

SoccerMaine



2018
Pine Tree League
Procedures and Rules



Pine Tree League Procedures and Rules

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Pine Tree League Procedures and Rules

100. Name and Purpose

The name of the competition is the Pine Tree League. The Pine Tree League's purpose is to provide an opportunity for classic club teams to participate in an organized league during the spring season. The Pine Tree League follows the same age guidelines as the Fall Classic League.

200. League Organization:

201. Dates

The Pine Tree League season will run from the last Sunday in April to the second Sunday in June. Game Dates for 2018 are: -April 29, May 6, May 13, May 20, June 3 and June 10.

202. Level of Play

The Pine Tree League is open to classic level teams only.

203. Team Eligibility

The Pine Tree League is only open to teams fielded by Soccer Maine Member Clubs who have correctly entered the league, paid the league fees, and are in good standing.

204. Age Groups Offered

The Pine Tree League will offer competition in the following age groups:

Age group:	Type of League:	Format:	Player Age prior to Aug 1 st , 2017:
U-9	Non-Competitive	7v7	7
U-10	Non-Competitive	7v7	9
U-11	Non-Competitive	9v9	10
U-12	Competitive	9v9	11
U-13	Competitive	11v11	12
U-14	Competitive	11v11	13

204.1. Under-9 and Under-10 Age Groups: All clubs who can field teams (based on their registration data) at the U-9 age level are instructed to so. Further, clubs are instructed to field teams at the lowest age league possible. In other words, place the U-9's on one team and the U-10's on another. Soccer Maine requires players to be age 7 by August 1 of the previous year in order to be registered and play at the U9 level. Please note that there is no U8 division. If your club policies allow it, 7 year olds (U8 players) can only be rostered on U9 teams. They cannot be rostered on U10 and up teams. **This is to assist clubs who have difficulty filling out U9 teams.**

204.2 Under-15 through Under-18: Teams in this age group will be placed in the Maine State Premier League to allow for ease of scheduling and to allow for crossover games with some of the spring premier teams if necessary. Teams are instructed to review the talent of their players and overall strength of their team and declare an age group they wish to enter accordingly. Soccer Maine retains the right to combine age groups to ensure the viability of the league.



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205. Administration

The Classic Committee of the Soccer Maine Board of Directors will conduct the Pine Tree League. The Vice President of the Classic Youth Division and the District Directors constitute the Classic Committee. The Classic Committee has final determination in all matters of team entry, scheduling, and conduct of the league.

300. Entry Procedure and Fees

301. Team Entry

Clubs must enter teams through their GOT SOCCER club accounts by March 15th. This commits your team to the spring league. All team contact information must be in the team account when applying for the league.

302. Team Entry Fees

The team entry fee is \$125 per team due March 15. Late entries will be accepted for an additional \$50 fee up to April 1. After April 1, Soccer Maine will not accept any further team entries.

303. Player Registration Fees

The player registration fee is \$13 per player due April 1st. All player registration data should be entered by April 1.

304. Team Withdrawal

Clubs may withdraw a team prior to April 1 and receive a full refund of the entry fee. Any team withdrawn from the Pine Tree League after April 1 forfeits the full team entry fee.

400. Player Registration, Team Rosters and Player Passes

401. Player Registration

The player registration deadline is April 1st. All players should be correctly registered in the Soccer Maine GOT SOCCER player registration database and on the team roster by this date. The player registration fee is \$13 per player. Additional players can be added after this date as long as it is before Official Rosters are created on April 26th.

402. Team Rosters

Clubs are required to enter players onto teams in the Soccer Maine player registration database and add jersey numbers for all players. Rosters will be provided in club accounts once all jersey numbers have been entered for players. Teams should have a printed roster available for inspection by game referees or league officials.

403. Roster Sizes

403.1 U9-U10 Roster Sizes: While twelve (12) is the ideal number of players for a team in this age group, having this number of players is only a recommendation. If your club has more than enough players to fill up the roster of one team, but not quite enough to form two teams, please increase the size of your roster to fourteen (14) instead of eliminating players. If additional players are wanted beyond 14, please have this request approved by the Soccer Maine.



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403.2 U11-U12 Roster Sizes: While fourteen is the ideal number of players for a team in this age group, having this number is only a recommendation. If your club has more than enough players to fill up the roster of one team, but not quite enough to form two teams, please increase the size of your roster to sixteen (16) instead of eliminating players. If additional players are wanted beyond 16, please have this request approved by the Soccer Maine.

403.3 U13-U14 Roster Sizes: While eighteen is the ideal number of players for a team in this age group, having this number is only a recommendation. If your club has more than enough players to fill up the roster of one team, but not quite enough to form two teams, please increase the size of your roster to twenty-two instead of eliminating players. If additional players are wanted beyond 22, please have this request approved by the Soccer Maine.

403. Player Passes

Individual players on Pine Tree League teams are not required to have player passes. If a team is participating in an event that requires player passes, i.e. a tournament, please contact Soccer Maine's Executive Director so that she may freeze your roster and issue player passes to your team.

404. Club Pass

The "club pass" concept's core objective is to provide clubs and coaches with the flexibility to move players from team to team in their own club as necessary for equity in games based on player development and team needs. Club Pass allows Clubs to temporarily loan players from one team to another for a specific game. Players may be allowed to move up two age groups, but never move down an age group. Each Club shall determine their level of participation with Club Pass.

500. Scheduling, Canceling, and/or Terminating Games

501. Scheduling

The Classic Committee will create the League schedule based on the team entries submitted to Soccer Maine. Schedules will be posted on the Soccer Maine website by April 10th.

Once the schedule has been created and posted for teams to view, clubs have the responsibility to arrange the times and locations for home games. Soccer Maine does not secure playing sites or assign game times. This is the responsibility of the Member Clubs to allow for scheduling flexibility. Clubs are required to have field availability.

502. Cancelling Games

502.-1 Unforeseen Circumstances: As a general rule, games are not cancelled. However, if severe weather or extenuating circumstances would prevent a game from being played safely, and if the game must be postponed, the home team is responsible for informing the opponent and the referees. The home team is responsible for attempting to find a suitable time to reschedule the game. If the teams cannot find an agreeable time to make up the game, the game will be considered cancelled. The home team must inform Soccer Maine of any such cancellation by email.



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502.2 Forfeited Games: Teams are required to play all games assigned by Soccer Maine. In the event a team does not arrive at the venue (a 'no show') at the scheduled start time, the game is considered forfeited. Any team who forfeits a game shall be fined \$100 per game and pay the home club the full referee fees for that game. The team's club must pay the fine to Soccer Maine, and the referee fees to the home club, within fourteen days (14 days.) It is the responsibility of the hosting team (home team) to notify Soccer Maine of any team who forfeits a game as a result of a 'no show.' Failure by a club to pay the fine shall result in the club not being in good standing and thus its teams being ineligible to compete in any Soccer Maine sanctioned game and/or event.

502.2a Withdrawal from league during season: If a team withdraws from the league any time after the beginning of the season (April 29th), every missed league game shall be considered a forfeit and the sanctions in section 502.2 shall be applied.

503. Terminating Games

Once a referee has jurisdiction over a game, the game may only be terminated by the referee as provided for in the FIFA Laws of the Game.

503.1 Game Terminated in First Half: If a game is terminated before the second half of the game has begun, and the termination is not due to the conduct of one of the teams, the game shall be played in its entirety.

503.2 Game Terminated in Second Half: If a game is terminated after play has begun in the second half of the game, but before the end of the second half, and the termination is not due to the conduct of one of the teams, the game is considered complete, and the score at the time of termination will stand.

600. Referees and Referee Fees

601. Assigning

Home teams are responsible for obtaining referees for League games. Member Clubs must have a Certified Referee Assignor. The Referee Assignor must assign only currently certified referees. There are no exceptions to these requirements.

602. Number of Referees

The Under-9 and Under-10 age groups will use a single center referee. All other age groups MUST utilize a "three man" referee crew employing the diagonal system of control. A "two man/two whistle" system may NEVER be utilized under any circumstances. In the event that an Assistant Referee is missing, the center referee can ask the participating teams to assist him/her in finding a "club linesman". The "club linesman" will only signal the ball in or out of play according to Law 9.

603. Referee Fees

Each team will pay half of the referee fees directly to the assigned referees. Teams must pay fees in full in advance of the game. Referees will be instructed not to commence a game until they have been paid in full. Referee fees are as follows:



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Age Group	Referee:	Assistant Referee (each):
Under-9 & Under-10	\$30/game	NA
Under-11 & Under-12	\$40/game	\$20/game
Under-13 & Under-14	\$50/game	\$25/game

700. Game Procedures

701. General

All Pine Tree League games played (scheduled games and friendlies between teams in the league) are considered Soccer Maine sanctioned games and subject to application of all rules and conditions set forth in this handbook and all other Soccer Maine Policies, Procedures and Rules.

702. Coaches

At all times, a minimum of one Soccer Maine licensed and rostered coach must coach the team and be in the player area. A maximum of three Soccer Maine licensed coaches may be in the team area during games.

703. Field

The home team is responsible for ensuring the game field is ready and safe for play at least 30 minutes prior to kick-off. Ready and safe for play includes but is not limited to smooth and stable playing surface, proper field markings, corner flags, goals, goal nets, all according to FIFA Laws of the Game, and goal anchors. Should reasonable corrections be required by the referee, the home team is responsible for compliance.

Failure to provide a suitable game field is grounds for a game to be terminated. If a game must be terminated due to a game field that is not ready and safe for play, the home team will incur a \$100 fine.

704. Game Oversight

Once the referee is on site, s/he is responsible for ensuring that the game is played to completion per the rules and regulations being applied to the game. The referee has the exclusive right and corresponding responsibility to terminate and/or abandon a game. Should this occur, the referee must provide a written game report within 24 hours to the Classic VP and Soccer Maine's State Referee Administrator.

705. Heading Protocol

There will be no heading allowed in games for players 10 and under (U11 and below). This includes any players of this age who are playing on an older team. This protocol should be followed in all training/practices as well.

Deliberate heading in these age groups will result in awarding an indirect free kick to the opposing team from the spot of the offense. If the deliberate header occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the point nearest to the spot of the offense.

For U12 through U14 players, heading training shall be limited to no more than 30 minutes per week.



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Please note that this follows the newly released Heading Recommendations from US Soccer for all youth soccer players.

706. Laws of the Game

Except as otherwise provided for in these rules, FIFA's "Laws of the Game" apply to all age groups within the Pine Tree League. **For all age groups, goals must be anchored securely to the ground.**

800. Standings, Playoffs, Tiebreakers

Standings will be kept in the Pine Tree League for U12 through U14 to evaluate competition level and match-ups. There are no playoffs.

900. Protests, Penalties, Suspensions

901. Protests: The Classic Committee will not accept any protests.

902. Suspensions: Any player who is ejected from a game (receives a red card) or any coach that is ejected must sit out the next Pine Tree League game. Any player who is ejected from the last game of the season (receives a red card) must sit out the next Soccer Maine sanctioned game, whether in a league, tournament, or other event. All red cards/ejections must be reported to the State Referee Administrator and Soccer Maine.