

Western Bergen Cooperative Soccer League

DIVISION 4

- 5th or 6th grade
- Small-sided fields
- 9v9 (including goalie)
- 16-minute quarters
- Size 4 ball
- Penalty shots are taken 10 yards from goal.
- Intentional heading and slide tacking are not allowed and result in a free kick. If a defender intentionally heads the ball, and in doing so prevents a clear goal scoring opportunity (ie goal line header save), a PK will be awarded otherwise a corner kick is awarded. Similarly, intentional slide tackles inside the penalty area that prevent a clear breakaway goal scoring opportunity will result in a PK, otherwise a corner kick is awarded.

DIVISION 5

- 3rd or 4th grade
- 7v7 (including goalie)
- Small-sided fields
- 13-minute quarters
- Size 4 ball
- Penalty shots are taken 8 yards from goal.
- Intentional heading and slide tacking are not allowed and result in a free kick. If a defender intentionally heads the ball, and in doing so prevents a clear goal scoring opportunity (ie goal line header save), a PK will be awarded otherwise a corner kick is awarded. Similarly, intentional slide tackles inside the penalty area that prevent a clear breakaway goal scoring opportunity will result in a PK, otherwise a corner kick is awarded.
- Players shall be allowed a second throw-in (or do-over) if the first throw is a foul throw. In the event the second throw is a foul throw, the ball is turned over to the opponent.

RULES FOR ALL DIVISIONS

- Games may only be cancelled by agreement from the Coop representatives representing both sides, not by coaches. Cancellations will only occur due to bad weather and/or unsafe field conditions. No show by a team results in a 4-0 forfeit, but this should be avoided at all costs. The game may be replayed for fun if forfeited or rescheduled well in advance of game day.
- Coaches should communicate no sooner than 24 hours before game time to confirm game details.
- All players should play a minimum of half the game.
- It's suggested a player may not play goalie more than one half.
- Girls may play on a boys team.
- If both teams have the same color shirts, the home team will switch to a different color shirt – pinnies are acceptable.
- The goalie will wear a contrasting, different color shirt. do it

- The goalie must be protected. Attempts to kick the ball or push the goalie once controllable contact is established shall be considered dangerous play, the play whistled dead, and an indirect kick will be awarded to the goalie's team taken from the top of the penalty box.
- Goalie has unlimited steps within the penalty box but must release the ball within 6 seconds. Throwing or kicking is allowed.
- The home team is responsible for assigning and paying the referees (agreed upon standard fees). It is suggested a referee crew for Division 5 be composed of a minimum of 1 ref and in Division 4 composed a minimum of 2 refs. In the event that referees do not show up, coaches may agree on a logical path forward with either parents or coaches refereeing.
- The home team will provide game balls.
- A maximum of 4 volunteers are allowed per team. Coaches must not roam far from the team bench and are not allowed behind the end lines.
- There is no overtime for regular season games. Games that end in a tie are left as a tie.
- Players must wear shin guards, covered by socks, as well as rubber soccer or multi-purpose cleats (baseball and football cleats are not permitted). All team members shall have matching shirts, wear no jewelry or hard objects such as hard casts. If sweatshirts (no hoods) or pants are worn, they shall be worn beneath the uniform.
- FIFA law 5 covers a player with an open bleeding wound. No player may play with a bleeding wound and may not return into the game until the referee is satisfied that the bleeding has stopped.
- Referee reports should be sent to town reps after each game.
- Substitutions
 - Substitutions must be up and ready at the halfway line. Substitutions should exit the field on the touchline on the players side of the field on their team's half of the field.
 - Both teams can substitute during a throw-in, corner kick or goal kick.
 - No substitutions during a free kick resulting from a foul.
- Scoring
 - Immediately following a goal which puts one team ahead by 5 goals, the team with the lead shall remove 1 player from the field and continue to play short 1 player. Upon a lead of 6 goals, they shall remove a second player. A 7-goal advantage, remove a third player and continue the game down 3 players. If the goal advantage should be reduced, the rule should be used in reverse to add players, 1 player per one goal such that at a 4-goal advantage, the number of players is even once again.
 - No team should have a lead of more than 7 goals. For games that end with more than a 7-goal differential, the coach of the winning team may be suspended for a minimum of 1 game.
 - A team that is winning by a wide margin shall discreetly and quietly refrain from scoring.
 - Regardless of final score, if a game ends with a difference of more than 5 goals, the official box score will be a maximum of 5 goal difference - for example a final score of 7-0 will be registered as 5-0 and 7-1 will be registered as 6-1.
 - If the final score has a difference of 7 or more goals, the losing team will gain a goal on the final adjusted score for every goal over 6 goals.

PLAYERS AND TEAM ROSTERS

- In the event that a team has only two substitutes or less, the coaches may agree to play the game with smaller sided teams. For Division 5 you may not play with less than 6 on the field (including goalie) and for Division 4 you may not play with less than 7 on the field (including goalie).
- Teams are permitted to have players play up from the grade below.
- Players are allowed to play across teams within a division only if the team would not otherwise have enough players to field a team. Any game day roster addition, including players playing across, should not impact the overall skill level of the team drastically. Coaches may have a need to add substitutes to their team from time to time but must not do so in an attempt to “win”. Rather the rationale must be to make the game more enjoyable for the team who would otherwise have minimal substitutes or deficient numbers. The opposing coach must be told that a team is borrowing players before the game starts. This is not allowed in the playoffs.
- Borrowed players should not play more than any player on a team’s normal roster, barring injury
- Players playing across should be of a similar skill level as the rostered player who they are replacing
- Coop representatives should either oversee player drafts or review the final rosters to ensure an even distribution by grade and skill level
- Team roster differential should be limited to 1 in terms of grade level and highly skilled players. Highly skilled players is not necessarily limited to players participating in travel soccer programs
- If rosters within a town are observed to be unbalanced from common game results the Town cooperative representative should consider steps to rebalance the teams

PLAYOFF RULES

- A game tied at the end of regulation goes into two 5-minute sudden death (golden goal) overtimes.
- If a game is tied after overtimes, there will be a 5-player shootout. Shooters and goaltenders in the shootout must be the players on the field at the end of overtime. If still tied after 5 rounds, the rounds become sudden death and any players on the roster (including goalies) will take attempts.

Cards and Conduct

- All yellow and red cards must be reviewed by the Coop and appropriate penalties may be handed out.
- The players and coaches will set up on one side of the field while the spectators are limited to the opposite sideline. Spectators (and coaches/bench players) that are too close the sideline will be asked to move back a minimum of 2 yards. The home team is responsible for crowd control but the referee has the prerogative to stop the clock and request that spectators and/or coaches move back from sidelines or be removed for misconduct.
- Verbal (or physical) abuse of Referees will not be tolerated. Coaches and players should not argue calls with the referees. Coaches should keep discussions with the referees for halftime or end of game in a more private setting. No coach is allowed to walk onto the field (in an attempt to ‘talk’ to the referee) during the game. The referee shall issue a yellow card if she/he is approached by a coach walking onto the field during play. A second infraction will result in a red

card, which requires ejection from the game. A coach using profanity will also receive a red card and automatic ejection. In addition, any player using profanity or other ugly displays shall be immediately red carded, requiring ejection. Substitution for this player is allowed.

- Any physical altercations between coaches, players, and/or referees will result in lifetime ban for the aggressor and requires Coop discussion to determine further impact.

COVID GUIDELINES

- All players, coaches, and spectators who feel sick or are experiencing signs or symptoms of COVID-19 or that have come in contact with infected persons should stay home.
- Spectators attending games should follow 6' social distancing guidelines at all times and must wear a face covering when social distancing is impossible.
- Only required volunteers will be allowed in the area of the team, whether the team bench, field or sideline.
- All players, coaches, and spectators must follow the state's directives regarding the number of people allowed to gather in one place.
- All coaches must wear a face covering if social distancing is impossible.
- Players should wear face coverings when in close contact areas and in places where social distancing is challenging or not feasible.
- Players are NOT required to wear a face covering while on the field.
- Players will be permitted to wear PPE on the field, if physically able to do so, based on any directive of a medical provider. If a player chooses to wear PPE, they may do so as long as it does not compromise the safety of themselves and other players.
- Hand sanitizer should be readily available to players and coaches.
- Players should not arrive at the fields more than 15 minutes before game time.
- All players and coaches are required to have their temperatures checked and respond to a Daily Wellness Questionnaire at the beginning of each game.
- Team huddles, handshakes, knuckles, high fives, group celebrations, etc. should be eliminated. Sportsmanship remains an important part of youth soccer. The handshake line should be replaced with a group tip-of-the-cap, salute, or other acknowledgement of the opposing team and officials.
- No sharing of equipment unless specifically necessary.
- The team areas should be spread down the sidelines so that equipment and players are spaced out accordingly. It's recommended that teams have at least one coach to monitor players in this area.
- Players must follow social distancing when not on the field or while waiting their turn to play.
- Player bags should be spaced accordingly along the sideline to prevent direct contact.
- Players and coaches should bring their own water bottles, have their names clearly marked, and not share with anyone else. No team or sideline coolers are permitted.
- Food, unless medically necessary, should not be allowed in team areas and the field. This includes sunflower seeds, gum, orange slices, donuts, etc.
- All players and coaches are to refrain from spitting at all times.
- Balls leaving the field of play should be retrieved by participating players and coaches. No spectators should retrieve the ball.
- Game officials are encouraged to keep a safe distance from players as much as possible.
- If physically able, game officials are suggested to wear face coverings.
- Positive COVID cases must be communicated to the Coop.