



2022 Classic League Soccer Rules Procedures & Guidelines

League Maxim: The referee has unconditional decision-making powers related to the soccer game. The coaching staff is responsible and will be held accountable for their own conduct and that of their players and fans. The host school should review game level & rules with referee in pregame meeting.

1. Ideally, all student soccer players are to be enrolled as full-time students at their school. In the event a team does not have 16 rostered full-time students, enrolled and active CCD students (to a maximum of 4) may be added to a team to bring that team to a minimum of 16 rostered players. No student may be rostered on more than one team at a school or play for more than one school (private or public). There are no exceptions to this rule.

2. **If a game date/time/location needs to be changed, BOTH parties are to contact KATIE BATES, the Referee Assignor, and TONY KASS at least 48 hours notice via phone, text, or e-mail if possible.**

In the event of a rainout, please make all reasonable efforts to reschedule the game and CALL OR TEXT KATIE ASAP with the information.

NOTE: Site supervisors should be clear with the referee and opponents as to whether one game is rained out or ALL games are rained out.

3. Season opens September 6, 2022. Last regular season day October 22, 2022. Referees will be paid as follows: 1 scheduled game = \$60. Multiple games will be \$45 each.

3(a) If a cancellation is known and is reported to Katie and Tony before 2pm on the given week day or late weekend game, the ref will not receive any stipend for those games. If games are cancelled after 2pm up until 4pm for a game starting after 4:30pm, a referee will receive a stipend of \$25 if it was a single game or \$20 for each game scheduled if they were assigned for multiple games. If a game has to be canceled once everyone arrives and the game is ready to play (ex: lightning, forfeit, or some unpredictable issue), the referee will receive the regular referee payment. There will be an added line item in the league budget for these unforeseen scenarios.

3(b) There will be 1 ref assigned for all regular season games. Some games may have a referee and a younger referee in training. There will be 1 ref for all first round playoff games, then 2 refs for all other playoff games. The allstar game will have 1 ref.

4. The League Coordinator may refer any problems and/or situations to a three-school committee, which will be pooled as needed. Their decisions are final.

5. Regular Season Awards: The 1st place team at Varsity & Junior Varsity levels will receive a team trophy.

6. Tournament Awards: The top 3 teams at V & JV levels, both Gold & Silver brackets, receive team trophies. The Champion Team in the Gold Division at both V & JV levels will also receive individual medals (22 each per team.)

7. The Tournament culminates with the Championships scheduled for the weekend after the last regular season games have been played.

8. The league allows for All-Star games at both JV & V levels to be held after the Championship games have been scheduled.

9. NFHS/IHSA rules are in effect for all games with notable exceptions listed below:

a) Teams are to play with 11 players, with a minimum of 3 players of both genders. Teams may play with a minimum of 7 players, with a minimum of 2 players of both genders.

b) If fewer than 7 players are present at kick-off, a period of 10 minutes is afforded before a forfeit is declared.

c) Junior Varsity players have unrestricted movement to play up at the Varsity level, to reach a team of 16 players for a particular 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.

d) Each game will be divided into 2 halves. Each half will be 25 minutes in length. NO OVERTIME OR SHOOTOUTS during regular season. 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.

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

f) The Varsity level will use a #5 ball. The Junior varsity level will use a #4 ball.

g) Referee-approved hard plastic shin-guards (entirely covered by socks) are mandatory for game play. ONLY Athletic shoes or soccer cleats may be worn. NO metal or football/softball/baseball cleats are allowed.

h) NO jewelry allowed. Taped starter earrings are NOT permitted.
EXCEPTION: Medical ID or Religious item must be taped to the body.

i) 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.

j) Uniform tops are to have numbers and be of similar style. Players “moving up” are exempt.

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

m) Both levels will use the standard corners for ALL corner kicks.

n) Our Points of Emphasis are reducing contact & calling fouls. Slide-tackling is NOT permitted at any level.

o) Substitutions are not limited in number and are allowable as prescribed by the NFHS/IHSA. SEE RULE 3-3 SUBSTITUTIONS BELOW.

p) 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 the top or side of the goal area, whichever is closest.

q) A cautioned (yellow card) player shall leave the field & 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. (See below.)

r) A disqualified (Red Card) player MUST leave the field & 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 League Master Schedule.

Both Referee & Teams are to notify the League Coordinator and the Referee Assignor in the event of ANY Red Cards issued. A second Red Card issued during a season results in a 2-game suspension for the offending player. A third Red Card issued results in an expulsion for the remainder of the season.

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.

2022 Classic League Soccer Participating Schools & Teams

JV Teams = 11 Varsity Teams = 12

- **Ascension – 5,6,7,8**
- **Divine Providence – JV, V**
- **St. Giles – 5,6,7,8**
- **St. Luke - 5,6,7,8**
- **St. Mary - 5,6,7,8**
- **St. Vincent - JV, V**
- **St. Angela - JV, V**
- **St. Leonard - V**