



## **Junior Development League**

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## **League Rules and Policies**

### Rule 101 -- Conditions for Team Acceptance into League

Any club in good standing with US Club Soccer, US Youth Soccer, and/or USSSA may apply for acceptance into our current leagues. Please note that each league may have additional requirements. Team placement is based on competition and recommendation from Club Officials

### Rule 202 -- Division Formations and League Standards

Competitive divisions will be structured according to the competitive level of teams as determined by the League Director, who has final authority on all placement issues. Should the JDL determine that there are an insufficient number of teams to constitute an age group division the teams affected may be allowed to temporarily or partially compete in a different division of play. Additionally, if there are an overabundance of teams in an age group, teams may be grouped differently than requested. Clubs must also request "in writing" any teams who are intending to "play up". The JDL must approve these requests. The League has the authority to arrange teams to fit the needs for one or more of the following: scheduling, travel, competitive levels or other exceptions.

### Rule 203 -- Playing Rules

All games under league jurisdiction shall be played according to the rules and regulations recognized by the JDL which shall be the same rules set by FIFA/ U.S. Soccer (USSF) except for those modifications authorized by the JDL.

## Rule 204 -- Playing Venue, Game Lengths, USSF mandates

JDL matches will be played on properly lined fields with permanent goals, with the exception of the JDL Jamboree

Fields will be 35-45 yards in width, and 55-65 yards in length.

Goals will be 6.5-7.5 feet tall and 6.5-7.5 feet wide.

All matches will use a size 4 soccer ball.

All matches will be played 7v7 (6v6 + a GK)

JDL League and Cup matches will be played with 25-minute halves. Jamboree games will be shortened as appropriate.

USSF Mandates for all JDL matches are the following;

No Heading. Heading, intentional or not, will result in an indirect free kick for the opposition

Build out line / Off-side line will be used (equidistant from Penalty Area to Halfway line)

Goal Keepers will not “punt” or ‘drop kick’ the ball. They may distribute via throw, pass or roll on the ground after opponents retreat behind the build out line. If they choose to play prior to players retreating behind the line, there is no infraction of the rule. After the ball is put into play, the opposing team can then cross the build out line and play can resume as normal. Goal Kicks require players to retreat behind the build out line prior to the kick being taken.

## Rule 301 – Registration and Game Day Procedures

·When registering, each team must list a Head Coach and Director Name, and supply contact information including a current email address and phone number. The listed phone and email **must be** checked daily and be updated on the event of a change. ·The team manager and/or head coach are responsible for responding to all communications regarding teams, league business, and all communications with the appropriate league officials. All teams must have access to email, and a telephone number connected to a 24 hour answering system during the season. All teams are responsible for maintaining their contact information on their WPL team page.

All teams must either have a valid US Club or USSSA Card.

#### Team “No-Shows”

Games must start no later than 10 minutes from the posted start time on the WPL website. Teams must start the game with the required minimum number of players for that age group.

A minimum of 4 players are required for all JDL matches.

If a team or referee have communicated to the opposing team that they are on route, and there is a time restriction, the clock will be started at the end of grace period. Games must start no later than 30 minutes from the scheduled start regardless of the situation.

#### Forfeits

Forfeited games will result in a 1-0 loss for the team forfeiting the match. These games must be reported to the league office who will determine if forfeit was warranted. Additionally, Teams/Clubs that forfeit a match may be levied up to \$500 fine and possible removal from further league play for a period determined by the league office. The team causing the match forfeit will be responsible for all field and referee costs incurred by the home team. The league also reserves right to impose other penalties if it is deemed necessary.

#### Incomplete Games

In the event a game cannot be completed, the game counts if at least the first half of the game was completed. If the match is suspended prior to the expiration of one half, the game shall be replayed at a time agreed upon by the competing teams. An agreement must be made within 4 days of the date that the incomplete game was played. In the event the teams cannot agree, the league office will reschedule the game.

#### Game Abandonment

Any game that has been abandoned by the Referee for issues outside of an “act of God” will result in a forfeit and fine imposed upon the team causing the abandonment. The league office must be informed and will determine whether score stands or forfeit and fine is assessed.

## Sideline Etiquette

If field space allows, coaches and players will be on the same sideline opposite spectators. No one will be allowed behind the goal or within 15 yard of the end line. Coaches are responsible for the behavior of their parents/sideline. Spectators are expected to behave appropriately and respectfully at all times during the match. Unruly or irresponsible behavior identified by a referee could lead to expulsion of the Teams' coach, a team's forfeit of points and/or a monetary fine. If the league receives reports of unsportsmanlike conduct from any spectators on a sideline the league reserves the right to fine the club or take further action as necessary.