriate field(s) from the designated storage location. The ~~teams+home team~~ having the last game of the day ~~are to~~ responsible for breaking down the field and returning the nets, weights, and flags to the appropriate storage location. Travel teams failing to adhere to this policy will forfeit all of their travel team reimbursement and will be subject to an Arbitration Committee hearing. All other teams will be brought to the Arbitration Committee.

B. The ~~home team~~ coaches will have the responsibility of supervising the field, insuring that the field is clear of obstructions, nets are secured with weights and the spectators are seated on the appropriate side of the field.

C. Use of Portable Goals: Any coach using a portable goal for a game or practice is responsible for insuring that the goal is properly weighted down. Failure to do so will result in the forfeiture of the entire season's travel reimbursement and a hearing in front of the Arbitration Committee.

D. Travel teams U-12 and above, that play their home games on a turf field are the only teams permitted to practice on the turf fields after 6:00 pm.

E. During practice time, field space will be shared equally among the number of teams practicing.

F. Reservation of field space is only for scrimmages and games. There is no reserving space for practices. Reservation of field space is coordinated with the Travel Team coordinator and is at his/her discretion.

Permits: It is the responsibility of the 2nd Vice President to obtain field use permits on behalf of the League. No coach, assistant coach, parent, etc may apply for a permit on behalf of any team sponsored by the League.

Rules of Play: The rules of play, for all intramural contests sanctioned by the League shall be the "Laws of the Game" as published by F.I.F.A, with those modifications contained in these Rules and Regulations.

Duration of the Game and Ball Size

Division	Game Length	Half Time	Ball Size
U – 4, 5, 6	2 x 20 min halves	5 min	#3

U – 7, 8, 9, <u>10</u>	2 x 25 min halves	5 min	#4
U – 10 , 11, 12	2 x 30 min halves	5 min	#4
U-13, 14	2 x 35 min halves	5 min	#5
U-15, <u>16</u> +	2 x <u>40</u> 5 min halves	5 min	#5
<u>U-17, 18, 19</u>	<u>2 x 45 min halves</u>	<u>5 min</u>	<u>#5</u>

****Any exceptions to the above game lengths or ball sizes will be published prior to the first game of the season.****

NOTE: In regular League competition, there will be no overtime periods.

Delaying the Start of Scheduled Game: Any team delaying the start of a scheduled game more than ten (10) minutes without the sanction of the governing authority shall forfeit the game 1 – 0. If any game is delayed by the preceding game, this rule is waived.

Forfeits

1. A game will be declared a 1 – 0 forfeit should a team fail to appear on the field of play within ten (10) minutes of the scheduled start time. Note: A minimum of 7 uniformed players constitutes a team, therefore, the game will start at the scheduled time. In Divisions where less than eleven (11) players are assigned as a normal fielded team, the Division Director will advise their coaches of the accepted minimum number of players that constitutes a team.
2. A team shall forfeit the game 1 – 0 if it refuses to play after being instructed to do so by the referee.
3. If the game is in progress, i.e., already started, and a team should refuse to play as instructed by the referee and the opposing team is ahead, the score at the time of the forfeit shall stand, otherwise, the score shall be recorded as a 1 – 0 forfeit in the favor of the offended team.
4. All teams must play each regularly scheduled game. Should a team not complete the full number of games for the season, they will forfeit any claim to Sportsmanship Awards.
5. Coaches must complete and submit "Line-up Sheets" to the referee prior to the start of the game. Failure to do so will result in a forfeit of the game by a score of 1-0.

Failure of a Team to Appear for a Game:

Should one team fail to appear for a scheduled game, the team that is present must line up and kick off. The referee will then call the game and list the score as a 1 – 0 forfeit. Should both teams fail to appear, and the referee rules that the grounds are playable, both teams will be assessed a loss.

No Referee: If the referee fails to appear, the game must be played. A five (5) minute waiting period will be allowed from the scheduled start for the referee to appear. If after five (5) minutes there is still no referee, the coaches of the competing teams have five (5) minutes to either:

- a. Agree on another referee for the game, or;
- b. If no one person can be decided upon, then each team shall select a referee for one half of the game. A coin toss will decide which referee takes the first half. The game will be played. Failure to do so may result in a default by both teams. Once the game begins, the person(s) assigned (agreed upon) to referee the game, must complete the full game, even if the scheduled referee appears.

Individual Playing Time – Intramural and Tournament Teams: Each child on a team must play at least half the game. However, continued misbehavior, failure to attend practices without good cause, will entitle the team coach to cut a child's playing time. In this event, the coach shall report for permission prior to his actions, to his/her Division Director. Prior to any action the parent(s) or legal guardian of the player involved will be notified.

Individual Playing Time – Travel Teams: Each child on a team must play at 25% of the scheduled game. However continued misbehavior, failure to attend practices without good cause, will entitle the team coach to cut a child's playing time. In this event, the coach shall report for permission prior to his actions, to his/her Division Director. Prior to any action the parent(s) or legal guardian of the player involved will be notified.

Coaches Area of Movement During Game: In all divisions coaches are allowed 20 yards on either side of the mid-field line, on their respective halves of the field. This rule applies to all spectators as well as coaches. The referee shall have the authority to penalize the offending team whose coach or spectator disregard the referee's warning to clear the restricted area by issuing a caution (yellow card) to the offending team.

Conduct of Coaches, Players, and Spectators

1. No player, coach or spectator is to use profanity.
2. No player, coach or spectator is to incite, in any manner, disruptive behavior
3. No coach, player, or spectator is to harass any referee

4. No coach, player, or spectator may enter the field of play, regardless of the circumstances, unless he/she have been given a signal by the referee to do so

Violations of the above shall be dealt with as follows:

1. The referee of league official shall stop play and give a verbal warning or yellow card to the offender.
2. Should a second violation be committed, the referee or league official shall stop play and eject (red card) the offender from the grounds. Should the offender fail to leave the ground within two (2) minutes, the game shall be forfeited by the offending team

Coaches are to set an example for players and spectators by showing respect for the referee and by not indulging in poor behavior (display of temper, dissent by word or action against an opponent or referee, etc). This rule will be strictly enforced by the

Board of Directors in the spirit of the game.

Coaches shall be responsible for the conduct of the players and spectators and will be subject to disciplinary action for failure to exercise proper control.

A Division Director, or in his absence, any member of the Board of Directors, is empowered to remove any coach, player, or spectator for any major or gross misconduct while at a game. The "suspension/removal" will stand until such time that the Arbitration Committee meets. The coach, player, or spectator will be presented to the Arbitration Committee for an evaluation and explanation of the situation and the Committee will make a ruling/recommendation based on the information gathered. The coach, player or spectator will be notified of the ruling and a copy of the ruling placed in the coach's file. Travel teams will have any fines imposed upon the League for red cards, forfeitures, etc deducted from their team reimbursement.

Lines Person: Each coach will assign a person from the team's spectators or parents to be a lines person at each game.

1. Both of the lines persons should report to the referee prior to the start of the game to receive instructions and be informed that no matter what their personal opinion may be, the decision of the referee is final and must not be questioned.

2. The work allotted to a lines person is to signal when the ball is entirely over the touch line and to indicate which team is entitled to a throw-in, subject always to the referee's decision.

Substitutions:

1. Substitutions will be unlimited and may be made at any stoppage of play according to F.I.F.A Laws, except in the Instructional Division where substitutions may be made any time play is stopped.

2. The referee shall be informed of the proposed substitution before it is made.

3. A substitution may not enter the field of play until the player he/she is replacing has left the field and then only having received a signal from the referee allowing the substitution.

Goal Kicks: The League will comply with F.I.F.A Law Sixteen as stated.

Corner Kicks: The League will comply with F.I.F.A Law Seventeen as stated.

Goalkeeper Possession: The League will comply with all F.I.F.A Laws with respect to Goalie possession.

Challenging the Goalkeeper (All Divisions): When the goalkeeper gathers the ball in his/her hands, the opposing team shall back away from said goalkeeper, allowing him/her to clear the ball up field.

Sportsmanship (Rating Standard): The referee shall be given the responsibility of rating every contest. The subjective rating 1 to 10 by the officials shall be as follows:

A. Cooperation of Players 1-10 points

B. Cooperation of Coaches 1-10 points

C. Cooperation of Spectators 1-10 points

D. Overall Game Conduct 1-10 points

E. Overall Appearance of Team 1-10 points

- Maximum of 45 points per game can be awarded.
- The issuance of a red card to a player or coach in any game shall result in the offending team receiving NO Points. The issuance of two (2) yellow cards to a player or coach shall result in the offending team receiving NO points.
- A team that forfeits a game shall receive NO points.
- A team that fails to return the nets and equipment to its proper storage area will forfeit ten (10) points for "cooperation of coaches."
- A team that wins by forfeit shall be awarded the average of points received throughout the season.
- Failure of the referee to submit an evaluation report – both teams shall receive the average of points received in other games throughout the season.
- The Director of Referees shall collect and compile the ratings.
- The team in each Division that accumulates the most points shall be awarded the Sportsmanship Award. The award will be in the form of a patch Special T-Shirt. In case of a tie, both teams will be awarded the Sportsmanship Award.

Ejections:

1. Should a referee eject a person (coach, player, or spectator) from the grounds, he/she shall notify the Director of Referees and the appropriate Division Director immediately after such game and follow-up with a written report within 24 hours.
2. The Division Director shall notify or cause to be notified, all members of the Board.
3. If a coach, player, or spectator is issued a red card and thereby ejected, that person may not enter, attend, or participate in the next scheduled game.
4. The Secretary shall send written communication to the offender, appraising him/her that the Board of Directors is aware of the offense and the action taken, and should there be any further violations, he/she shall be required to appear before Arbitration Committee.
5. Should any further violation occur, the offender will be notified in writing of the time, date, and place to appear before the Arbitration Committee hearing. The Arbitration Committee shall hear the facts and recommend appropriate penalties to the Board.
6. Should the offender, after receiving written notification, refuse to appear before the disciplinary board, he/she will be barred from any further participation in the "League" until such time that the offender appears before the Board. (delete) Arbitration Committee.

Divisional Standings

- There will be no divisional standings.
- The League will enforce a five (5) goal rule. If any team wins by more than 5 goals, the team will be penalized ten (10) Sportsmanship points and the coach will be suspended for the following game, except at the discretion of the referee.

Playoff Games: Playoff games will be omitted in all divisions.

Protests: Only violations of the Constitution, By-Laws, or Rules and Regulations of the "League" or misapplication of the "Laws of the Game" shall be judged proper subjects to consider protests. The referee's judgment shall not be challenged with regard to:

- A. The physical condition of the ~~field~~ and its acceptance for play.
- B. The actual happenings and occurrences related to the conduct of the game.
- C. The prerogatives and discretion granted to him/her by the "Laws of the Game," as published by F.I.F.A., the Constitution, By-Laws, or Rules & Regulations of the League shall not be challenged.

Protests must be in accordance with the above or they will not be considered.

Protest Procedures

1. Protests are to be written, with two (2) copies going to the Division Director and one copy going to the coach of the opposing team involved. These copies must be received within two (2) days of the match or occurrence being protested. The protest must include all details and charges.
2. The Division Director shall review all available evidence and shall render, based on such evidence, a verdict. If necessary, the Division Director may refer the matter of the protest to the Arbitration Committee for review and a decision.
3. All parties to the case will be notified of the decision.

Appeals: Should any person or team wish to appeal any decision, they shall do so through the Division Director. The Division Director will notify the Chairman of the Arbitration Committee immediately, so that a meeting of said committee can be called. The Arbitration Committee, as delineated by the Board of Directors of the "League" will review such appeal and make a decision based on its merits.

The decision based on the Arbitration Committee regarding appeals shall be final.

Arbitration Committee: Eligibility of arbitration shall be determined by the Arbitration Committee. Only a member in good standing of the Lindenhurst Junior Squires Soccer League may present an issue to the Arbitration Committee for review. Requests for review must be made in writing to the Chairperson of the Arbitration Committee. The individual must provide at a minimum:

1. The specific violation as it relates to the League's Constitution, By-Laws, Rules and Regulations, or the "Laws of the Game" as published by F.I.F.A
2. How the individual player, coach, spectator, or team was adversely affected by the rule violation.

All red cards must be presented to the Arbitration Committee for review. Red card penalties and/or any other fines imposed by Long Island Junior Soccer League will be deducted from said team's reimbursement.

Suspension and Discipline: The Board of Directors shall have the right and authority to suspend or otherwise discipline any of its officers, members, managers, team officials, travel team coaches, adult supervisors, coaches, or players if their actions have been contrary to the spirit and/or letter of the Lindenhurst Junior Squires Soccer League Constitution, By-Laws, Rules and Regulations, guidelines, regulations and procedures, and the "Laws of the Games" as published by F.I.F.A.