

2023-2024 OCEAN CITY RECREATION & PARKS YOUTH/TEEN INDOOR SOCCER LEAGUE

LEAGUE BY-LAWS

PROGRAM PHILOSOPHY

The Ocean City Recreation & Parks Department Indoor Youth/Teen Soccer Program is designed to provide a good soccer experience for youths in grades K – 12 in Ocean City and surrounding areas. The philosophy of everybody plays is put into practice through fair participation for players of all talent levels. Accordingly, every attempt will be made that equal playing time is provided to every roster player. Individual skill development, teamwork, and playing hard to win are stressed over playing just to win. Feedback from parents, coaches, and players is welcome and needed to constantly improve the overall league.

PROGRAM GOALS

- * To help players develop skills and knowledge of the game of soccer.
- * To teach good sportsmanship and a healthy attitude toward competition, i.e., to discourage the win at any cost concept.
- * To provide an enjoyable experience for youth and teens.
- * To assist in the development of self-reliance and emotional stability.
- * To increase social growth: Learning to get along with others and cooperate as a team.
- * Help players set and attain individual goals.
- * Encourage lifetime involvement in sports and physical activity.

ELIGIBILITY

- * A child's school grade shall be used in determining the participation group he/she will play in.
- * All regular season games will be played on Saturdays beginning December 9, 2023.

GAME TIME SCHEDULE

- * Divisions A - E will have a five-minute warm-up and the games will consist of two 20 minute halves.
- * The game will be played with seven players (including goalie) in Divisions A, & B and six players (including goalie) in Divisions C-E. Size 4 Ball Division A, B, and C. Size 5 Division D and E

OFFICIALS

- * Officials judgments will interpret rules contained within these by-laws, and where appropriate, supplemented by the M.P.S.L. interpretations if determined by game official and/or league director to apply.

LEAGUE RULES & REGULATIONS

- * Sidewalls will be in place around the entire field area. Balls going over the wall areas are considered out of play.
- * Players must allow ten feet of distance for kick offs and/or direct kicks from the playing area.

- * Kick in shall be taken from the closest point and spotted by the game official or player if directed.
- * Penalty kicks shall be spotted by the game official from the appropriate point on the playing field.
- * A ball that passes through the center partition will result in a direct kick from the mid-point stripe.
- * With exception to the goalie, no sliding tackles will be allowed. Goalie may not deliberately come out of the box and slide tackle.
- * Players may not use the sidewalls for the purpose of checking players, pushing off or other tactics to gain an unfair advantage.
- * A legal goalie possession occurs whenever the ball touches, and/or is in the penalty box, regardless of where the goalie physically is located.
- * **FIFA outdoor passback rule is in effect.** NOTE: HAND TO HAND VIOLATIONS WILL NOT BE CALLED BY GAME OFFICIALS IN DIVISION 1.
- * With exception to the playoff round, no overtime shall be played in tie games* The clock will be stopped for official team timeout, injury, and other situations as administered by the game official.
- * 1 Time out per half.
- * **Divisions A, B & C cannot head the ball at any time during the game.** The opposing team will be awarded a kick from the spot of the foul if a violation is called. Divisions D and E may head the ball.

PRE-SEASON ORGANIZATION OF TEAMS

- * Travel problems will not be used as a prime consideration for placement of players per team.
- * Every consideration will be sought to create as balanced a league as possible.
- * Special need situations will be addressed on a case-by-case basis by the department league coordinators.
- * Team selection will be made only after the official registration by all participants has ended.
- * Any registration received after the deadline will be placed on a waiting list. Every attempt will be made to see that all youth are placed on teams, but with no guarantee.

EXPLANATIONS OF CARD VIOLATIONS INCLUDE:

- * BLUE CARD SITUATION: Bad Foul Advantage - control advantage applied; no whistle Blown until ball changes direction, goes out of bounds, or goal is scored. Restart will start from point of infraction. Player Descent - Minor misconduct foul; player committing foul to serve penalty, however team will play at full strength.
- * RED CARD SITUATIONS: Violent conduct, serious foul, abusive language, etc., resulting in immediate player ejection. A team to play a man short for 5 minutes non-releasable.
- * Accumulation of card fouls per game:
 - One Blue card = 2 minute penalty time
 - One Red Card = Automatic ejection + one additional game suspension
 - Three Blue Cards = Automatic ejection + one additional game suspension
- * Any player or coach ejected will receive an automatic one game suspension from the next scheduled game of his team. The ejected player or coach is to leave the facility immediately.(IF 18 or older) If the offense is in need of the coordinator or programmer evaluation, OCRP Programming Division reserves the right to make the penalty, as long as decided.
- * Endangering the goalkeeper: A player who intentionally commits a foul against the goalkeeper which in the opinion of the game official, falls short of a serious foul, but nevertheless endangers the goalkeeper beyond what is considered to be normal play shall be cautioned for ungentlemanly conduct.

* Violent charge of goalkeeper: The player who intentionally charges the goalkeeper in a violent manner or intentionally kicks the goalkeeper while he is in full possession of the ball may be ejected for a serious foul. Penalty time and/or game ejection may be called by either game official. * Hand balls shall be called according to the game official's judgment as to a player handling of the ball in a deliberate versus accidental nature.

* Any possession that requires a re-start must be done within five seconds.

* A player who, in the opinion of the game official, deliberately kicks or throws a ball out of play will be cited with a delay of game penalty, which may carry penalty time.

* A ball that hits the basketball standard is out of play and shall be handled as such.

* Bench Misconduct: Bench misconduct shall be defined as physical or verbal abuse of the game official where the offender is not identifiable. Violations will result in a team penalty, with a floor player to serve penalty time awarded, NON -RELEASABLE

* Referee crease violation: In situations whereby players from either team congregate in an area for purposes of disputing or dissenting the decision made, a team penalty may be assessed.

FOULS AND MISCONDUCT

* Players committing fouls or violations will be subject to off floor penalty box time (scorers table) for duration administered by the game official.

* Penalties of two minutes or less shall be ended upon a score by the opposing team, otherwise, will be served in its entirety.

ANY PROBLEM OR SPECIAL SITUATION NOT COVERED THROUGH
THE BY-LAWS WILL BE CONSIDERED WITH APPROPRIATE RULING FROM THE
DEPARTMENT STAFF/GAME OFFICIAL WHERE APPLICABLE.

LEAGUE STAFF

Eddie Pinto

410-250-0125

Ext. 5166

epinto@oceancitymd.gov