

INTERTOWN SOCCER LEAGUE

RECREATIONAL SOCCER REFERENCE GUIDE

U12, U15 and U18 Divisions

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Game Specifics

Ball Size

Ball sizes are to be as followed for each division:

U12 - Size 4 Ball

U15 – Size 5 Ball

U18 – Size 5 Ball

All balls used in game play should be properly inflated. The Home team shall strive to provide an appropriate ball for the duration of the game.

Goal Size

As put forth by New Hampshire Soccer League, regulation goal sizes should be as follows:

U12 - 6' x 18'

U15 – 8' x 24'

U18 – 8' x 24'

Game Length

All games in each division should be played according to the following time guidelines:

U12 - Two 30 minute halves with a break of at least 5 minutes but not to exceed 10 minutes between halves.

U15 – Two 40 minute halves with a break of at least 5 minutes but not to exceed 10 minutes between halves.

U18 – Two 45 minute halves with a break of at least 5 minutes but not to exceed 10 minutes between halves.

Referees should be equipped to handle accurate timing of halves.

Team Specifics

Roster Size

Games are to be played according to the following player format as outlined by New Hampshire Soccer League:

U12 - 9 v 9

U15 – 11 v 11

U18 – 11 v 11

Total number of players on each roster is an individual decision left up to each town's/team's discretion. When developing rosters, however, it is important to consider the number of players on the field at any given time (i.e. game format) and develop rosters in such a way that it provides all players the opportunity for a reasonable amount of game time.

Uniform Requirements

Inter-Town soccer players shall have shin guards and appropriate footwear. Further, all players on a team shall have similar (not necessarily "identical") colored jerseys to facilitate officiating. Also intended to facilitate officiating, Goalkeepers should have a noticeably different colored jersey to differentiate them from other team members. Goalkeepers may choose to wear appropriate and official 'Goalie Gloves' if they choose.

Game Scheduling

For the Fall 2017 season, the game schedule will be developed by a volunteer whose intent is to be fair and consistent to the maximum extent possible. Non-standard "Requests" for schedule accommodations due to unique situations should be limited to the extent possible.

I. Pre-Season Opening Schedule Accommodation Requests:

Please submit any requests for the season to the Scheduler prior to **August 20, 2017**. Examples of reasonable and appropriate requests for a schedule accommodation may include, for example:

- No games for your town's U15 team(s) (for example) on a certain date due to a function at school that many players will be attending
- No morning games on a certain date for one specific team due to prior, unchangeable commitments of both the Coach and Assistant Coach on that specific day
- Requesting an afternoon game (at or after a designated time) on a certain date because many of your U18 players are taking the SAT
- Requesting either a 'Home' or 'Away' game on a specific date due to field availability limitations

Every reasonable effort will be made in an attempt to accommodate pre-season requests, however, it is recognized and understood that all "preferences" may not always be possible due to many variable factors such as, but not limited to, field or officiating availability, or conflicts imposed on other teams if a request is not consistent with standard scheduling patterns.

All requests will be noted and every reasonable effort to accommodate requests submitted will be made. As the initial step in a multi-step process, Scheduling Volunteer will create the 'shell' of the schedule and will then provide this information to all participating towns. Towns will then individually submit their game times and field

assignments for all 'Home' games to 'complete' the schedule. Any requests which were not addressed in the initial scheduling step (before schedule 'shell' is distributed to towns) will be noted on the document provided to all towns. It is up to the Home team to assign the game time after taking into consideration any noted request(s), if applicable.

As a courtesy to all others, when the completed schedule is released, coaches/field coordinators/referees/etc. (as applicable) shall promptly review the game schedule. Subsequent changes to individual games should be discussed/coordinated between the two participating teams within the *next 7 days* and once agreed upon, details shall be forwarded to the Scheduler to be updated in the system.

II. Mid-Season Schedule Accommodation Requests:

Once the official schedule is released prior to the commencement of season play, it is considered "final". However, it is recognized that additional changes may be necessary due to unforeseen circumstances beyond the reasonable control of league coordinators (e.g. field conditions, extreme adverse weather, local emergencies, safety concerns, etc.). These situations shall be addressed in the most time-sensitive manner possible.

All other mid-season schedule change requests shall be coordinated and mutually agreed upon by the two participating team's coaches and forwarded to Scheduling Volunteer for documentation and updating in the system. In these cases, please contact the other team's coach **as soon as possible**, ideally **no later than 14 days prior** to scheduled game. The "14-day prior" window is to help ensure minimal inconvenience to all potentially affected team players and their parents and to provide sufficient time for league coordinators to secure/confirm availability of a suitable field and arrange/verify availability of officials.

Every effort should be put forth to make any game changes **at least 2 weeks or more** prior to the date of the game. At the non-requesting coach's discretion, game change requests do not have to be considered if presented **within 5 days** of game date. In the event a change request by one team cannot be reasonably accommodated/agreed upon by the "other" team, the existing pre-season schedule shall remain unchanged (resulting in the forfeit of a game if the requesting team cannot honor/support the pre-season or currently existing/latest published schedule).

Score Reporting

Results of each game should be called in to the Score Reporting Line or entered via the App in a timely manner. Typically, the score should be entered by the hosting town. The scores will be used to determine team ranking for the purpose of the Playoffs.

Any scores not entered by October 29th (for the Fall 2017 season) will default to 0-0, be considered a loss for both teams and be assigned the respective value in the point system.

Ranking Calculations

All participating teams shall be ranked using a point system as follows:

3 points for a win

1 point for a tie

0 points for a loss

In the case of a forfeited game, the forfeiting team will receive 0 points; the opposing team will receive 3 points.

The totals, after the seventh week of play in both the Fall and Spring Seasons, will be used for determining placement in the playoffs. DemoSphere will automatically maintain and update the rankings as weekly game scores are entered into the system.

In the case of ties within the rankings, tie breakers shall be decided in accordance with the generally accepted rules of professional sports as follows:

(Ranking Calculations Cont...)

- If two teams are tied and have played head-to-head, the winner of the head-to-head game will be the higher ranking team.
- If two teams are tied and did not play head-to-head, the higher ranking team will be the team with the least goals allowed in weeks 1 through 7 of the current season.

Playoffs

Please remember this is a recreational league!

Scheduling and Location

Fall Season:

Playoffs will be held the final weekend of the regularly scheduled season in the Fall. The 4 teams with the highest total of accumulated points through the first 7 weeks of play will advance to the Playoff games. **All other teams will have regular season games scheduled that weekend.**

The Playoff format will be as follows:

- Saturday of Week 8 of the season - The team ranked 1st (A) versus the team ranked 4th (D) at the team ranked 1st's field
- Saturday of Week 8 of the season – The team ranked 2nd (B) versus the team ranked 3rd (C) at the team ranked 2nd's field
- Sunday of Week 8 of the season – The winner of the 'A versus D' game plays the winner of the 'B versus C' game. The team ranking highest as of the beginning of the playoffs will host the game. This is the final Playoff game to determine First and Second Place.

It is up to the participating town's discretion if there is any acknowledgement for participating in and/or winning the Playoffs.

The Inter-Town League does not provide any awards or trophies but does not prohibit participating towns from doing so.

Spring Season:

Typically, Playoffs are not held during the Spring Season. Should the Inter-Town League participants change this decision and unanimously agree to hold Playoffs, the format shall be as follows:

Playoffs will be held the final weekend of the regularly scheduled season in the Spring. All teams will advance to the Playoff games.

The Playoff format will be as follows:

- Week 8 of the season – Teams will be ranked automatically by Demosphere based on their records Week 1 through 7 and tallying of the corresponding accumulated points. The games will be scheduled in a single elimination format. The highest ranking team will play the lowest ranking team; second highest versus second lowest; etc. until all teams have an opponent assigned. Teams that do not win in the first round of games are eliminated. The winning teams will continue to the second round, etc. until First and Second place are determined.

* More specifics will be detailed should Spring Playoffs be added to any Spring season.

It is up to the participating town's discretion if there is any acknowledgement for participating in and/or winning the Playoffs.

The Inter-Town League does not provide any awards or trophies but does not prohibit participating towns from doing so.

Additional Game Play Regulations for Playoff Games (Fall and Spring)

The games designated as 'Playoffs' shall be played according to the same rules and time parameters as all other regular season games. There are, however, situations that can arise in a Playoff situation as the games cannot end in a tie.

In the case of a tie at the end of the second half of game play, the game shall proceed as follows:

1. Two 10 minute Overtime Periods – regular play continues for the entirety of two 10 minute periods and the score is increased by one each time either team scores. There shall be a 5 minute break between periods. Any goals scored are added to the score of the game and the team with the highest score at the end of the second period shall be deemed the winner.

If a tie still remains after Overtime, then play advances to:

2. Two 5 minute Sudden Death Overtime Periods – Game play shall continue for 5 minutes with the first team to score a goal earning 1 additional point and being deemed the winner. There shall be a 5 minute break between periods if going into the second period.

If at the end of the Overtime periods, neither team has scored, then play advances to:

3. Penalty Shootout – Each team selects 5 players to shoot direct kicks on goal. A goalkeeper may be included in the selected players. Each team selects a Goalie/player from their team to defend against the opposing teams shots on goal. Shots shall be taken from the Penalty Line. A coin toss determines which team shoots first. The team winning the coin toss can choose whether to shoot first or second. Teams alternate kickers, each team having one player take one kick (and then returning to the team area/sideline) until all 5 players from each team have shot on goal. Each goal is worth one point and the team with the highest total at the end of the Shootout is deemed the winner.

Sportsmanship and Code of Conduct

Section forthcoming.....