

## IV. LHGCL PLAY

- A. LHGCL play is governed by FIFA Laws of the Game, as modified for youth play.
- B. Age Division Placement: Teams will be placed in divisions according the age of their oldest player. Each team is required to play in its proper age division in the soccer year except as provided in these rules, or unless special scheduling of the age group is approved by the LHGCL Executive Board.
- C. Season Play
1. Schedules: The Executive Director shall establish his/her own method of scheduling games, subject to LHGCL Executive Board approval, among teams in all age divisions each season and shall establish the schedule with the intent of having teams play the most competitive schedule possible.
  2. Spring scheduling will allow for State Cup play.
  3. Incomplete Games: Regular season league games that are stopped short for any reason, other than acts on the part of one of the teams, will be rescheduled and played in their entirety.
- D. Players and Spectators: **At Moss**, both teams will occupy the Greenville Avenue side of the field. **At UTD and Pizza Hut Park**, both teams sit on the same side of the field where designated. The team side may vary from field to field. All spectators sit on the opposite side of the field from the teams. The team side of the field is off limits to all spectators except for coaches, managers, and players of the teams currently playing and any other personnel authorized by LHGCL. All coaches, spectators and players will stay within 10 yards of the halfway line and 5 feet back of the touch line.
- E. The duration of season games and specific ball sizes are as follows:
- | <i>Age Division</i> | <i>Length of Halves</i> | <i>Ball Size</i> |
|---------------------|-------------------------|------------------|
| U11 & 12            | Two 30-minute halves    | 4                |
| U13 & 14            | Two 35-minute halves    | 5                |
| U15 & 16            | Two 40-minute halves    | 5                |
| U17 & 19            | Two 45-minute halves    | 5                |
- F. Number of Players
1. Minimum Number: A team must have a minimum of eight (8) properly equipped and uniformed players to start a game and seven (7) eligible players to continue a game. If both teams have at least eight (8) players properly equipped and uniformed for the game, the game shall begin at the start time, and not wait for more players to arrive.
  2. Unequal Number Between Teams: If one team has less than eleven (11), but at least eight (8) players ready to play at the start time of any game and the opposing team has eleven (11) or more players, the game will begin, and the opposing team is not required to play with less than eleven (11) players.
- G. League Standing Points: Points will be calculated on the following point system:

WIN        THREE (3) POINTS  
TIE        ONE (1) POINT  
LOSS       ZERO (0) POINTS

1. The “Grand Champion” in each Division I age division shall be determined by adding together the Fall and Spring Season standings points. The teams with

the most Grand Champion Points will finish in the higher position. No allowance in points will be made for teams entering the League after the beginning of the Fall Season for any reason.

2. The “Division Champion” in each Division II and III age division shall be determined by adding together the Fall and Spring Season standings points. The teams with the most Division Champion Points will finish in the higher position. No allowance in points will be made for teams entering the League after the beginning of the Fall Season for any reason.
3. “Bye Teams”: The highest totals of the Fall and Spring Season standings points are the Grand Champion Points (for Division I teams) and Division Champion Points (for Division II & III teams) and will be used to determine the teams that receive an invitation (“Bye”) into the league the next soccer year.
4. End of Season Tie Breakers: If two (2) or more teams are tied in the number of points, the tie will be broken as follows (except as stated in 6 below):
  - a. Winner of head-to-head competition.
  - b. Team with most number of wins.
  - c. Fewest goals allowed in season games.
  - d. Most goals scored in season games.
  - e. Goal differential (goals scored all season minus goals allowed all season. Team with highest differential wins higher position in standings. Maximum of 3 goals for or against allowed per game).
  - f. Best record against common opponents.
  - g. The team with the fewest yellow and/or red cards will finish in the higher position. NOTE: Only points accumulated in LHGCL play (regular season) will be used for this calculation.
  - h. Elimination game(s) if time permits. Opponents determined by random draw if more than two teams are tied for one position.
  - i. Coin toss.
  - j. In the event a game or games have been forfeited, if any other of the tied teams played the opponent that forfeited to the other tied team(s), then all the games against that opponent will be omitted before calculating the points and/or standings.
5. Grand Champion (and Division Champion) Tie Breakers: If two teams are tied for Grand Champion Points or Division Champion Points, the tie breaker rules above will be used using all LHGCL regular season games for the entire soccer year in the calculation (except as stated in 6 below).
6. Ties Between Teams to Determine a Bye:

For all ages, points earned in head-to-head play over the entire soccer year will apply. Playoff games will be played between any teams who cannot be eliminated in the head-to-head tiebreaker. The number of games and nature of the playoff will be determined by the LHGCL board. Playoff games must have a winner, i.e., if the game ends in a tie, two 10 minute overtimes will be played, then if still tied, FIFA kicks from the penalty mark will be taken to determine the winner.

  - a. Teams Tied in Grand Champion Points in Division I:

- (1) If two teams are tied in points to determine who shall receive a Bye(s) into Division I and who will be relegated to Division II, only head-to-head competition will be used to break the tie. If the two teams are tied in head-to-head competition, a playoff game will be played between the two teams to determine who will receive the Bye into Division I.
  - (2) If three or more teams are tied for one or more Bye positions for Division I and therefore who will be relegated to Division II, the points earned in head-to-head games between all teams involved in the tie will be used to eliminate one or more teams from the tie. If teams are still tied after the head-to-head tiebreaker is applied, playoff game(s) will be played to break the ties.
  - ~~(3) If the Division I teams are tied to determine seeding in the Challenge Games, all tiebreakers listed in G.4 above will be used to break the tie to seed the teams in the Challenge Games.~~
- b. Teams Tied in Division Champion Points in Division II:
- (1) If there is a tie in Division Champion points that will affect which team participates in the Division I Challenge or gets promoted to Division I ~~and/or relegated to Division III~~, only head-to-head competition will be used to break the tie. If two teams are tied in head-to-head competition, a playoff game will be played between the two teams to determine who has earned the right to Challenge or be promoted into Division I ~~or who has to be relegated into Division III~~.
  - (2) If there is a tie in Division Champion points between three or more teams that will affect which team participates in the Division I Challenge or gets promoted to Division I ~~and/or relegated to Division III~~, the points earned in head-to-head games between all teams involved in the tie will be used to eliminate one or more teams from the tie. If teams are still tied after the head-to-head tiebreaker is applied, playoff game(s) will be played to break the ties.
  - ~~(3) If Division II teams are tied to determine seeding in the Challenge Games, all tiebreakers listed in G.4 above will be used to break the tie to seed the teams in the Challenge Games.~~
- c. Teams Tied in Division Champion Points in Division III:
- (1) If there is a tie in Division Champion points that will affect which team gets promoted into Division II or receives a Bye into Division III, only head-to-head competition will be used to break the tie. If two teams are tied in head-to-head competition, a playoff game will be played between the two teams to determine who has earned the right to be promoted into Division II or who has a Bye into Division III.
  - (2) If there is a tie in Division Champion points between three or more teams that will affect which team gets promoted into Division II or receives a Bye into Division III, the points earned in head-to-head games between all teams involved in the tie will be used to eliminate one or more teams from the tie. If teams are still tied after the head-to-head tiebreaker is applied, playoff game(s) will be played to break the ties.

7. **Withdrawal from League:** Any team that withdraws from the LHGCL voluntarily during the soccer year to play in another soccer league will not be allowed to participate in the LHGCL for a period of not less than one (1) year from the end of the soccer year in which they chose not to participate.
  8. **Forfeits:**
    - a. Teams not able to field eight (8) properly equipped and uniformed players within 10 minutes after the scheduled starting time of any game shall forfeit that game. Any team forfeiting a League game shall pay the officials for that game and will not be allowed to play any subsequent games until the officials of the forfeited game have been paid in full. **UNDER NO CIRCUMSTANCES WILL FORFEITS BE CONSIDERED FOR RESCHEDULING.**
    - b. Any team that forfeits any games during a season may, at the option of the team's Age Group Commissioner and/or the LHGCL Executive Board, be immediately dropped from the League and shall be required to demonstrate to the satisfaction of the League's Executive Board, its ability to field a complete team at each scheduled game before it will be readmitted to the League.
    - c. The team, coach, assistant coach, or manager of any team that forfeits any games during a soccer year may be subject to additional sanctions as determined by the LHGCL Executive Board, including, but not limited to suspension from participation in the league.
- H. **Yellow/Red Card Report & Score Requirements:**
1. **Winning Team to Report Score:** The designated coach, assistant coach or manager of each winning team must inform the team's age-group commissioner of the score of that team's game within twenty-four (24) hours of the completion of each game. Failure to report the score within the prescribed time limit will result in the winning team receiving a \$50.00 fine.
  2. **Tied Games:** In the case of a tie, the designated coach, assistant coach or manager of the home team shall report the score of the game to the age-group commissioner within twenty-four (24) hours of the completion of the game. If the home team fails to report the score within the prescribed time limit, the home team will receive a \$50.00 fine.
  3. **Yellow/Red Card Report:** In the event any cards, send-offs, or cautions occur, both teams are required to send a Yellow/Red Card Report completely filled out to their age group commissioner with forty-eight (48) hours of the completion of a game. The only exception to this rule is for Saturday games. Yellow/Red Card Reports for Saturday games can be turned in by 5:00 PM on the following Monday. If any team fails to send their Yellow/Red Card Report to the age group commissioner within the designated time period, that team may receive a \$50.00 fine.
- I. **Equipment and Uniforms**
1. **Nets and Corner Flags:** At Moss, each team is responsible for providing one (1) net (if nets are not already installed) and two (2) corner flags for each game. Each team will put up and take down one net and two corner flags. The home team will put up the net on the end of the field closest to the parking lot. At UTD, both

teams shall supply 2 corner flags each. It will not be necessary for teams to furnish either corner flags or nets at the PHP fields.

2. Uniform Colors: Coaches are responsible for making sure that jersey colors do not conflict. The home team (team listed first on schedule) must wear white and the visiting team will wear a contrasting color.
  3. Uniform Numbers: All players are required to have proper uniforms including numbers on the back of their jersey that corresponds to the number on the roster. Players without numbers will not be allowed on the playing field. A team with less than eight (8) players in numbered uniforms shall forfeit the game.
  4. Protective Equipment: Players cannot wear anything that is dangerous to themselves or the other players. Shin guards that provide adequate protection are required for all players. Shin guards must be covered by the player's socks. Braces that have exposed metal and/or hard plastic must be covered with a soft protective covering. The referee shall make the final decision whether or not the player can play.
  5. Game Roster: A Game Roster Form containing a minimum of the names of the team, coaches, managers, and players (including jersey numbers) must be given to the referee prior to the start of each LHGCL game. The team roster of names, addresses, and phone numbers cannot be used in this case. The roster given to the referee must not contain the addresses and phone numbers of the players.
- J. Referee Fees: Prior to the start of each season, the Executive Board will establish and inform the coaches of the fees to be paid to the referees and linesmen for each game and each age group.

AGE GROUP	Middle	Asst. Referee
U11/12	\$30	\$20
U13/14	\$34	\$23
U15/16	\$40	\$26
U17/19	\$52	\$33

- K. Payment of Referees: Each team is responsible for the payment of the referees PRIOR TO THE BEGINNING OF THE GAME. Failure to do so may result in a forfeit for the non-paying team in addition to a fine levied by LHGCL equal to the referee fee. Each team must pay ½ of the middle referee fee and all of the fee for one referee's assistant.
- L. Returned Checks: Should a check be returned, for any reason, written either by or for a team, to the LHGCL for league fees, or to referees for games played in LHGCL, a returned check fee of TWENTY-FIVE AND NO/100THS DOLLARS (\$25.00) will be assessed to the team in addition to the amount of the check, to be paid either by cashier's check (payable to LHGCL) or cash only. For the second, and subsequent returned check in the same season, a fee of FIFTY AND NO/100THS DOLLARS (\$50.00) will be assessed in addition to the amount of the check to the team and the coach of the team will be subject to disciplinary action.
- M. Schedule Changes and Rescheduling  
 All special requests (following the guidelines below) must be made in writing and turned in to the Age Division Commissioner when specified by the league, usually at the coaches'/managers' meeting prior to the fall season. Each team must be very

specific about each special request and must list a reason for each request and how many players are affected or the request will be ignored.

1. Teams may not request any weekends off except teams going to WAGS in the fall or to other tournaments approved by the executive board. (Teams may be asked to prove they are going to WAGS by showing a copy of the acceptance letter, or some other suitable form of proof.)
  2. Teams are allowed to pick 5 specific weekdays (specific dates) off to allow for school sports only - no Saturdays or Sundays. (This does NOT mean that a team should pick 5 dates to ask off without good cause. A majority of the players must actually be involved in school sports.) Coaches at this level need to take a player's commitment level into account when selecting members of the team.
  3. We will do our best to schedule around coaching conflicts for two teams only. Coaches who coach more than two teams are on their own.
  4. Spring Break - teams may request one week of weeknights off ONLY if a majority of their players are actually going out of town for spring break. No Saturdays or Sundays will be given off for Spring Break. Travel plans should be made to leave Saturday or Sunday after the last league game of that weekend, and return the next Friday so players will be available for play on Saturday.
  5. U17 and U19 teams only can request Saturday mornings off for SAT and ACT.
  6. STANDARD SCHEDULING GUIDELINES USED BY THE LEAGUE (Teams don't have to ask for these):
    - a. We do not schedule games at the following times:
      - (1) Labor Day Weekend
      - (2) Thanksgiving Weekend (Thursday - Sunday)
      - (3) Easter Weekend
      - (4) During State Cup (except teams eliminated from state cup the first weekend could have a make-up game scheduled on the second weekend of State Cup if absolutely necessary).
  7. Reschedules: After the schedules have been prepared, **no schedule changes will be allowed except in the case of inclement weather.** Exceptions to this policy may be made only by the scheduling coordinator and only under **very rare extraordinary** circumstances. The Age-Group Commissioner must notify any teams involved in a rescheduled game at least twenty-four (24) hours prior to the time of the rescheduled game.
  8. **Any team initiating a reschedule shall be charged a \$50.00 fee. Any team initiating a reschedule less than 72 hours prior to the start of the game to be rescheduled will be charged a \$100.00 fee. Payment must be received by the age division commissioner before the rescheduled game is played. If payment is not received and the game cannot be played because of this non-payment prior to the end of the current season, the game will not be played and the team requesting the reschedule will forfeit the game. [NOTE: This rule is in no way intended to insinuate that reschedules are permissible. Reschedules must be for a valid, very rare, extraordinary reason and must be granted by the scheduling coordinator.]**
- N. Foul Weather Procedures: Unless the coach, team manager or other responsible person for the team is notified specifically by the Age Division Commissioner or has

received updated information on the LHGCL Hot Line that their game has been canceled for any reason, both teams are required to appear at the game site on time, ready to play. Any team failing to appear and who has not been given proper notice that the game has been canceled will be required to forfeit the game. The LHGCL Hotline shall constitute proper notice. **(Hotline Number: Metro 972/988-4188)** Team managers/coaches are required to check with the LHGCL Hotline for updates on playing conditions.

1. Only LHS A officials (Moss Park only), a member of the LHGCL Executive Board, or an official of Pizza Hut Park may cancel games prior to game time.
2. The referees, a member of the LHGCL Executive Board, LHS A (Moss Park only), or an official of Pizza Hut Park may cancel games at the field of play.

In the event of inclement weather during play, the LHGCL officials on site or the referee (if no LHGCL official is present) will determine if games are to be suspended. If games are suspended, teams and spectators must seek safe shelter in their cars. Failure to leave the soccer fields as directed by a LHGCL official or referee will result in an immediate dismissal from the game for the offending person(s). **DO NOT** leave the complex until you have been informed by a LHGCL official or referee that the games will not be resumed.

O. Game Protests:

1. Written Protests: Only WRITTEN protests received by the Age-Group Commissioner or President within five (5) days of the conclusion of the game will be considered.
2. Protest Fee: A written protest must be accompanied by a cashier's check or money order in the amount of ONE HUNDRED AND NO/100THS DOLLARS (\$100.00), made payable to the LHGCL which will be refunded if the protest is upheld. The protest must follow the guidelines of the NTSSA.
3. Protest Decisions: Protests will first be ruled on by the Age-Group Commissioner with the right of appeal to the Girl's Classic League Executive Board and thence to NTSSA.
4. Disagreement with Referee Decisions: It should be emphasized that any disagreement with the referee can only take the form of a written protest filed in the same manner as GAME PROTESTS.
5. Valid Protests: NTSSA Rules state: "There are only two acceptable causes for the protesting of a game after it has been played. They are:
  - a. A team knowingly plays an unregistered, ineligible, or suspended player; or
  - b. 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 it."

**PROTESTS WILL NOT BE HEARD OR ENTERTAINED THAT PERTAIN TO REFEREE JUDGMENT**

P. Fields and Facilities:

1. All persons (coaches, parents, spectators, players, etc) attending any game(s) at facilities used by LHGCL for any purpose are required to follow all rules, guidelines, and policies set forth by LHGCL for conduct at the facility. Violations and/or refusal to comply with this section can cause sanctions to be

- levied upon the coach of the associated team(s) and can cause serious sanctions to be assessed against the team(s), including, but not limited to, withdrawal of the team's invitation to participate in the league.
2. Warm-ups in penalty boxes are prohibited at UTD, PHP or Moss Park. Violation of this rule may cause a \$25 fine (per violation) to be levied against the offending team. Warm-ups in this case will be defined as goalkeeper warm-ups and/or any repetitive drill with team players that causes excessive wear on the pitch.
  3. Clean Up: Each team must pick up its trash after the game. Violation of this rule may cause a fine to be levied.
  4. Lights and Gates: At either Moss or UTD, the home team of the last game on a field on a given night will be responsible for turning out the lights on their field. A \$50.00 fine may be levied against any team not turning off the lights as required by this Rule.
  5. Any unauthorized person (any coach, parent, spectator, player, etc.) who climbs over any portion of the fences at UTD or PHP, parks in the UTD apartment parking lot, or drives a vehicle onto the path leading to the fields, the track area, or the grass areas surrounding the UTD parking lot (except when a confirmed medical emergency necessitates) are subject to an immediate two-game suspension from LHGCL games. (He/she will be suspended from attending or observing games played by any team(s) with which the person is associated.) The persons will be expected to leave the complex immediately upon being confronted by LHGCL field marshals and cannot observe any game. If the person refuses to leave the complex and/or if the person refuses to move his/her vehicle from the restricted area, the team(s) with which the party is associated may forfeit that game, and the team and/or individual may be subject to additional sanctions<sup>1</sup> if the situation warrants, as determined by the LHGCL A&D Committee. If the suspended party violates a suspension under this section and attends or observes a game from which he/she is suspended, the team(s) with which the suspended party is associated may forfeit that game, and the suspended party, coach, and/or team may be subject to further sanctions as determined by the LHGCL A&D Committee.

<sup>1</sup>Additional sanctions may include but are not limited to: a minimum fine of \$100; additional game suspensions; if a parent or relative of a player is involved, the player may be suspended; point deductions from the team involved. When determining what sanctions to apply to a given situation the league will place emphasis on whether or not the action could materially change the outcome of a game or a team's participation in the game. For example, a coach watching his team play from a vantage point during his/her suspension – and “coaching” by cell phone - may be deemed to materially effect the conduct of a game and his/her team would generally be assessed a forfeit for the game.