

Soccer Maine



2021
Pine Tree League
Procedures and Rules



Pine Tree League Procedures and Rules

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Pine Tree League Procedures and Rules

100. Name and Purpose

The name of the competition is the Pine Tree League. The Pine Tree League’s purpose is to provide an opportunity for classic club teams to participate in an organized outdoor league during the spring season. The Pine Tree League follows the same age guidelines as the Fall Classic League.

200. League Organization:

201. Dates

The Pine Tree League season will run from the first Sunday in May to the third Sunday in June. Game Dates for 2020 are: May 2, May 9, May 16, May 23, June 6 and June 13, and June 20th. Saturday game dates could be a possibility if there are uneven numbers of teams in various brackets, necessitating bye weeks and a Saturday game date for some teams.

202. Level of Play

The Pine Tree League is open to classic level teams only, along with U9 and U10 teams from premier clubs.

203. Team Eligibility

The Pine Tree League is only open to teams fielded by Soccer Maine Member Clubs who have correctly entered the league, paid the league fees, and are in good standing.

204. Age Groups Offered

The Pine Tree League will offer competition in the following age groups:

Age group:	Type of League:	Format:	Player Age prior to Aug 1 st , 2012:
U-9	Non-Competitive	7v7	7
U-10	Non-Competitive	7v7	9
U-11	Non-Competitive	9v9	10
U-12	Competitive	9v9	11
U-13	Competitive	11v11	12
U-14	Competitive	11v11	13

204.1. Under-9 and Under-10 Age Groups: All clubs who can field teams (based on their registration data) at the U-9 age level are instructed to so. Further, clubs are instructed to field teams at the lowest age league possible. In other words, place the U-9’s on one team and the U-10’s on another. Soccer Maine requires players to be age 7 by August 1 of the previous year in order to be registered and play at the U9 level. Please note that there is no U8 division. If your club policies allow it, 7-year olds (U8 players) can only be rostered.

204.2 Under-15 through Under-18: Teams in this age group must play in the Maine State Premier League. Soccer Maine retains the right to combine age groups to ensure the viability of the league.



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205. Administration

The Classic Committee of the Soccer Maine Board of Directors, along with the Executive Director, will conduct the Pine Tree League. The Vice President of the Classic Youth Division and the District Directors constitute the Classic Committee. The Executive Director and staff has final determination in all matters of team entry and scheduling. The Classic Committee has final determination regarding conduct of the league.

300. Entry Procedure and Fees

301. Club Affiliation.

It is assumed that all classic clubs have already affiliated with Soccer Maine prior to the Fall season. If you are a new club and have not yet completed the Club Affiliation questionnaire in your Got Sport club account, please complete this, and pay your Affiliation fee of \$100 to Soccer Maine prior to registration of teams for the Pine Tree League.

302. Team Entry

Clubs must enter teams through their Got Sport club accounts by March 15th. This commits your team to the Pine Tree League. Team submissions cannot be deleted by the Club once submitted. All team contact information must be in the team account when applying for the league.

303. Team Entry Fees

The team entry fee is \$125 per team due March 15. Late entries will be accepted for an additional \$50 fee up to April 1. After April 1, Soccer Maine will not accept any further team entries.

304. Player Registration Fees

The player registration fee of \$15.25 per player is due March 15th. Player fees not included in the March 15th payment must be paid by April 1st. While player data should be substantially completed when the team is submitted, **you can add players up until April 27th.**

305. Team Withdrawal

Clubs may withdraw a team prior to April 1 and receive a full refund of the entry fee. Any team withdrawn from the Pine Tree League after April 1 forfeits the full team entry fee.

400. Player Registration, Team Rosters and Player Passes

401. Player Registration

Players should be substantially registered and rostered by March 15th. Teams should have enough players rostered by this date to be a viable team. The player registration fee is \$15.25 per player and fees are due on March 15th. Additional players can be added after this date as long as it is before Official Rosters are created on April 27th.

402. Team Rosters

Clubs are required to enter players onto teams in the Soccer Maine player registration database and add jersey numbers for all players by April 27th. Rosters will be provided in club accounts once all jersey numbers have been entered for players. Teams should have a printed roster available for inspection by game referees or league officials.



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403. Roster Sizes

403.1 U9-U10 Roster Sizes: Fourteen (14) is the roster limit for this age group. If additional players are wanted beyond 14, please request approval from Soccer Maine so that the internal Got Sport roster limit can be adjusted for you.

403.2 U11-U12 Roster Sizes: Sixteen (16) is roster limit for this age group. If additional players are wanted beyond 16, please request approval from Soccer Maine so that the internal Got Sport roster limit can be adjusted for you.

403.3 U13-U14 Roster Sizes: Twenty-two (22) is the roster limit for this age group. If additional players are wanted beyond 22, please request approval from Soccer Maine so that the internal Got Sport roster limit can be adjusted for you.

404. Player Passes

Individual players on Pine Tree League teams are not required to have player passes. If a team is participating in an event that requires player passes, i.e. a tournament, please contact Soccer Maine's Executive Director so that she may issue player passes based on your frozen roster.

405. Club Pass

The "club pass" concept's core objective is to provide clubs and coaches with the flexibility to move players from team to team in their own club as necessary for equity in games based on player development and team needs. Club Pass allows Clubs to temporarily loan players from one team to another for a specific game. Players may be allowed to move up two age groups, but never move down an age group. Each Club shall determine their level of participation with Club Pass.

500. Scheduling, Canceling, and/or Terminating Games

501. Scheduling

Soccer Maine staff will create the League schedule based on the team entries submitted to Soccer Maine. Schedules will be posted on the Soccer Maine website by April 10th.

501.1 Non-Competitive level games:

The primary, but not sole determining factor in bracketing, is geographic location. Soccer Maine will focus on minimizing travel while ensuring the quality of the games does not diminish and not having Club teams compete against one another. We reserve the right to move teams as needed in developing viable brackets.

501.2 Competitive level games: The primary factor in determining bracketing is geographic location, however, based on the population of the brackets and nature of the Pine Tree League being a smaller league, teams may have further travel.

501.3 League Games: League games are predominately scheduled for Sundays. On a few circumstances, league games may be scheduled on Saturday because of bracketing constraints, or if both clubs/teams agree to move a Sunday scheduled game. **Rescheduling of league games must be within the weekend of the Soccer Maine scheduled date. For example, if a team wishes to move a Sunday league game to a Saturday, it must be the preceding Saturday.**



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501.4 Club Responsibilities: Once the schedule has been created and posted for teams to view, clubs have the responsibility to arrange the times and locations for home games. Soccer Maine does not secure playing sites or assign game times. This is the responsibility of the Member Clubs to allow for scheduling flexibility. Clubs are required to have field availability.

Home games must be scheduled through the club's Got Soccer account no less than one week prior to the game's scheduled date. Contact information for teams is available within the posted schedule.

502. Cancelling Games

502.-1 Unforeseen Circumstances: As a general rule, games are not cancelled. However, if severe weather or extenuating circumstances, such as loss of field due to a weather event, would prevent a game from being played safely, and if the game must be postponed, the home team is responsible for informing the opponent, the referees, and Soccer Maine. The referees should be paid if the game is not cancelled within a reasonable time prior to kick off. The home team is responsible for attempting to find a suitable time to reschedule the game within the next week if possible. Games cannot be pushed off to the end of the season. If the teams cannot find an agreeable time to make up the game, the game will be considered cancelled and one team will be assigned a forfeit. The home team must inform Soccer Maine of any such cancellation by email.

502.2 Forfeited Games: Teams are required to play all games assigned by Soccer Maine. In the event a team does not arrive at the venue (a 'no show') at the scheduled start time, the game is considered forfeited. Any team who forfeits a game shall be fined \$100 per game and pay the home club the full referee fees for that game. The team's club must pay the fine to Soccer Maine, and the referee fees to the home club, within fourteen days (14 days.) If the game is a U12 or up game, it will be recorded as a 0-3 loss to the forfeiting team. It is the responsibility of the hosting team (home team) to notify Soccer Maine of any team who forfeits a game as a result of a 'no show.' Failure by a club to pay the fine shall result in the club not being in good standing and thus its teams being ineligible to compete in any Soccer Maine sanctioned game and/or event.

502.3 Withdrawal from league during season: If a team withdraws from the league any time within 3 days of or after the beginning of the season (May 3rd), every missed league game shall be considered a forfeit and the sanctions in section 502.2 shall be applied.

503. Terminating Games

Once a referee has jurisdiction over a game, the game may only be terminated by the referee as provided for in the FIFA Laws of the Game.

503.1 Game Terminated in First Half: If a game is terminated before the second half of the game has begun, and the termination is not due to the conduct of one of the teams, the game shall be played in its entirety.

503.2 Game Terminated in Second Half: If a game is terminated after play has begun in the second half of the game, but before the end of the second half, and the termination is not due to the conduct of one of the teams, the game is considered complete, and the score at the time of termination will stand.



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600. Referees and Referee Fees

601. Assigning

Home teams are responsible for obtaining referees for League games. Member Clubs must have a Certified Referee Assignor. The Referee Assignor must assign only currently certified referees. There are no exceptions to these requirements.

602. Number of Referees

The Under-9 and Under-10 age groups will use a single center referee. **All other age groups MUST utilize a “three man” referee crew employing the diagonal system of control. A “two man/two whistle” system may NEVER be utilized under any circumstances. In the event that an Assistant Referee is missing, the center referee can ask the participating teams to assist him/her in finding a “club linesman”. The “club linesman” will only signal the ball in or out of play according to Law 9.**

603. Referee Fees

Each team will pay half of the referee fees directly to the assigned referees. Teams must pay fees in full in advance of the game. Referees will be instructed not to commence a game until they have been paid in full. Referee fees are as follows:

Age Group	Referee:	Assistant Referee (each):
Under-9 & Under-10	\$30/game	NA
Under-11 & Under-12	\$40/game	\$20/game
Under-13 & Under-14	\$50/game	\$25/game

700. Game Procedures

701. General

All Pine Tree League games played (scheduled games and friendlies between teams in the league) are considered Soccer Maine sanctioned games and subject to application of all rules and conditions set forth in this handbook and all other Soccer Maine Policies, Procedures and Rules. Sanctioned games are the only games in which your insurance coverage is in effect. Teams participating in unsanctioned games (with teams who are not registered with the league or Soccer Maine) are putting their club and players at risk and may be fined by Soccer Maine.

701.1. Game Ball: The home team shall provide the game ball.

701.2. Jersey Colors: The away team shall have choice of jersey colors. In the event of a conflict, the home team must change or wear different colored pinnies if so directed by the referee.

701.3. Availability of Procedures and Rules: Coaches are required to have a copy of these Procedures and Rules with them for any clarifications.

701.4. Field determination: Both teams, and a **maximum of three (3) team officials for each team**, shall take the same side of the field. Spectators shall take the other side of the field. The home team shall choose which side the teams will take.



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701.5. Post-Game Procedures: Home teams in competitive level games (U12 through U14) will document scores in the Got Soccer system. **The event ID will be posted on the Soccer Maine website under Pine Tree League Schedule.** The home team should immediately post the score, and must have the score posted by the following Monday at 4 P.M. Failure to post the score by this time can result in the score being recorded as a 0-3 win for the away team.

702. Coaches

At all times, a minimum of one Soccer Maine licensed and rostered coach must coach the team and be in the player area. A maximum of three Soccer Maine licensed coaches may be in the team area during games.

All coaches, assistant coaches and other team personnel are required to complete all risk management, SafeSport training and concussion awareness training processes in order to be rostered to and/or work with a classic team affiliated with a Soccer Maine club. These are all available in your Got Soccer account.

703. Field

The home team is responsible for ensuring the game field is ready and safe for play at least 30 minutes prior to kick-off. Ready and safe for play includes but is not limited to smooth and stable playing surface, proper field markings, corner flags, goals, goal nets, all according to FIFA Laws of the Game, and goal anchors. Should reasonable corrections be required by the referee, the home team is responsible for compliance.

Failure to provide a suitable game field is grounds for a game to be terminated. If a game must be terminated due to a game field that is not ready and safe for play, the home team will incur a \$100 fine.

704. Game Oversight

Once the referee is on site, s/he is responsible for ensuring that the game is played to completion per the rules and regulations being applied to the game. The referee has the exclusive right and corresponding responsibility to terminate and/or abandon a game. Should this occur, the referee must provide a written game report within 24 hours to the Classic VP and Soccer Maine's State Referee Administrator.

705. Heading Protocol

There will be no heading allowed in games for players 10 and under (U11 and below). This includes any players of this age who are playing on an older team. This protocol should be followed in all training/practices as well.

Deliberate heading in these age groups will result in awarding an indirect free kick to the opposing team from the spot of the offense. If the deliberate header occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the point nearest to the spot of the offense.

For U12 through U14 players, heading training shall be limited to no more than 30 minutes per week.

706. Laws of the Game

Except as otherwise provided for in these rules, FIFA's "Laws of the Game" apply to all age groups within the Pine Tree League. **For all age groups, goals must be anchored securely to the ground.**



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800. Standings, Playoffs, Tiebreakers

Standings will be kept in the Pine Tree League for U12 through U14 to evaluate competition level and match-ups. There are no playoffs.

Points will be awarded as follows:

- a. Three (3) points for a Win
- b. One (1) point for Tie
- c. Zero (0) points for a Loss

900. Protests, Penalties, Suspensions

901. Protests: The Classic Committee will not accept any protests.

902. Suspensions: Any player who is ejected from a game (receives a red card) or any coach that is ejected from a game must sit out the next Pine Tree League game. Any player or coach who is ejected from the last game of the season (receives a red card) must sit out the next Soccer Maine sanctioned game, whether in a league, tournament, or other event. A player or coach may be suspended for more than one game if the VP of Classic and Executive Director, in concert with the State Referee Administrator, determines the initial offense to merit more severe consequences. All red cards/ejections must be reported to the State Referee Administrator and Soccer Maine's Executive Director.



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APPENDIX A – LAWS OF THE GAME

Except as otherwise provided for in these rules; FIFA's "Laws of the Game" apply to all age groups within the Fall Classic League.

For all age groups, goals must be anchored securely to the ground.

Rules: U-09 & U-10 Modified Rules - 7v7

Law 1 – The Field:

- A. Dimensions: The field of play shall be rectangular, its length being not more than 65 yards nor less than 55 yards, and its width not more than 45 yards or less than 35 yards. The length in all cases shall exceed the width. Recommendation: Length – 60 yards, Width – 40 yards.
- B. Markings:
 1. Distinctive lines necessary, sidelines and goal lines.
 2. Penalty Area – 12 yards out from the goal line x 24 yards wide.
 3. A halfway line can be marked out across the field or otherwise indicated.
 4. While other markings are possible, they are not necessary to ensure the enjoyment and development of the youngsters.
 5. A center circle with an 8-yard radius.
 6. Four corner arcs with a two-foot radius.
 7. Goal Area – 4 yards from the goal line x 8 yards wide.
 8. Goals – Maximum of 6 feet high and 18 feet wide.

Law 2 – The Ball: Size 4.

Law 3 – Number of Players:

- A. Maximum number of players on the field at any one time: seven. One of these players must be designated as the goalkeeper.
- B. Playing time: Each player **SHALL** play a minimum of 50% of the total playing time.
- C. There will be U-9 & U-10 girls' teams and U-9 & U-10 boys' teams. Boys' teams may be co-ed. If there is one boy on a team, it is considered a boys' team.

Law 4 – Player's Equipment: Conform to FIFA with the following exceptions:

- A. Footwear: Tennis shoes or soft-cleated shoes.
- B. Shin-guards: Mandatory.

Law 5 -- Referee:

- A. Certified referees.
- B. All rule infractions shall be briefly explained to the offending player.

Law 6 – Assistant Referees: N/A

Law 7 – Duration of the Game:

- A. The game shall consist of two equal halves of 25 minutes each.
- B. The half time break shall be five minutes.



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- C. If the game is 'tied' at the conclusion of the second half, the match is deemed complete and a "tie" is awarded to both teams.

Law 8 – The Start of Play: Conform to FIFA with the following exception: Opponents must be seven yards from the center mark while the kick-off is in progress.

Law 9 – Ball in and Out of Play: Conform to FIFA.

Law 10 – Method of Scoring: Conform to FIFA.

Law 11 -- Offside: There shall be no offside.

Law 12 – Fouls and Misconduct: Conform to FIFA with the following exceptions:

- A. All fouls will result in an **INDIRECT FREE KICK** with the opponents seven yards away from the ball.
- B. The referee must briefly explain **ALL** infractions to the offending player.

Law 13 – Free Kicks: Conform to FIFA with the following exceptions:

- A. Shall be classified under one heading – **INDIRECT**.
- B. Opponents must be seven yards away from the ball.
- C. A goal may not be scored until the ball has been played or touched by a second player on either team.

Law 14 – Penalty Kicks: No penalty kicks are to be taken during these games.

Law 15 – Throw-in: Conform to FIFA.

Law 16 – Goal Kick: Conform to FIFA with the following exceptions:

- A. Goal kick may be taken within two to three yards of the goal.
- B. Opponents must retreat to mid-field when the kick is taken.

Law 17 – Corner Kick Conform to FIFA with the following exception: Opponents must be seven yards away from the ball.

Law 18 – Substitutions: Substitutions shall be unlimited, and be made at mid-field **for both players entering and players exiting:**

- 1. Prior to a throw-in -either team
- 2. Prior to a goal kick –either team
- 3. After a goal -either team
- 4. After an injury when the referee stops the game –either team
- 5. At half time –either team



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Rules: Rules: U-11 & U-12 Modified Rules - 9v9

Law 1 – The Field:

- A. Dimensions: The field of play shall be rectangular, its length being not more than 80 yards nor less than 70 yards and its width not more than 55 yards or less than 45 yards. The length in all cases shall exceed the width. Recommendation: Length - 75 yards, Width - 50 yards.
- B. Markings:
 1. Distinctive lines not more than 5 inches wide.
 2. A halfway line shall be marked out across the field.
 3. A center circle with an 8-yard radius.
 4. Four corner arcs with a radius of two feet.
 5. Goal Area - 5 yards out from the goal line x 16 yards wide.
 6. **Penalty Area - 14 yards out from the goal line x 36 yards wide. Within each penalty area a penalty mark is made ten (10) yards from the midpoint between the goalposts and equidistant to them. An arc of a circle with a radius of eight (8) yards from each penalty mark is drawn outside the penalty area.**
- C. Goals: Recommended - six feet high by 18 feet wide. Optional – A 7-foot by 21-foot goal is allowed.

Law 2 – The Ball: Size 4.

Law 3 – Number of Players:

- A. Maximum number of players on the field at any one time: nine. One of these players must be designated as the goalkeeper.
- B. U-11 Playing time: each player SHALL play a minimum of 50% of the total playing time.
- C. There will be girls' and boys' teams. Boys' teams may be co-ed. If there is one boy on a team, it is considered boys team.

Law 4 – Player's Equipment: Conform to FIFA.

Law 5 -- Referee:

- A. Certified Referees.
- B. All rule infractions shall be briefly explained to the offending player.

Law 6 – Assistant Referees:

- A. Certified Assistant Referees.
- B. Use "Club Linesman"

Law 7 – Duration of the Game:

- A. The game shall consist of two equal halves of 30 minutes each.
- B. The half time break shall be five minutes.
- C. U-11 is "non-results oriented."
- D. U-12 is "results oriented."
- E. If the game is 'tied' at the conclusion of the second half, the match is deemed complete and a "tie" is awarded to both teams.



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Law 8 – The Start of Play: Conform to FIFA with the following exception: Opponents must be 8 yards from the center mark while the kick-off is in progress.

Law 9 – The Ball in and Out of Play: Conform to FIFA.

Law 10 – Method of Scoring: Conform to FIFA.

Law 11 -- Offside: Conform to FIFA.

Law 12 – Fouls and Misconduct: Conform to FIFA.

Law 13 – Free Kicks: Conform to FIFA with the following exception: Opponents must be eight yards away from the ball.

Law 14 – Penalty Kicks: Conform to FIFA with the exception that the penalty mark is ten yards from the center of the goal line.

Law 15 – Throw-ins: Conform to FIFA.

Law 16 – Goal Kick:

U-12 Conforms to FIFA with the following exceptions:

- a. Goal kick must leave the box before an opposing player can touch the ball.

U-11 conforms to FIFA with the following exceptions:

- b. Goal kick may be taken within two to three yards of the goal.
- c. Opponents must retreat to mid-field when the kick is taken.

Law 17 – Corner Kick: Conform to FIFA.

Law 18 – Substitutions: Substitutions shall be unlimited, and be made at mid-field for both players entering and players exiting:

- Prior to a throw-in -either team
- Prior to a goal kick –either team
- After a goal -either team
- After an injury when the referee stops the game –either team
- At half time –either team



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Rules: Rules: U-13 & U-14 Modified Rules - 11v11

Law 1 – The Field:

- A. Dimensions: The field of play shall be rectangular, its length being not more than 120 yards nor less than 100 yards and its width not more than 80 yards or less than 60 yards. The length in all cases shall exceed the width. Recommendation: Length - 100 yards, Width - 70 yards.
- B. Markings:
 - 1. Distinctive lines not more than 5 inches wide.
 - 2. A halfway line shall be marked out across the field.
 - 3. A center circle with a 10-yard radius.
 - 4. Four corner arcs with a radius of three feet.
 - 5. Goal Area - 6 yards from each goal post and 6 yards into the field of play, joined by a line drawn parallel with the goal line.
 - 6. Penalty Area - 18 yards from each goal post and 18 yards into the field of play, joined by a line drawn parallel with the goal line.
- C. Goals: 8 feet high and 8 yards wide.

Law 2 – The Ball: Size 5.

Law 3 – Number of Players:

- A. Maximum number of players on the field at any one time: eleven. One of these players must be designated as the goalkeeper.
- B. There will be girls' and boys' teams. Boys' teams may be co-ed. If there is one boy on a team, it is considered boys team.

Law 4 – Player's Equipment: Conform to FIFA.

Law 5 -- Referee:

- A. Certified Referees.
- B. All rule infractions shall be briefly explained to the offending player.

Law 6 – Assistant Referees:

- A. Certified Assistant Referees.
- B. Use "Club Linesman"

Law 7 – Duration of the Game:

- A. The game shall be divided into two equal halves.
 - U-13 35-minute half
 - U-14 35-minute half
- B. The half-time break shall be five minutes.
- C. If the game is 'tied' at the conclusion of the second half, the match is deemed complete and a "tie" is awarded to both teams.

Law 8 – The Start of Play: Conform to FIFA.



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Law 9 – Ball in and out of Play: Conform to FIFA.

Law 10 – Method of Scoring: Conform to FIFA.

Law 11 -- Offside: Conform to FIFA.

Law 12 – Fouls and Misconduct: Conform to FIFA.

Law 13 – Free Kicks: Conform to FIFA.

Law 14 – Penalty Kicks: Conform to FIFA.

Law 15 – Throw-ins: Conform to FIFA.

Law 16 – Goal Kick: Conform to FIFA.

Law 17 – Corner Kick: Conform to FIFA.

Law 18 – Substitutions: Substitutions shall be unlimited, and be made at mid-field **for both players entering and players exiting:**

- Prior to a throw-in -either team
- Prior to a goal kick –either team
- After a goal -either team
- After an injury when the referee stops the game –either team
- At half time –either team

OTHER CHANGES MAY BE INSTITUTED DUE TO COVID 19. PLEASE SEE THE SOCCER MAINE RETURN TO PLAY PHASE IV DOCUMENT.



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APPENDIX B – COVID 19 PROTOCOLS

PLEASE SEE SOCCER MAINE SPRING RETURN TO PLAY PHASE V DOCUMENT