

Suffolk Soccer Interleague - Short Version Rules

1. Length of game:

U-16 to HS DIV	2 x 35 minute halves	U-11 to U-12	2 x 30 minute halves
U-13 to U-15	2 x 35 minute halves	U-8 to U-10	2 x 25 minute halves
2. Size of ball (supplied by the home team):

U-8 to U-12	Size 4 ball	U-13 and older	Size 5 ball
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3. Referees:

The home team supplies a certified referee (**SSI recommends two certified referees, for U15 and older Div if possible**).

If there is only one referee, each team must supply a linesman.

Referees should be at least three years older than the oldest player.

For U13 and older, SSI strongly recommends the use of certified adult referees. If no certified adults are available, two certified referees at least three years older than the oldest player should be used.

SSI has a zero tolerance policy for any type of dissent or abuse (physical or verbal) toward a referee.
4. Players' equipment:

These rules must be strictly adhered to due to insurance requirements. No exceptions. **Must have a pass to play**.

Players may not wear anything that, in the opinion of the referee, may cause injury to themselves or to other players.

All players must wear shin guards that are fully covered by socks.

Players may not **wear jewelry. Taped earrings are not acceptable**. Hard clips or beads may not be worn in the hair.

No player may play while wearing any type of cast, even if covered.

Appropriate footwear must be worn. Soccer shoes, while recommended, are optional. Cleats deemed dangerous by the referee may not be worn.

Goalie helmets are optional. SSI recommends that uniform shirts be numbered, for player identification.
5. Number of players: Max to play the game;

U12 and older	11 v. 11		
U11	9 v. 9	U-8-U9 & U10	7 v. 7

If a team is short of players, teams must play match (that is, both teams must field the same number of players).

The only exception is when a player is red-carded and his team has no substitutes.
6. Injuries:

When a player gets hurt, **the referee must stop the game immediately**. The injured player **must come off the field**.

A substitution can be made for the injured player. The injured player may return through a normal substitution.

The match restarts with a drop ball at the place where the ball was at the time of the injury.
7. Substitutions:

Substitutions may be made **on any stoppage of play, with the referee's permission**.

If a substitution is being made due to injury, both teams may substitute other players, with the referee's permission.
8. Five-goal rule:

SSI vigorously enforces a five-goal differential. Please cooperate. Violations will be reported to both clubs' Interleague Coordinators and the SSI Coordinator. Suspensions may result.
9. Red and yellow cards:

A player or coach shown a red card receives an automatic two game suspension (to be served the next two games).

A yellow card must leave the field for a min. of five minutes, and may return at the discretion of the referee.

A substitution may be made for a carded player, whether a red or yellow card was received.

The referee must file a report regarding red/yellow cards with the home club's Director of Referees, who will inform SSI.
10. Sliding: NO Sliding by any field player;

Sliding for the ball is **not permissible and is considered a dangerous play**.

The goalkeeper is the only player allowed to slide and only when making a save on a ball shot on goal.
11. Fighting:

Player:	Players are automatically suspended from the league.
Adults (coaches or parents):	The team is automatically suspended from the league.
12. Spectators:

Teams, along with their spectators, must occupy opposite sidelines.

Coaches are fully responsible for the behavior of their team's spectators.

Coaches can be red-carded due to offensive behavior by their team's spectators.
13. Team management:

The visiting team must call the home team at least 72 hours prior to the game to verify field location and directions, game time, and color of shirts. If the visiting team does not call at this time, the home team should call the visiting team.

Home coach must notify the visiting coach and referee at least two hours prior to game time if a game must be cancelled.

All scheduled games must be played. Make up any rainouts or rescheduled games.
14. SSI will not entertain protests.
15. Problems of any kind are to be handled through your club's Interleague Coordinator.
16. Any matters not covered by SSI guidelines will be handled by the SSI Arbitration Committee.