

## LAKE HIGHLANDS GIRLS CLASSIC LEAGUE 2007 DIVISION I CHALLENGE RULES

The following rules will apply to the Division I Challenge Games. In the event a situation arises that is not covered in these rules, the NTSSA and/or USYSA rules will govern. Certain circumstances may arise that the Age Division Commissioner and/or the LHGCL Challenge Coordinator believes an exception to these rules must be made in the best interest of the teams and/or league. In that event, the ruling(s) made by the Age Division Commissioner and/or LHGCL Challenge Coordinator will prevail. No protests are allowed, except questions regarding ineligible or illegal players or there has been an obvious error made in the application of the Laws of the Game that directly affects the outcome of the match, and the referee admits the error. **Protests will not be heard that pertain to the judgment of the referees.** A written protest must be filed with the Age Division Commissioner within two hours after the game in question, accompanied by a \$100 protest fee (cash, cashier's check, or money order only) which will be refunded only if the protest is upheld.

### **Home Team:**

1. First team listed on schedule
2. **HOME TEAM WEARS WHITE.** All teams are required to have alternate jerseys available with the proper number affixed for each player.
3. Moss - Both teams sit on West (Greenville) side  
UTD - Both teams sit on the same side
5. PHP – Both teams sit on the same side
4. Both teams must furnish and put up 1 net (when necessary) and 2 corner flags (when necessary).  
Moss - Home team uses North goal, nets may need to be put up; flags are necessary.  
UTD - Home team puts flags on North end, no nets are necessary.  
PHP – No flags or nets are necessary.

### **Both Teams:**

1. Should present a ball (U14 - No. 5) to the referee, who will choose one for use as a game ball.
  2. Provide referee with LHGCL Game Roster prior to game.
  3. Should turn the Game Report in at the field if a LHGCL official is present. If not, send it to your current age group Commissioner as you normally would.
  4. Must call Challenge Coordinator within 2 hours of the game's conclusion to report the score. Challenge Coordinator is **Jim Creasey**. Number to call is **972-849-6316**. If no answer, leave message with team name, age group, and score. Be sure to identify yourself and both teams.
  5. Pay one assistant referee and split the fee for the middle referee. Same fee as regular season.
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1. Game length:  
U14: Two 35-minute halves
  2. The standings will be calculated on the following 10-point system:

|                     |  |
|---------------------|--|
| 6 points for a win  | 1 point for each goal scored, up to a maximum of 3 |
| 3 points for a tie  | 1 point for a shutout                              |
| 0 points for a loss | A 0-0 tie is 4 points to each team                 |
  3. The Age Division Commissioner and/or Challenge Coordinator has the authority to cancel any games that are not necessary to determine Division I teams.
  4. Round robin games may end in a tie. Any games that must have a winner that are tied after regulation play will have two full 10 minute overtime periods played (no golden goal). If the game is still tied after the overtime periods, then FIFA kicks from the penalty mark will be taken.
  5. If ties exist after round robin play, the following tie breakers will be used, in order, to determine the teams that advance:
    - a) Winner of head-to-head competition; if a tie still exists, then
    - b) Goal differential - Goals scored minus goals allowed using all goals scored in games in that round of play, with a maximum goal differential of 5 per game. Higher number shall finish in higher position; if a tie still exists, then

- c) Most goals scored in games played in that round (maximum of 5 goals per game); if a tie still exists, then
  - d) Fewest goals allowed in games in that round of play; if a tie still exists, then
  - e) FIFA kicks from penalty mark. If feasible, the Age Division Commissioner will provide some type of game situation competition to break any ties that continue to this point. However, the decision to provide game competition lies solely with the Age Division Commissioner. No appeal of his/her decision is allowed.
6. **Forfeits:** Any team that forfeits will be automatically disqualified from further participation in the challenge games and will lose their bye back into the league. In the event of any forfeited game, all games involving the team that forfeited during the challenge games will be omitted before calculating the points and/or standings.
  7. Any game played into the second half; but stopped short for any reason other than acts on the part of one of the teams, will be rescheduled and played in full.
  8. **Misconduct:**
    - a) Card totals from league play for individual players carry forward throughout the tournament, but will not affect end of season point standings for the teams.
    - b) Any player that receives a red card during a challenge game must automatically sit out the next game their team actually plays. The player may be at the field for the next game, but may not wear any part of her uniform and may not go onto the pitch with her team at any time.
    - c) Any coach, assistant coach, manager, parent or team representative that is ejected (or receives their second official caution in the challenge games) or asked to leave the game by the referee **shall immediately leave the complex and may not attend the next game their team plays in the challenge games, nor can they be present at the complex. (For this purpose, "complex" includes the playing fields, surrounding streets, parking lots, and/or open fields.) Violation of this rule can be cause for a forfeiture of the game by the offending party's team and can cause the team to lose their bye back into the league.**
    - d) Misconduct on the part of any team, coach, player, parent, and/or spectator can be considered to be detrimental to our league and, therefore, could be cause to withhold an invitation for participation. All persons participating in and/or attending these challenge games are expected to conduct themselves in a mature and sportsmanlike manner.
  9. Each team must have a minimum of 8 players to start a game; and 7 players eligible to play to continue a game.
  10. **NO TIME ALLOWANCE WILL BE MADE FOR LATE ARRIVALS.** The games must start on time or immediately after the previous game on the field is completed. No time will be allowed for additional players to arrive. Teams with fewer than 8 players at game time will forfeit.
  11. The Age Division Commissioner and/or the LHGCL Challenge Coordinator (not the referee) will be responsible for all decisions regarding forfeits.

**Uniform Policies:**

All players on each team must wear matching uniforms; that is, jerseys, shorts, and socks must be the same color as the other members of their team. Each player's jersey must have a number on the back (including alternate jerseys) which shall be the same number as on the team roster, except the goalie, whose jersey shall be distinct from both teams and the referee. A number is not required on the goalkeeper's jersey. Home team (first team listed on the schedule) shall wear white. All teams are required to have alternate jerseys with the proper numbers for each player. All players are required to wear shin guards that provide adequate protection and are covered by the player's socks. Shirttails should be tucked in at all times.