

RULES OF PLAY FOR BRCL GAMES

Play in the Blue Ridge Classic League (BRCL) will be in accordance with FIFA Laws of the Game and the Universal Guide for Referees with USSF Supplement, English Edition, current edition, together with the USSF, USSA Official Rule Book for Administration and the USSA Rule Book. And in accordance with BRCL modifications and explanations of rules mentioned above.

These Rules and Operating Procedures bind ALL Clubs and Teams in the BRCL. **Lack of knowledge** of the BRCL Rules and Procedures **WILL NOT** relieve any Coach, Team Official, Parent or Player participating in the BRCL from their responsibilities.

A. LAWS OF THE GAME:

The BRCL modifications of the Laws of The Game are:

LAW 1 - THE FIELD OF PLAY

- Fields used by BRCL teams will have a spectator line two (2) to three (3) yards from touchline and extending between 18 yard line parallel to the touchline. Spectators must remain behind this line at all times during the game. On the team's side of the field a technical area must be marked off three (3) yards off touchline. Coaches, Players, and Team Officials must remain within the technical area. Only carded Coaches, Players, and Team Officials are to be on the team's side of the field during the game. Each BRCL team is limited to four (4) carded officials (this includes coaches).
- All spectators must stay clear of the touchline between corner of the 18-yard extension of the penalty box and clear of the goal line. No coaching or remarks from behind goal line. Standing at or near the goal line and/or near the goal is not permitted.
- Only **one Team Official** at a time is authorized to convey limited tactical instructions to players at the touchline, then must return to tactical area. Team officials may not direct play from the sideline.
- **Fields:** Any field accepted by the league is, by definition, acceptable for league play. Field and goal size will not be a matter for protest. Fields may be deemed unsafe by the referee.

LAW 2 - THE BALL

- The U-12 division and younger use a size # 4 ball
- The U-13 division and older use a size #5 ball
- The home team provides **two (2) game balls** with the appropriate inflation.

LAW 3 - THE NUMBER OF PLAYERS

- A Team not having seven (7) players (when playing 11 per side) ready to play within fifteen (15) minutes after the schedule game time will forfeit the game and pay fine.
- A Team not having six (6) players (when playing 8 per side) OR a Team not having four (4) players (when playing six (6) per side) ready to play within fifteen (15) minutes after the scheduled game time will forfeit the game and pay forfeit fine.
- The game must be started or forfeited at the end of the fifteen (15) minute grace period (from the originally scheduled game starting time)
- Unlimited substitutions may be made from MIDFIELD with the consent of the referee when play is stopped at the following times:
 - Prior to a throw-in, by the team in possession
 - Prior to a goalkick, by either team
 - After a goal is scored, by either team
 - When play is stopped in order to attend to an injured player, by either team
 - At half-time by either team
 - When a player receives a caution (yellow card); for the cautioned player only. Only the player receiving a caution (yellow card) **MUST** be substituted for.

Note: No substitution is permitted on corner kicks

LAW 4 - PLAYER'S EQUIPMENT

- No jewelry of any kind may be worn during play
- Shoes must meet FIFA specifications

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- Shin guards for all players and goalkeepers are **MANDATORY** (insurance reasons). Socks must be worn in the pulled up position completely covering the shin guards.
- Safety straps are required for players who wear glasses. Wire rimmed glasses are discouraged.
- Players having splints or casts must have them covered and protected so that they do not injure or interfere with other players. If, in the opinion of the referee the splint or cast causes a safety hazard, the player will not be allowed to play. The final decision on player eligibility rest with the referee.
- All players uniforms (except for the goalkeepers) must be identical. Each jersey must be numbered distinctively with no number being repeated. Each player's number must be the same as shown on the Official VYSA State Roster. The goalkeeper's jersey must be easily distinguishable from all other players and the referees.
- Jerseys must be tucked into the shorts during the game.
- All BRCL teams are to have White jersey and one darker contrasting jersey for each player, each with their clearly visible player's number on the back of the jersey per the game day roster.
- All teams must bring both jerseys to every game.
- In the event of a conflict with the home team white jerseys, the visiting team will change their jerseys.
- The referee determines the suitability of the contrast between team jerseys at the field.

LAW 5 - REFEREES

- THE REFEREE'S AUTHORITY BEGINS WHEN THEY ARRIVE AT THE GAME SITE AND CONTINUES UNTIL THEY DEPART THE GAME SITE. (including parking lots).
- The referees are responsible for conducting the games in accordance with FIFA Laws of the Game and BRCL rules and procedures.
- There will be three (3) USSF certified referees for U-12 - 19 games. One (1) certified Center Referee only for U-9 - U-11 games.
- Referees are to arrive at the game site no later than fifteen (15) minutes prior to the scheduled start time for the game they are to officiate.

referee. In the case where a currently registered Center Referee is working with "Acting Club Assistant Referee(s)", the Registered Center Referee will delegate and specify the appropriate duties to the "Acting Club Assistant Referee(s)".

- A three man referee system is MANDATORY for all travel games (U-12 - U-19) for INSURANCE REASONS.
- If a referee arrives late, he/she will assume his/her responsibilities at the next stoppage in the game.
- Referees are to initial sitouts, post the score, note cautions (cards) given and send offs, and sign the BRCL Game Card.
- Dangerous Weather:
In the event of dangerous weather, the referee shall suspend play. Game will be resumed at the point at which it was suspended when weather conditions permit. Games which are not completed because of dangerous weather or darkness shall be considered an official game if one half of the scheduled length of the game has been completed.
- Games suspended before one half of the scheduled length has been played shall be rescheduled and re-played as if the suspended game had never been played.
- The Center referee will fill out the BRCL Sportsmanship Evaluation Card (the Orange Card).

Red and / or yellow cards and send offs received in suspended game will be counted against Players, Coaches, Parents/Spectators, and Team Officials.

LAW 7 - DURATION OF THE GAME

U-9 - 25 minutes halves 1 referee

U-10 - 25 minutes halves 1 referee

U-11 - 30 minutes halves 3 referees

U-12 - 30 minutes halves 3 referees

U-13 - 35 minutes halves 3 referees

U-14 - 35 minutes halves 3 referees

U-15 - 40 minutes halves 3 referees

U-16 - 40 minutes halves 3 referees

U-17 - 45 minutes halves 3 referees

U-18 - 45 minutes halves 3 referees

U-19 - 45 minutes halves 3 referees

***** Teams must play by the rules of the age division as assigned by the competition committee.**

B. PRE-GAME REQUIREMENTS

BEFORE GAME DAY:

- The home team is responsible for the condition of the field. Grass is to be cut and safe for play.
- The home team must make personal contact with the visiting team (team manager or coach) no later than Wednesday of the week prior to a game to confirm the date, time, field location of the game, and to check on possible uniform color conflict.

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- Home teams who fail to make this contact are at fault in any mix-up that may occur. Teams failing to meet this rule may be penalized by a forfeit of the game. A message on an answering machine does not count as a personal contact.

GAME DAY:

- The home team will check the field and make sure it is properly lined, (including tactical area), goals are anchored securely to the ground, nets and corner flags are in place.

- **Checking Player Passes - MANDATORY**

Each team must have their Official VYSA Roster, USS Player Passes and Coach/Team officials passes at the field each game.

***Prior to the start of the game, the referee or assistant referees are required to check player passes. This requirement is NOT optional and a referee's refusal to check player's passes shall be immediately reported to the League Administrator and League Registrar following the game (E-mail, or letter).

- A Team not having their player passes by the scheduled game time will forfeit the game. The referee will record a forfeit on the game card. The game is then to be played. **THERE IS NO BRCL PENALTY FEE FOR THIS FORFEIT.**

***It is the responsibility of the coaches or managers to **remind** the referees of this BRCL rule, if the referee's fail to check player passes

- **A carded Team Official has the right to check the other team's player passes against the roster, before, during halftime or at the completion of the game. The player passes, team official passes and the Official VYSA Roster must remain at the game field until the completion of the game.**

- **If both teams do not have their player passes at the scheduled game time, the referee will report the score as a forfeit for both teams. The game is then to be played. THERE IS NO BRCL PENALTY FEE FOR THIS FORFEIT.**

- **Referee Payment**

Referees are paid their fees prior to the game. Have the exact payment for each referee. Follow the payment schedule found in your Team Participation Packet received from League Administrator at the start of the season.

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- **Team Lists**
 - Each Team must supply the Referee with a list of names and jersey numbers of all players on their VYSA Roster
- **BRCL GREEN GAME CARD**

The team's Coach or Manager will fill out the BRCL Green Game Card (if the team has any mandatory sitouts for send-offs or any other reason, the sitout name must be filled in and the referee must initial card). IN ADDITION, THE COACH OR TEAM MANAGER MUST PRINT LEGIBLY IN INK THE CENTER REFEREE'S NAME AND ASSISTANT REFEREE NAMES ON THE GREEN GAME CARD. THIS IS NOW THE RESPONSIBILITY OF THE TEAM MANAGER/COACH AND SHOULD BE DONE WHEN YOU PAY THE REFEREE / AR'S.

The Game Cards must be mailed within twenty-four (24) hours after the game.
- **BRCL ORANGE REFEREE CARD**

The HOME TEAM ONLY MUST provide the referee with the ORANGE BRCL Card that the referee uses to evaluate sportsmanship for the BRCL. Failure to give the referee this card will be reflected in the Sportsmanship standings of your team.
- *Prior to the beginning of the game, both coaches and the referee should meet and review any peculiarities of the field, substitution rules, game length, the ball size and other rules as necessary.*
- Games are to begin on schedule
- Teams not having seven (7) players (when playing 11 per side) or six (6) players (when playing 8 a side) and four (4) players when playing 6 a side ready to play within fifteen (15) minutes after the scheduled game time will forfeit the game. If the required minimum number of players arrive within the grace period, the game must begin as soon as that number are present.
 - *THE Team Causing this Forfeit will pay referees their full payment and pay the BRCL forfeit fine.*
- Make sure that all the team's jerseys are numbered and there are no duplicated numbers. Goalkeepers need not have a number.
- All player uniforms must be identical (except for the goalkeeper).

- If a game is stopped because one coach pulls his/her team from the field, a forfeit will be given to that coach's team. **THERE IS NO FORFEIT FEE APPLIED IF THE GAME IS ENDED IN THE SECOND HALF.**

C. SANCTIONS FOR ADMINISTRATION OF CAUTIONS

Red Cards: A player receiving a red card will not be eligible to participate in the next league game immediately following the red card, regardless of when that league match is to be played. The red card will carry-over to the next season of play if it occurred in the last game of the season.

Yellow Cards: A player receiving four (4) yellow cards any time during a single season will result in a one-game suspension. Player will not be eligible to participate in the next league game. This suspension will carry-over to next season of play if received in last game of the season.

Two Yellow Cards in one game equals a Red card. Player will serve the suspension as a Red card suspension.

Send-off For Fighting: BRCL insists upon enforcement of The Laws Of The Game regarding the automatic send-off of a player for fighting.

Caution For Profanity: In the sole discretion of the referee, a caution may be administered for any profanity or inappropriate gestures.

Caution For Dissent: In the sole discretion of the referee, a caution may be issued for dissent.

Explanation of Cautions and Send-offs: Any time a caution is administered, an explanation for such action shall be provided to the offending player by the referee. If a send-off is administered, the referee does not have to provide an explanation to the coach of the offending team.

D. FORFEITS

1. Teams will forfeit their game for the following violations. This is not a complete list of violations that will result in game forfeitures.

- **If a team cannot field a minimum of seven (7) players (when playing 11 per side) or six (6) players (when playing 8 per side) and four (4) players when playing 6 a side within fifteen (15) minutes after the scheduled game time.**

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Full Payment of Referee fees BRCL penalties for Forfeit to be paid by Forfeiting Team.

- In the event that neither team is able to field a minimum of players, a forfeiture for both teams. Both teams will pay the forfeiture fine.
- Any team found to be responsible for the referee abandoning a game will forfeit that game. Forfeiture fine applies to team(s) that cause the forfeit.
- Failure to produce SIGNED Code of Conduct forms for ALL Coaches, Team Officials, Players, and Parents within 24 hours when asked by a League Board Member or a member of the Conduct Committee. Forfeiture fine applies.
- Failure to have USS Player Passes, Team Officials Passes and Official VYSA Roster at scheduled game time. No fine
- Failure to notify your opponent of game cancellation. Forfeiture fine applies.
- Failure to notify your opponent of field change. Forfeiture fine applies.
- If a game is stopped because one coach pulls his/her team from the field. THERE IS NO FORFEIT FEE APPLIED IF THE GAME IS ENDED IN THE SECOND HALF.
- The team who allows an ineligible player to participate. Forfeiture fine applies. Coach is suspended for a year. Additional club fine of \$100.
- Failure to have uniform shirts clearly displaying a unique player number (except the goalkeeper) that corresponds to the player number for that player listed on the Official VYSA Roster will result in a forfeit if the Conduct Committee finds that the uniform number discrepancy was intended to deceive, to avoid the consequences of disciplinary action, to permit an ineligible player to participate in the game, or to affect the game unfairly in some other way. Forfeiture fine applies.
- Failure of a Coach / Team Official to remain out of sight, out of sound and out of communications with the team after being sent off. Forfeiture fine applies.
- If the Coach / Team Officials is sent off and there is no other USS carded adult able to supervise the team. Forfeiture fine applies.

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- If a suspended Coach or Team Official is present at the complex where their team is playing or communicates with team during game time (in any way), team will forfeit game. Forfeiture fine applies.
- Failure to follow rules for rescheduling games. Forfeiture fine applies.
- Failure to pay fines or fees on time. Forfeiture fine applies.
- Failure to report all send-off and misconduct against referees to the League office and Club Rep within 24 hours after the game (section 13.14)
- For extenuating circumstances, the Conduct Committee may waive a forfeiture.