



Santa Barbara Soccer Club 2024 Winter League Rules and Regulations

Registration

All players must be registered in our registration program, Playmetrics, to be eligible to play in games.

Age Bracketing

This is a grade based program for players currently in Pre-Kindergarten through Sixth Grade. (Pre-K to - 6th).

Game Day

- A size 3 ball will be used for the PreK-K coed division.
- A size 4 ball will be used for the Girls and Boys Division (1st/2nd & 3rd/4th and 5th/6th graders).
- The League will supply the game ball. **No other balls are allowed on the turf field.**
- The field size will be between 30 x 20 yards and 40x25 yards (5th/6th graders play the full width of the field)
- No throw-ins for PreK, 1st/2nd, and 3rd/4th (only kick-ins). 5th/6th graders do have throw-ins. A goal CANNOT be scored directly from a kick-in from the sideline or on a goal kick from the end line.
- Goal kicks will be taken from the end line. All opponents must be behind a designated build out line (This rule does not apply to 5th/6th. Regular goal kick rules apply).
- No off-side calls for PreK-3rd/4th (yes off-sides is called in 5th/6th)
- In the PreK-K through 3-4 divisions players are NOT permitted to stand in the goal zone as there are NO GOALKEEPERS in these divisions.
- Any handball in the attacking half of the field will be a penalty kick taken from midfield. Every player on field must be behind the midfield line when the shot is taken.
- No Headers in this league (except in 5th/6th), an indirect kick will be awarded for an intentional header.
- All indirect or direct free kicks: teams must be 5 yards (PreK-3rd/4th) and 10 yards (5th/6th grades) from the ball.

- Each player on every team must play a minimum of ½ of each and every game, INCLUDING PLAYOFFS.
- Any team can play down one player and still NOT forfeit the game. You CANNOT play down two players. In the event you do have to forfeit, the game will register so the opponent will receive a maximum of 3 points. If one team must forfeit, the game should still be played using a combination of players from both teams. Please arrive at each and every game regardless of how many players you have.
- Your team will forfeit the game if you do not have the correct amount of players at kick-off. NO EXCEPTIONS. The league will start all of the games at the same time, NO EXCEPTIONS.
- Games will be 50 minutes total. (2x 25 minute halves)
- Substitutions can take place on any stoppage of play as long as the referee is notified.
- Any player deemed to receive a yellow card will have to report to the League Director who will make all final decisions regarding whether the player can return to game play or any subsequent penalty.
 - Yellow card infractions at the referee's discretion: slide tackling from behind, inappropriate language/physical conduct, etc.
- Teams will wear their league assigned uniforms, or their own uniforms as long as the uniforms match (jersey, shorts, socks) and each player has a unique number.
- No earrings. If earrings cannot be removed then they must be covered with medical tape for safety reasons.
- ALL parents and spectators must remain in the grass area. **Absolutely no one other than coaches and players are allowed on the designated coach/player parts of the turf field for safety purposes.** (Except during the Saturday night 5% grade spectators can be against either fence).
- Coaches must coach and have teams in the designated coaching areas on your respective fields. (a map will be sent to all coaches).
- If a player has an injury that keeps them from playing in the game, then in the playoffs, if the game ends in penalties, that player will not be available to take a penalty kick.

The league will notify coaches by 1:00 pm on Game Day via e-blast if we are canceling.

Parents

- **No Alcohol** allowed on the premises
- **No Animals** allowed on the premises
- **No Food or Drink** allowed on the turf.
- **No Parking** in Ice in Paradise Lot WHATSOEVER, Gate will be closed.

- No playing in/climbing on large goals found on the grass areas.
- Absolutely no interacting with the Referees
- Please pick up all trash when leaving
- Parents - may want to bring a chair or blanket for seating
- CHEER FOR YOUR PLAYER'S TEAM !

Schedules and Standings

All games will be scheduled on Fridays between 4:00-9:00 pm (Saturdays 4:00-8:00 pm) and referees will report scores to the league official at the field by turning in the game card, signed by both coaches, to the league official immediately after the game.

The League Director will defer to the Referee for the final score of any game. Any and all questions and/or concerns regarding any game are to be made via email to the League Director the **following day**.

Coaches are to report inappropriate parent behavior to the League Director to be addressed immediately on site.

Schedules and standings will be posted in **PlayMetrics**.

Points System

For regular season and postseason games, we will use the following format: 3-points for a win, 1-point will be awarded to both teams for a tie and 0 points for a loss. The league will not post scores over a difference of 3 goals. For all play-off games ties will go to a penalty shootout (4 players per team for PreK & 1st/2nd, 5 players per team for 3rd/4th & 5th/6th).

Tie Break system: First Tie Break: Head to Head record; Second Tie Break: Goals Against.

Playoffs/Championship

For Divisions with 4 Teams (G 3rd/4th & G 5th/6th)

On week 10, there is a Championship game between the 2 teams with the most points from the first 9 weeks. 3rd and 4th place teams will also play a consolation match this week. All games that end tied will be decided by penalties.

For Divisions with 6 teams (G PreK-K):

The champions will be based on standings after the games complete on week 10. They will not play any subsequent games, champions will simply be announced at

completion of week 10 final game. In the event a tie exists the first tie breaker will be head-to-head for both matches and the second tie breaker will be goals against. In the event a tie still exists we will invite both teams to do a penalty shootout (If you think your team is in this position at the completion of your week 10 game...don't go anywhere as it will take the League Director a moment to determine if penalties are needed).

For Divisions with 8 teams (B 5th/6th):

Each team plays the other 7 seven teams through the first 7 weeks. **Week 8:** Quarter final matchups based on standings in Playmetrics Game #1 is 1st v 8th, Game #2 is 2nd v 7th, Game #3 is 3rd v 6th and Game #4 is 4th v 5th. All ties go to penalties.

Week 9: Semi Finals and consolation match ups: Semi Final #1 is Winners from Quarterfinals Game #1 v Winner of Quarterfinal Game #4. Semi Final #2 is Winners of Quarter Final Game #2 v Winner from Quarterfinals Game #3. Consolation match #1 is team that lost Quarterfinals Game #1 v team that lost Quarterfinal Game #4. Consolation match #2 is Team that lost Quarter Final Game #2 v Team that lost Quarterfinals Game #3. All ties go to penalties.

Week 10: Championship match: Winners of both Week 9 Semifinals. The game goes to penalties if tied. **ONLY THE 2 TEAMS THAT ARE IN THE CHAMPIONSHIP MATCH PLAY ON WEEK 10.**

For Divisions with 10 teams (G 1st/2nd):

Each team plays the other 9 teams through week 9. On **week 10** the Championship match will be between the 2 teams with the most points in Playmetrics. All other matchups will be 3rd v 4th, 5th v 6th, 7th v 8th and 9th v 10th.

For Divisions with 12 teams (B PreK-K)

These divisions will be split into 2 brackets of 6 (Brackets A and B). After week 5 the brackets will be reformed with the 3 teams with the most points from bracket A matching up with the 3 teams with the most points from bracket B. The 3 teams from both brackets with less points will be in a bracket together. **Champions from each reformed bracket** will be based on points accrued from weeks 6 through 10. They will not play any subsequent games, champions will simply be announced at completion of week 10 final game. In the event a tie exists the first tie breaker will be

head-to-head. In the event a tie still exists we will invite both teams to do a penalty shootout (If you think your team is in this position at the completion of your week 10 game...don't go anywhere as it will take the League Director a moment to determine if penalties are needed.

For Divisions with 16 teams (B 1st/2nd & B 3rd/4th)

These divisions will be split into 2 brackets of 8 (Brackets A and B). After week 7 the brackets will be reformed with the 4 teams with the most points from bracket A matching up with the 4 teams with the most points from bracket B into a new Bracket A. The 4 teams from both brackets with less points will be in a bracket together called Bracket B. The seeding (1st through 8th) in each bracket will be based on points, and the tie-break in each bracket will be based on head-to-head results, and if the two teams that are tied on points all also tied each other then they will flip a coin. Then, after teams are placed in each bracket, seeding of the new brackets will be determined on points with ties in points going to a coin flip. **2 champions will be crowned from the championship matches of each reformed bracket.**

Week 8:

Once the seeding of the new brackets for weeks 8-10 are set, then the play-offs for both brackets begin as Quarter Finals (1v8, 2v7, 3v6, 4v5).

Week 9: Will be semi finals (and consolation games) winners of games 1v8 and 4v5 playing as well as winners of 2v7 and 3v6 playing. Note: All teams will play consolation games again in Week #9 (consolation format to be determined by the Director after week 8 games).

Week 10 will be the Championship match **for each reformed bracket.**

- No Consolation games during week 10. (Friendly matchups available upon request by week 9 made to League Coordinator.)
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