



PREMIER LEAGUE RULES

Revised September 9th, 2007



THE CHAMPIONS LEAGUE

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THE CHAMPIONS LEAGUE

SECTION I: INTRODUCTION

1.01 Name of the League

The league shall be named The Champions League. Every premier team from the Heartland Soccer Association will participate in Champions League. Recreational teams will participate in the Heartland Soccer League.

1.02 Mission

To ensure the best possible competitive play between the equally matched teams to aid in the development of the Kansas City area premier soccer teams.

1.03 Management of the League

The Champions League shall be managed and operated by the staff of Heartland Soccer Association. Huw Williams shall act as league commissioner.

1.04 Affiliation

The Champions League is affiliated with the Member Leagues of Heartland Soccer Association a member of the Kansas State Soccer Association

1.05 Contact Information and Communication

All members of the Champions League shall have contact information on file with the Champions League. Contact information must include team administration and coach information. The information must include valid e-mail addresses for each party.

1.06 League office

The league office is located at 10841 West 87th Street - Suite # 300
Overland Park, KS 66212. Phone: 913.888.8768

1.07 League Website

The league website can be found at www.heartlandsoccer.net

1.08 Matters Not provided for

The Champions League Commissioner shall have the final authority in all matters not specifically provided for by these rules and policies.



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SECTION II: TEAM APPLICATION & ADMISSION

2.01 Team eligibility

All teams affiliated with US Youth Soccer are eligible to apply for registration into the Champions League. All player and team registration shall be in accordance with the current US Soccer and KSYSA regulations unless otherwise specified.

The Champions League reserves the right to accept or reject any application.

2.02 Registering Players and teams with US Soccer

Each club or team is responsible for registering their teams with US Soccer and for obtaining the US Soccer Registration Forms from their designated Registrar or from the Champions League or KSYSA websites.

2.02 League Structure

The Champions League will offer competition for Boys and Girls teams from U9s through U19s. High School aged girls teams will play in the fall season and high school aged boys teams will play in the spring season.

2.03 Good Standing

Each participating team must be in “good standing” with the league and with US Soccer.

2.04 Application deadlines

All applications to participate in the Champions League must be received along with full payment on or before the registration deadlines established by the Champions League and the Heartland member clubs.

2.05 Application Process

Heartland Member teams must register through their club. Non members may register directly by submitting an on-line registration form.

2.06 Acceptance & Placement of teams

Decisions concerning a team’s admittance into the Champions League will be as objective as possible. The decision will be based on facts such as previous league

records, state cup records and tournament records. If all else is equal then a subjective point of view will be considered.

2.07 Seeding Procedure

The Champions League Seeding Committee will pre-seed all teams and provide 1 week for teams to make counter proposals to the seeding presented. A seeding meeting will then be made available for a final opportunity for teams to make a case for any changes.

2.08 Acceptance of the Champions League Rules

All teams applying to participate in the Champions League agrees to accept and abide to the Champions League rules and policies and any decisions made by the league commissioner. Lack of knowledge of these Champions League rules will not relieve any coach, team official, parent or player of a team participating in the league or seeking entry into the league, from the responsibilities and possible penalties herein. All clubs, team officials, parents and players by participating in the Champions League agree that they are bound by these rules.

2.09 League fees

All league fees will be due by the announced due date for all divisions. If fees are not paid by the announced due date, the offending team/club may not be eligible to play in the league and may forfeit all games until all fees are paid in full, unless arrangements have been made and approved by the Champions League.

Once accepted the application fee is non-refundable.

Any team dropping out of the league will not be reimbursed for games missed nor will they be allowed back the following season.

2.10 Returned Checks

The Champions League shall charge a \$100 service fee for all returned checks



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SECTION III: TEAM ROSTER & FORMATS

3.01 Team roster

An official State roster must be sent to the league office prior to the team's first game of the season. Failure to provide the roster prior to the first game will result in an automatic

forfeit of the matches until the roster has been completed, unless the delay was caused or has been excused by the Champions League.

3.02 Roster Size & Game Day Roster

The roster size is determined by the team's home state. Each team must submit a "game-day roster" to the referee prior to each game.

The Champions League will adhere to the following maximum "game-day" roster limits:

U9-U10 – 14 players

U11-U12 – 16 players

U13-U19 – 18 players

The purpose of this rule is to allow teams to have the ability to have the same amount of players on game days. (For example, Missouri Youth Soccer currently allows 16 players on their official State roster for U11s and U12s while Kansas only allows 13). Teams may not add players to their official State roster to make-up our maximum "game day" roster limits, but they will now have the option of adding "guest players" to this official roster to make up the maximum game day roster number of 16. (You will not be able to register 16 players with Kansas State Association unless teams are registered via club passes).

In divisions (usually U17-U19s) where State Associations allow more than 18 players to be rostered on a team, only 18 players may be dressed for a Champions League game.

3.03 Player eligibility

Eligibility of players shall be in accordance with US Soccer and KSYSA regulations, unless otherwise specified and approved by the Champions League.

3.04 Guest, Multiple roster players & Club Passes

A maximum of three guest players are allowed per team per game.

Teams may not exceed the maximum number of players allowed on the game day roster by adding guest players.

Players may only play for one team within a division, i.e. they may not dual roster or guest play with another team in the same division.

Players may guest play or dual roster "up", but not "down" within their age group. For example, a U14 Division 2 player may guest play with a Division 1 team, but not with a Division 3 team. That player may NOT play in any division lower than Div 2 in his/her own age group.

A player primary rostered to a team that is older than his/her actual age group may guest or dual roster with a team playing in highest division of his actual age group. For example an actual U14 player who is primary rostered to a U15 team may play as a guest or dual roster player with a U14 Division 1 team.

Teams registering their players via the “Club Pass” option provided by KSYSA must submit a league roster identifying which players will constitute their league roster. Players not listed on this league roster will need to follow the guest player rules in order to participate with the team in the Champions League.

All guest player forms must be submitted 1 day prior to the game in which the guest player is due to play.

3.05 Player & Coaches passes

Each player and coach must have a valid (laminated and signed by an official of their home state) US Youth Soccer player pass in order to participate in the Champions League. The player & coaches passes must be brought to every game along with the game day roster. A team has until the end of the game (the final whistle) to produce the player/coaches passes. Teams not able to produce the passes will forfeit the match.

3.06 Age Divisions

Age limitations shall be in accordance with US Soccer regulations except as modified by the Champions League. Proof-of-birth shall be provided upon request.

3.07 Playing on Multiple teams

Players may not play on more than one team (as a guest player or registered player) in the same sub-division. See rule 3.04 for more details on playing on multiple teams.

3.08 Player Transfers

Players registered to a team are bound to that team for the entire seasonal year unless he/she requests and is granted a transfer/release. All additions and deletions of registered players to the official State roster at any time during the year will be deemed as transfers. A team may add an unregistered player to their roster at any time.

3.09 Formats

U9-U10 teams will play 6v6 with 3 referees scheduled per game.

U11-12 teams will play 8v8 utilizing the 3 man referee system

U13 and above teams will play 11v11 with a 3 man referee crew.

3.10 Promotion/relegation

Guidelines/considerations for being promoted to higher division:

1. Teams who win 8 games will receive an automatic promotion
 2. Teams who win 7 games and tie one game will receive an automatic promotion
 3. All division winners will be CONSIDERED for promotion
- Teams with these records may request not to be promoted, which would be reviewed by the seeding committee

Guidelines/considerations for being relegated to a lower division:

1. Teams who lose 7 or more games will be automatically relegated
2. Teams with 2 or less wins will be reviewed regardless of their final placement
3. All teams who finish in last place will be reviewed

-- Teams with these records may request not to be relegated to a lower division, which would be reviewed by the seeding committee

Additional re-alignment considerations to be made by the seeding committee:

1. Divisions with a distinct difference between the top half and the bottom half in terms of results will be reviewed for complete re-configuration
2. The seeding committee would have the right to promote or relegate more teams based on competitive balance, new team registrations and team "drop outs"
3. Teams may apply to be promoted/relegated based upon factors not evident in their previous records or finish.
4. The seeding committee has the right to place new teams in the division where they feel the new team belongs. In cases where adding new teams would create an excessive amount of teams within a division the seeding committee could re-configure the whole division



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SECTION IV: OPERATIONAL PROCEDURES

4.01 Reporting of scores

Referees will submit the game cards with the match result. Coaches may e-mail us with a "incorrect score". Link can be found on our website.

4.02 Game day roster cards

Both teams must complete a game day roster form and provide it to the referee prior to each game. Game day roster forms are available at the coaches meeting and/or at the league office. Please refer to rule 3.04 for more information on game day rosters.

4.03 Weather Hotline

Every reasonable effort will be made to play all games. However, in cases of inclement weather updates will be available on the Heartland League website and by calling the hotline number 913 599 9777

4.04 Schedule requests

All scheduling requests must accompany the team registration. We will schedule around all requests provided on the registration form. Requests made after submitting the registration form is subject to our re-scheduling policies.

4.05 Rescheduling Policy

1. You must first contact the opposing team manager and /or coach. Team contact information can be found on the website.

2. Both coaches will need to agree on an available re-schedule date that suits both teams. Do not send in the online form until both teams agree on a date.
3. Once you have agreed on a date, BOTH teams must fill out on-line reschedule form and submit it. BOTH teams must agree on a date before sending in reschedule form.
4. Upon receiving the reschedule request, Heartland will confirm the request with both teams by email, giving them the date, time and field.
5. The game will then be posted on our website with the new information..
6. If the opposition will not agree to the reschedule, the game will be played on the original date and location or it will be regarded as a forfeit.

RE-SCHEDULE POLICY

1. We have a flexible re-scheduling policy and will work with teams to the utmost of our abilities.
2. A valid reason must be provided for a re-schedule. Re-scheduling games causes issues/concerns for both teams, managers and families. Abusing this system will create an adjustment to our flexible re-scheduling policy. Valid reasons would include participating in a new tournament, shortage of players due to ACT tests etc. Missing a key player would NOT be considered a valid reason
3. Any changes that need to be made during the season must be received a minimum of 10 days prior to the original game date. Games will not be rescheduled if the request is received less than 10 days prior to the scheduled game date.
4. Note, requests MUST go through the team manager and coach.
5. Teams failing to notify the office or show for a scheduled game will need to pay for the referee fees.

4.06 Forfeits

Forfeits shall be recorded with a score of 3-0. In the case of a double forfeit, both teams will record a 0-3 loss to their records

Teams forfeiting three (3) or more games, regardless of the reason, will not be accepted back into the league the following season. They will also bear the responsibility for all fees with respect to each forfeited game, which include field costs and full referee payments.



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SECTION V: RULES OF PLAY

5.01 The Ball

U12 and younger divisions will use a size 4 ball. U13 and older divisions will use a size 5 ball. The home team (listed first in the schedule) shall provide the match ball.

5.02 Player Equipment

The jersey of all players, except for the goalkeeper must contain a visible number, unique from the other members of the same team.

Shin guards are mandatory for all players.

In case of a color conflict, the home team (listed first in the schedule) shall change colors.

5.03 Duration of the Game

Under 9 and Under-10	– 2 x 25 minute halves
Under-11 and Under-12	– 2 x 30 minutes half
Under-13 and Under-14	– 2 x 35 minute halves
Under-15 and Under-16	– 2 x 40 minute halves
Under-17, 18 and 19	– 2 x 40 minute halves

All games are considered final if at least half the game is completed. If the game is stopped prior to half time due to weather conditions, the complete game will be replayed.

5.04 Substitution

Except as noted, substitutions shall be “unlimited”. The team in possession may substitute at any time after any dead ball situation (corner kicks, free-kicks, throw-ins etc). However, teams not in possession of the ball can only substitute after these situations provided that the team in possession is also substituting. Free substituting is allowed for both teams after goals, goal kicks and at half time.

The substitutes must be at the centerline ready to enter before the referee will allow the substitution to take place.

The referee has the authority not to allow the substitution if he/she believes that the procedure will stop the flow of the game or is being used as tactical time wasting play.

It is suggested (but not mandatory) that all substitutes in the U13 and above age groups wear a different color shirt or pinney when not on the field of play.

5.05 Point system

Each team will be awarded 3 points for a win, 1 point for a tie and 0 points for a loss

5.06 Tie-breakers

If at the conclusion of the league season a tie breaker is needed the following criteria will be utilized:

- A. Head to head (not used if more than two teams are involved in the tie)
- B. Goal difference (i.e. goals scored minus goals allowed)
- C. Most goals scored
- D. Most shut-outs
- E. Fewest goals allowed
- F. Sudden death Penalty Kicks

5.07 Delay of kick off

If a game is delayed due to the tardiness of a team, players, coach or manager, a maximum of fifteen (15) minutes of “grace” time shall be awarded. After fifteen (15) minutes if the team is still not able to start the game, it shall be declared a forfeit. The grace period might be adapted if the team that is late has a valid reason.



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SECTION VI: 6v6 RULES

6.01 Field dimensions

The maximum field length will be 75 yds and the minimum length will be 60 yds.
The penalty spot will be 8 yds from the goal line.

6.02 Off-side

Off-sides will only be called in flagrant situations. Players not looking to take advantage of being in an offside position will not be called.

6.03 Fouls

Players must retreat 8 yds from any dead ball situations.



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SECTION VII: DISCIPLINE & CODE OF CONDUCT

7.01 Responsible Parties

All coaches and other team officials shall be subject to all rules pertaining to misconduct. Any other individuals who may be reasonably construed as being associated with a team shall be subject to the jurisdiction and authority of The Champions League. Any coach or team official can be held responsible for any individual associated to their team at any match.

7.02 Profanity

Profanity and unsporting conduct by any individual will not be tolerated either on or off the field.

7.03 Compensation

No player shall receive any compensation for services rendered to a team or receive any promises of compensation.

7.04 Smoking & Alcohol

There will be no drinking of alcoholic beverages or smoking in the soccer parks.

7.05 Referee Authority

The referee(s) are in complete charge of the field and adjacent areas from the time they arrive the game site until they depart. The referee(s) is empowered to:

- i. Rule on what equipment is considered playable
- ii. Issue Yellow or Red cards during that entire period

The referee may terminate a game for coach, players, or spectator misconduct. Teams causing the termination will forfeit the game.

7.06 Park Rules

All Park rules where games are played shall be respected and obeyed

7.07 Red Cards & Suspensions

In an effort to help team discipline and sportsmanship, players or coaches are subject to match suspensions according to the following :

- a. Any player or coach receiving a red card in any league match due to striking, punching, hitting, kicking, spitting, or any action that reflects harmful intent shall automatically be suspended for a minimum of two (2) league matches.
- b. Any player, coach or fan verbally abusing a referee during any league match as documented on the Referee's Report of the match shall automatically be suspended for a minimum of two (2) league matches.
- b. Any player or coach receiving a red card in any league match other than the circumstances listed above shall automatically be suspended for a minimum of one (1) league match.
- c. The League Commissioner shall have the right to add additional or reduce the number of matches in a suspension without a hearing. If a stronger suspension is warranted, a hearing shall be called at the discretion of the league committee.

Failure of a coach/team official to remain out of sight, out of sound after receiving a Red Card may result in a forfeit.

Coaches who receive a red card must pay a \$25 fee to the Heartland Soccer Association before they receive their card back and before they are eligible to coach the next game.

Any player, coach, or manager, who participates in a match while under suspension, including a red card shall cause his or her team to forfeit that match and will be subject to additional penalty. A coach or manager is presumed to have participated in the match if he or she at any time from the opening whistle to the final whistle has any contact or communication with any of the players, coaches, or manager during that time. A coach receiving a red card will only be suspended from coaching the team that he/she was coaching when he/she received the red card.



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SECTION VIII: PROTESTS

8.01 Definition

A protest is a formal written objection of any violation of established rules policies or procedure. Protests are usually related to a specific game or administrative action.

8.02 Who can file a protest

A coach or team-administrator can only file protests. Only those teams involved are allowed to file a protest. Third parties, i.e. coaches/administrators from other teams, cannot file a protest on a specific game.

8.03 Filing Procedure

A protest must be filed in writing with the league commissioner and must include:

- i) Details of the complaint
- ii) A listing of the rules, policies or procedures that have been violated
- iii) A statement of the desired resolution
- iv) A \$100 filing fee

All protests must be filed within 72 hours of the incident

No protests will be heard on referee judgment calls.

8.04 Discipline Committee

- A. All matters of concern to the HEARTLAND SOCCER ASSOCIATION Disciplinary Committee must originate from the referee's game report or from a formal protest submitted in writing by the offended party.
- B. Any player, team official or spectator alleged to have been guilty of any violation of the laws of the game, the bylaws, rules and regulations of the association or any misconduct detrimental to the game, shall be subject to appropriate penalty as determined by the Disciplinary Committee.
- C. The HEARTLAND SOCCER ASSOCIATION Disciplinary Committee shall consist of the league commissioner, the association Executive Director and a committee of four (4) people. The league commissioner shall be entitled to vote only in case of a tie.
- D. The league Commissioner shall notify the player/coach of any penalty or suspension determined by the Disciplinary Committee.
- E. The decision of the HEARTLAND SOCCER ASSOCIATION Disciplinary Committee shall be promptly sent via U.S. Mail. Verbal notification may supplement but shall not supplant this responsibility.
- F. Any, club, team, or individual not wholly satisfied with any decisions made by HEARTLAND SOCCER ASSOCIATION has the right to appeal to the KSYSA District I Appeals and Protests Committee. This appeal must be in writing and must be received by the District I Commissioner within ten (10) days of the decision handed down by the League. The appeal must be accompanied by a fee of \$75.00.