2024 CLASSIC LEAGUE SOCCER

BY-LAWS, PROCEDURES AND GAMES

REVISED ON 9-3-2024

I. The Classic League consists of member schools. The number of member schools in the League may be increased or decreased if a majority of the current members vote for approval. The total number of schools should be no more than 12 unless agreed upon by the majority of the schools. The League consists of 5th, 6th, 7th and 8th grade boys and girls teams. Member schools may only enter one team per grade level unless approved by the majority of league schools. No new member school can be accepted into the league until the post season meeting of the previous year. Applications for new members must be presented at that meeting. After their presentation and departure members schools must vote. It will be recommended that a new school that enters the league brings in 4 teams and participates in all Classic League sports.

II. Administrative functions will be handled by all member schools or a designee and will be responsible for assisting with one of the following positions when possible: Co-Coordinators (St. Luke and St. Giles), Treasurer, Secretary, Ordering Trophies, Ordering Allstar shirts, Keeping Standings, Making Playoff Brackets, Making All-Star Program, and Assisting with Admission / Scoring Table at Playoff games, etc.

Rule Interpretation / Protest: League President, other board members, and two other senior athletic directors from member schools decided on at the scheduling meeting for that given season. If your school holds a board spot (Coordinator, Treasurer, or Secretary), you can not also be on the protest committee.

League meetings will be held when necessary. All member schools are responsible for having a representative at each meeting. That representative may vote on any policy decisions. Schools not represented at league meetings shall abide by any decision resultant from aforementioned league meetings. No proxy votes are allowed. Motions made and seconded require a vote at that same meeting.

III. Rosters

To enter a team in The Classic League at any level, a roster must be included and have a minimum of eleven (11) players on that roster. When playing with 11 players, there must be a minimum of 3 players of both genders. Teams may play with a minimum of 7 players. When playing with 7, there is a minimum of 2 players of both genders. Roster forms are to be completed for each team at each level that must include the player's name, uniform number, date of birth, and grade. Please ensure that the Coach, Athletic Director, School Principal validates each completed roster by signature. The CCD Director and Pastor should also validate the roster if CCD players are being used to assist with the roster. (see roster form)

1) No player may be entered as a player on more than one roster or play for more than 1 school.
2) Junior Varsity players have unrestricted movement to play up at the Varsity Level, to make a team of 16 players for a game. Players may not cross roster at the same level. Exception: Players may cross roster at the same level only to meet the three player gender rule (to bring the number of gendered players no higher than 4). In addition, all players capable and willing to move across/up from the lower level as needed should be offered the opportunity to do so, on a rotating basis.
3) CCD Players will be allowed for schools at a maximum of 4 players per team to assist in making a team of 16 players at that level. If you are rostered on your public school team, you are not allowed to play as a CCD team member.
4) Rosters must be submitted before the first game of the season is played so that they can be distributed to all the other schools. Any changes to the roster should be revealed to the league. If a player enters the school after the first month of the season opening date, the player can play in the regular season, but not in the playoffs.
5) All home teams should wear a white in color jersey or have pinnies available in a light color for all players on each team. Road teams should wear a dark jersey when away. If schools have two different color jerseys, bring both to all games.
6) There shall be a limit of 1 head coach and 2 assistant coaches that are allowed to be seated on the bench with the team.

IV. Financials/ League Fees
Referee fee is $45.00 per referee per game at the Junior Varsity and Varsity levels when there are multiple games scheduled, $55.00 for single games at either level. The referees will be paid by their assignor unless otherwise stated. Schools will pay the league treasurer for their portion of games played and other fees. There will be 1 referee assigned for all regular season games. There will be 1 referee for all first round playoff games, then 2 referees should be assigned for all other games. The allstar game will have 1 referee.

All money is due by the playoff scheduling meeting. A partial payment is due at the halfway point of the season. Any additional fees or make-up games must be paid prior to the playoffs, otherwise your schools will not be allowed to participate in the playoffs. The league has the power and right to cancel or forfeit games during the season if no money is received. If a payment plan is needed, speak to the treasurer. **ALL FEES PAYABLE TO: THE CLASSIC LEAGUE**

Referee assignor fee included in referee fees.
League Co-Coordinator fee $10.00 per team.
Treasurer fee $5.00 per team.
Standings fee $5.00 per team.
Master Scheduler fee $5.00 per team
Allstar fee $25.00 per team (price can vary slightly based on how many teams enter the league)
Trophy / Awards fee $40.00 per team (price can vary slightly based on how many teams enter the league)
Game rainout fee $25.00 per team

If a cancellation is known and is reported to the league coordinator and referee assignor 2 hours before the scheduled game time, there will be no referee charge. If games are canceled within 2 hours of games time, the league will be billed for half of the referee fee. If a game has to be canceled once everyone arrives and the game is ready to play (example: lightning, forfeit, or some unpredictable issue), the referee will receive the regular payment which will be paid by the league. This is the game rainout fee that is included in the budget for these unforeseen scenarios.
All game day changes due to weather or other circumstances must be communicated to Official Finders at 331-276-8548 or at tj@officialfinders.com. Make sure when sending the email to attach Sean and Charlie (Co-Presidents) and Tony Kass (Treasurer).

V. Member Home Game Responsibilities
1) There will be a 10 minute forfeit time from start time listed on the Master Schedule.
2) A copy of the league rules should be readily available.
3) Have first aid kits and ice available for injuries.
4) An **Adult** must be available at all Home Games to supervise "crowd control" and any other situation that may occur during a game. Only players, coaches, and referees should be allowed on the field during game play and should be enforced by the home team. Only exceptions will be administrative events (shoot for money, pack the gym events, etc).
5) It is your responsibility to ensure the safety of all people on the field (players, coaches, referees, and fans). Call the police if necessary. Any serious events should be reported to the league president.
6) Call Referee Assignor immediately if referees do not show up or you have any complaints. If there are any complaints, send an email with details about the incident after contacting the referee assignor (Info above in bold).
7) The results must be reported to the Scorekeeper within 48 hours of the game being played (email or text).
8) All games must be completed by the official last day of league play which is determined at the scheduling meeting. A concerted effort must be made by the team requesting a rescheduled game to meet this deadline; even if it means playing at the opponent's field. Any game(s) not completed by the aforementioned deadlines will be considered a loss for the canceling teams.
9) Procedure for postponing a game to avoid a forfeit fee & loss
A) Contact opposing team at least 48 hours prior to game start time and
B) Contact Referee Assignor 48 hours prior to game so that referees are notified and
C) Contact League Coordinator so the master schedule can be updated. Try to reschedule the games as soon as possible with the new date
10) Any protest must be submitted to the League President within 48 hours of the scheduled starting time of the game in question. Protests will only be considered for this reason: Interpretation of the rules by an official and / or eligibility infractions. Protests will not be heard for any other reasons.
11) Hosting schools shall have field access available to both teams no less than 15 minutes prior to game time which will be available for warming up. Visiting schools should not expect a field to be open any earlier than 15 minutes prior to game time.

VI. Trophies / Awards
The Classic League awards team trophies for 1st places for the regular season finishers, at the Junior Varsity and Varsity levels. Post season team awards will be presented to the 1st through 3rd place team in form of trophies at both levels and Gold and Silver Divisions of each level. (22) medals to the League Champions will also be awarded at each level. Member schools will be billed appropriately if extra items are needed.

VII. Playoffs
All teams make the playoffs, being seeded based on their regular season records. In the event of a tie; the tie breaking procedures will be: 1) head to head result (win-loss), 2) then records against higher seeded teams, 3) then a coin flip. A coin flip cannot cost a team its individual trophies. The tied teams will have to pay to provide the additional trophies should this occur.

VIII. All-Star Games
The All Star Game will be played at the Junior Varsity and Varsity levels. Each entered team is allowed at least two representatives to the All Star Game. The league will try to have at least 20 players per grade (10 on a side). Shirts will be provided by the league for each player. Coaches who finished at 1st and 2nd place of the regular season will be asked to coach the all star games. The MVP Award will be handed out at halftime of the Varsity All-Star game.

IX. Players / Coaches / Parents Suspension
1st Ejection of the season (Red Card) = 1 game suspension for next scheduled league game (even if its a playoff game).
2nd Ejection of the season (Red Card) = next 2 scheduled league games (even if its a playoff game),
3rd Ejection of the season (Red Card) = Removed for rest of season & playoffs.

Any ejection of a player / coach / or fan must be called into the League President by both school's Athletic Directors or coaches. The referees will notify their assignor as well. Any continuous violation of the rules will result in the school being placed on probation. Any violations while on probation can lead to the school being released from the Classic League.

X. Tournament Overtime/Shoot-Out Rules

Play-Offs through and including Semi-Finals: If a game ends in a tie, it goes directly to a shoot-out/kicks from the mark; there is NO overtime. 5 players from each team will participate, at least one of each gender. ONLY players that finished the game on the field are eligible for Kicks. A coin flip determines order, and then each team takes alternating kicks until a winner is determined. If the game remains tied after the 5v5, it goes to 1v1, with the players chosen from those who finished the game on the field who have not already shot, until 1 team emerges. If you go through 10** players and remain tied, players may shoot a 2nd time, continuing the 1v1 format until a winner is determined.

Championship & Consolation Games: If a game ends in a tie, there will be two 5-minute overtime periods to completion. Teams will switch halves between periods and kick-off immediately thereafter (i.e. no extended break, as occurs between halves). If the game remains tied at the conclusion of the two overtime periods, there will be a 5v5 shoot-out as stated above. (At least 1 per gender and players must have been on the field at the end of overtime periods.) If still tied after 5v5, there is an additional 5v5, using the remaining players** who have not shot yet. If the score remains tied, it goes to a 1v1 with players allowed to shoot for a 2nd time until a winner is determined.

**Soccer usually goes only 10 players deep, as goalies are not expected to shoot. For our purposes, you may choose to exclude any one of your 11 players as a shooter; it doesn't have to be your goalie.

2024 CLASSIC SOCCER GAMES RULES

I. All games played in The Classic League. will be governed by the I.H.S.A. rules for Soccer, unless otherwise specified herein. Only players, coaches, and referees will be allowed on the field during game play and between halves.

II. Each game will be divided into 2 halves. Each half will be 25 minutes in length. No Overtime or Shootouts during regular season games. A water break may be taken if both Referee and Coaches agree prior to kick off. It should last no more than 60 seconds at an appropriate stoppage per the referee's discretion (approximately halfway through each half). The clock will continue to run.

III. Each half begins with a kickoff, which can be struck in any direction. Teams will switch sides at halftime.

IV. The varsity level will use a #5 sized ball. The Junior Varsity level will use a #4 sized ball.

V. Referee approved hard plastic shin-guards (entirely covered by socks) are mandatory for game play. Only athletic shoes or soccer cleats may be worn during game play. No metal or football/softball/baseball cleats are allowed.

VI. Should a school not have matching uniforms, duplicate numbers or no numbers, the coaches and referees should decide on the appropriate actions to be taken before the game begins. All jersey numbers should be legal numbers as defined by the IHSA handbook. Home team should have white jerseys a light colored jerseys or have pinnies available for all players.

VII. No jewelry allowed. Taped starter earrings are not permitted. Exception: Medical ID or religious items must be taped to the body.

VIII. Eyeglasses and hard casts (properly wrapped and padded) are subject to referee approval. Any player wearing glasses assumes liability for any resultant injury to any party.

IX. Games canceled due to weather after halftime will be considered official.

X. Both levels will use the standard corners for All corner kicks.

XI. Our points of emphasis are reducing contact and calling fouls. Slide tackling is not permitted at any level.

XII. Substitutions are not limited in number and are allowable as prescribed by the NFHS/IHSA.

XIII. Concussion Rule. IHSA rules will be followed. Only exception: If a referee believes a player has suffered a concussion or shows signs consistent with a possible concussion and the coach/parents want the player to continue in game play, the referee has the power to remove the player from the game. Emergency personnel should be contacted by the home school for that player. If a player is removed, the referee will contact the league president and the league will follow up with the impacted school regarding the player's eligibility.

XIV. At the junior varsity level, No headers are allowed (intentional or unintentional) Penalty: Indirect free kick for the opposing team from the spot of the infraction. Inside the penalty area, restart will be at the top or side of the goal area, whichever is closest.

XV. A cautioned (yellow card) players shall leave the field and May be replaced. He or she is allowed to re-enter the game at the next substitution opportunity. If 2 yellow cards are given to the same player in the same game, a red card is warranted.

XVI. A disqualified (red card) player Must leave the field and may not return or be substituted for, and the player's team must play short. Furthermore the offending player will sit the next game listed chronologically on the Master Schedule.