

2017 Ukrainian Summer Soccer League

LEAGUE SETUP: All games are played at the Ukrainian Club Soccer Field situated on the South side of the main building located at 847 N. Franklin Street, Philadelphia, PA 19123, between Poplar and Brown Streets. Since the season window closes in mid-August (possibly Sept) due to loss of daylight (no outdoor lighting) it is important to allow as many weeks of regular season play as there are teams participating. This allows for a proper regular season schedule with a 2-week playoff (typically). Two games per night are typically played on Wednesday, Thursday and Friday evenings. However, depending on the total number of teams in the league, Mondays and Tuesdays could also be used as game nights. No Friday games will be scheduled on Memorial Day, 4th of July Weekend, the Beach Blast and McCook Tournament Weekends.

FEES AND DISBURSEMENTS: League Fees for each team are \$300 this season. Other than the referee fee, no league official charges or takes a fee for running this league. The Ukrainian Club charges \$750 for use of the field and Club facilities. New game balls and other incidentals such as line paint, cones, air pump, goal post, nets, fence repair supplies, broken window reimbursements, advertisement costs, etc., usually run no higher than ~ \$400 per season, and \$400 is held over to pay for the end of season Bar-B-Q. The remaining amount is pooled into three cash awards and dispersed immediately after the Playoff Championship game, as follows;

- Regular season 1st place award = 50% of remaining funds.
- Regular season 2nd place award = 30% of remaining funds.
- Playoff Champion award = 20% of remaining funds.

REFEREE FEE: Each team must also pay a \$25.00 per game, Referee Fee. This money goes directly to the referee working the game and must be paid no later than half-time.

TEAMS – EQUIPMENT NEEDED: The league will provide three game balls but each team should bring their own fully inflated, #5 game ball, for their match to ensure continued play if the league balls are kicked off club property, damaged, stolen, etc. Each team should purchase team shirts in the colors reported at the league Captain's Meeting. If both teams have similar color shirts, the Referee may require one team to change to a contrasting color. The league is not responsible for lost or stolen property. Each team or player must take measures to secure their own valuables if left on the sidelines.

SCHEDULES AND TEAM STANDINGS: The League Schedule is created after each participating team pays their league fee and is updated and published weekly during the season by the Director. Each team captain is responsible for providing the league with a working e-mail address or the e-mail address of a reliable team contact so league updates, changes and announcements can be communicated. **IT IS THE RESPONSIBILITY OF EACH TEAM CAPTAIN** to assure their players are kept informed with league rules, schedules and announcements.

FORFEITS AND PENALTIES: Depending on the number of teams in the league, games are usually played on Wednesday's, Thursday's and Friday's. Scheduled start times are typically 6:15 PM and 7:15 PM. Teams failing to show up within 5 minutes of scheduled start time, or fail to field at least 5 Field Players have forfeited their match. The forfeiting team will be charged the \$25.00 Referee Fee as well as an additional \$25.00 to pay for their opponents Fee. If both teams forfeit, both teams will owe the Referee Fee. Money must be turned over to the referee prior to the forfeiting teams next scheduled start. Subsequent forfeits by the same team will be cause for expulsion from the league. In addition to the fees, the forfeiting team will be penalized 10 Goals Against in score differential. The team winning the forfeit only receives 3 points for the win & will be credited a 3-0 win.

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POSTPONEMENTS and RESCHEDULED GAMES: Mondays (if open) or other open dates will be used for rescheduled or postponed games. **POSTPONEMENTS** due to lightning storms or other unacceptable field conditions will be declared by the referee prior to the games start. If a game is played half way through the second half (30 or more minutes played), it is considered a complete game. **PLEASE NOTE**, rain itself is not a reason for game cancellation, Soccer is played in the rain. If your team captain is not contacted by the League Commissioner before the game, consider it - still on. Forfeits **WILL NOT** be rescheduled. Other than postponements, the only reasons a game will be **RESCHEDULED** by the league is if the referee fails to show up or there is an unforeseen tragic event that impacts several players of a team. Team captains may request a game be rescheduled one week in advance of the scheduled start only if an open date is available, both team captains and the scheduled referee agree to the change and the Director is contacted via e-mail or text to confirm the agreement and approve the reschedule date. It is league policy that no team will play two games in one night. We will also make every effort not to schedule the same team within two days.

GAME RULES: Games consists of two, 25 minute halves with a 5-minute break between. Each team must have a minimum of 5 players on the field to be considered ready to play. A full squad consists of 5 Field Players and 1 Goalkeeper. However, teams may start with 4 Field Players and a Goalkeeper. Team Rosters are open allowing teams to pick up players as the season progresses. However, no one who has established themselves on one team can play for another team in the same season. You are considered established on one team if you play two full games with that team. There is an exception to this rule for fans who normally show up as spectators. If they so choose, they can fill in for missing players on a temporary basis. If requested, they are free to fill in for any team short of players. Temporary Players must discontinue playing as soon as enough established players arrive. If an established player with another team is available to fill in as a temporary, only the Captain of the opposing team can allow the exception.

There are **NO OFF-SIDES**. Substitutions are made "On The Fly" at any time during play but players leaving the field must come off on the side line between the field and the Club house (North side) and must be within 5 yards of mid-field marker. If the player coming on the field gains advantage in position by 10 or more yards from the player coming off the field, the team will be warned once, then given a 2-minute penalty for each subsequent infraction.

NO THROW-IN's. Balls going out of bounds on the sides of the field are brought back into play by Free Kick from the point it left the field. All free kicks are **DIRECT KICKS**. Whether to restart play from the sidelines, a corner kick, after a foul, or after any other stoppage in play, the Free Kick is a **DIRECT KICK** that can be shot directly into the opponent's goal without touching another player. Five yards must be yielded by the defending team from a ball being put back in play with a free kick. The referee's discretion is warranted in all the above.

There are **NO SIX YARD KICKS**. Balls crossing field end lines, last touched by the offense, are awarded to the Goalkeeper – **BALL IN HAND**. The Goalkeeper can either throw the ball back into play or place the ball on the ground and play it with his feet. Once placed on the ground by the Goalkeeper the ball is back in play. No ball can be volley kicked or drop kicked by the Goalkeeper in the air more than the half field line. If the Goalkeeper illegally kicks the ball over the half field line, the ball is automatically awarded to the opposing team at the point it crossed the half-field line. Goalkeepers may place the ball on the ground and then kick it or they may throw the ball more than half field.

Goalkeepers **CAN NOT** use their hands to repossess a ball once it is put in play. Goalkeepers can not handle a ball that is played back to them by their own player, unless the ball is last touched by their teammate above the

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waist. Deflections off any part of a defender's body after a shot or offensive pass can be handled by the Goalkeeper if considered to be un-intentionally passed to the Keeper. (referee's discretion)

There is **ABSOLUTELY NO SLIDE TACKLING**. Unsportsmanlike conduct and **PROFANITY** penalties will also be strictly enforced. Infractions of the rules can start with a warning, result in a 2-minute penalty or, depending on severity, end up with an entire team thrown out of the League.

NO ALCOHOLIC BEVERAGES MAY BE BROUGHT TO THE GAME. Anyone, with proof of legal drinking age, may purchase alcoholic beverages directly from The Ukrainian Club.

The Ukrainian Club allows us use of their facilities and expects everyone to conduct themselves in a socially appropriate manner that promotes a family friendly environment. Referees, League Officials and Club Officers will enforce these rules and have the right to deny access to anyone dis-respecting their intent. The League will hold individual team Captains responsible for the conduct of their players and guests.

PLAYOFF RULES: Earlier sunsets in August demand earlier scheduled start times during the playoffs. Games will begin at 6:15 PM and 7:00 PM, with the championship game scheduled to start no later than 6:30 PM. **ALL TEAMS WILL MAKE THE PLAYOFFS**. If the number of teams in the league does not equal eight or sixteen, the playoffs will be formatted with Wildcard rounds that will result in an eight or sixteen team quarter or semi-final round. Playoff semi-final and final game matchups are based on regular season final standings with the lowest seed playing the highest. If a higher seed (8th) upsets a lower seed (1st) in the semi-finals, the 8th seed does not assume the 1st seeds playoff position. The last seed will always remain the lowest seed and will always play the highest seeded team that advances.

For all Wildcard and Playoff games, if there is no decision in regulation time, the teams go directly to a best of five inning, penalty shot shoot-out. The same goal will be used as selected by the referee for all rounds with the team winning a coin flip having the choice of shooting first or defending first. Although in a best of 5 series, the winner can be determined after 3 innings, a minimum of five players from each team must be selected as shooters. If after five innings the sides are still tie, single inning, sudden death rounds will follow until a winner is determined. **NOTE:** No one shooter can shoot twice in a set of five innings.

POINTS and TIE BREAKER RULES

Wins = 3 Points

Ties = 1 Point

Forfeit Penalty = 10 Goals Against added to forfeiting team total. (forfeited team credited 3GF, 0GA)

1st Tie Breaker = Total Points (Wins x 3) + Ties

2nd Tie Breaker = Highest Goal Differential (Goals For – Goals Against)

3rd Tie Breaker = Winner of Regular Season - head to head matchup.

4th Tie Breaker = Regular season result against highest ranked common opponent.

5th to last team = Regular season result (Win/Tie/Loss) against next highest to lowest ranked common opponent. **NOTE:** For the 4th to last team tie breaker, do not consider score differential in first review.

Only if regular season Wins, Ties and Losses are the same against each highest to lowest common opponent, then go back to the highest and evaluate using game Goals For minus game Goals Against until tie is finally broken. Highest Goal Differential wins tie breaker. If still tie afterward . . . flip a coin.

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LEAGUE OFFICIALS

League Director	Paul Mellon	215-740-4507 pmellon2213@gmail.com
Field and Facilities	Victor Turner	267-630-0224

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If the league starts the week before Memorial Day and can utilize Mondays through Fridays to schedule games, the maximum number of games that will fit in the **10-week schedule** is = **90**, playing 5 days a week for five weeks ($2 \times 5 \times 5 = 50$) plus four days a week over the other five weeks ($2 \times 4 \times 5 = 40$). CAUTION: This leaves no room for postponements. If this be the case, the league should start two weeks before Memorial Day. Total number of games in a 10-week season playing four nights per week = 80. Playing 3 nights = 60. Playing 2 nights = 40. (* = recommended best choices)

GAME CALCULATOR (total games if each team plays the others once)

- 14 Teams: $13+12+11+10+9+8+7+6+5+4+3+2+1=91$
- * 13 Teams: $12+11+10+9+8+7+6+5+4+3+2+1=78$
- 12 Teams: $11+10+9+8+7+6+5+4+3+2+1=66$
- 11 Teams: $10+9+8+7+6+5+4+3+2+1=55$
- 10 Teams: $9+8+7+6+5+4+3+2+1=45$
- 9 Teams: $8+7+6+5+4+3+2+1=36$
- 8 Teams: $7+6+5+4+3+2+1=28$
- 7 Teams: $6+5+4+3+2+1=21$
- 6 Teams: $5+4+3+2+1=15$
- 5 Teams: $4+3+2+1=10$
- 4 Teams: $3+2+1=6$
- 3 Teams: $2+1=3$

SINGLE MATCH SCHEDULES (No. of teams that will work in single match schedules)

- 14 teams = **91** games: Each team plays 13 games.
- * 13 teams = 78 games: Each team plays 12 games.
- 12 teams = 66 games: Each team plays 11 games.
- 11 teams = 55 games: Each team plays 10 games.
- 10 teams = 45 games: Each team plays 9 games.

DOUBLE MATCH SCHEDULES (less teams can double up in games)

- 9 teams = $36 (x2) = 72$ games: Each team plays 16 games.
- * 8 teams = $28 (x2) = 56$ games: Each team plays 14 games.
- 7 teams = $21 (x2) = 42$ games: Each team plays 12 games.

TRIPPLE MATCH SCHEDULES (short list of team's multiple matches – used for girl's leagues)

- * 6 teams = $15 (x3) = 45$ games: Each team plays 15 games.
- 5 teams = $10 (x3) = 30$ games: Each team plays 12 games.

MULTIPLE DIVISION SCHEDULES (if there are 14 or more teams in league)

- 20 teams / (2 divisions) = 90 games: Each team plays 9 inner-division games.
- 20 teams / (4 divisions) = 80 games: Each team plays 8 games, 2 sets of 4 inner-division games.
- * 20 teams / (5 divisions) = 70 games: Each team plays 7 games, 3 in-div. + 4 out-div. games.
- 18 teams / (2 divisions) = 81 games: Each team plays 9 games, 8 in-div. + 1 out-div. game.
- 18 teams / (3 divisions) = 90 games: Each team plays 10 games, 2 sets of 5 inner-division games.
- * 18 teams / (6 divisions) = 81 games: Each team plays 9 games, 4 in-div. + 5 out-div. games.
- 16 teams / (2 divisions) = 72 games: Each team plays 9 games, 7 in-div. + 2 out-div. games.
- * 16 teams / (4 divisions) = 72 games: Each team plays 9 games, 6 in-div. + 3 out-div. games.
- 15 teams / (3 divisions) = 90 games: Each team plays 12 games, 3 sets of 4 inner-division games.
- * 15 teams / (5 divisions) = 90 games: Each team plays 12 games, 4 in-div. + 8 out-div. games.

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EXAMPLE for MULTIPLE DIVISION SCHEDULES: In multiple division league schedules such as with 18 teams in the league, the regular season and playoff award scheme must be changed since one division can be stronger than the other during the regular schedule but some teams that could be considered evenly matched, may not even play each other. This puts much more emphasis on a fair playoff setup. For example, using 18 teams split into six division, three team per division, one way to establish equal divisions could consider using previous seasons finishing standings and distributing the top finishers as (A) teams. The remaining (B) and (C) teams in each division could be made up from the remaining teams from the previous year or if new teams are being added, a lottery draft can be established. The intent is to separate the most powerful teams into separate division. With six divisions and all teams making the playoffs, finishing slots (5th through 18th) can go through two sets of wildcard playoffs to establish the Final 8 finalists. This is important since you must have each team, paying to participate in the league, play enough games to be considered fair. Individual team standings can be established by overall points and overall cumulative division totals to establish initial tie-breakers in the regular season which would consist of two inter-division matches each (6 divisions x 3 teams x 2 games each = 36 games). This will establish each divisions true A, B, and C standing. Then each team can play five outer division matches against their equal in the other five divisions with A vs A, B vs B and C vs C. (6 divisions teams play once = 15 games x 3 groups A, B, C = 45 games) Total regular season games = 81.

SCHEDULING EXAMPLE; Each team would play two games against each other within their division to establish A, B and C status. The second half of the schedule is then completed pitting A Teams against the other Division A teams, B's against B's and C's against C's. Final point standings after all games can re-establish Divisional A, B and C status, i.e. a Team C which does well against other Team C's in other divisions could place themselves as Team A in their division by the end of the regular season.

STANDINGS EXAMPLE

<u>Div 1 = 37 Pts</u>	<u>Div 2 = 34 Pts</u>	<u>Div 3 = 30 Pts</u>	<u>Div 4 = 29 Pts</u>	<u>Div 5 = 25 Pts</u>	<u>Div 6 = 36 Pts</u>
Team A 18 pts	Team A 12 Pts	Team A 15 Pts	Team A 12 Pts	Team A 09 Pts	Team A 13 Pts
Team B 10 pts	Team B 12 Pts	Team B 08 Pts	Team B 12 Pts	Team B 09 Pts	Team B 12 Pts
Team C 09 pts	Team C 10 Pts	Team C 07 Pts	Team C 05 Pts	Team C 07 Pts	Team C 11 Pts

In the above example;

1st = Division 1 - Team A with 18 pts.

2nd = Division 3 - Team A with 15 pts.

3rd = Division 6 - Team A with 13 pts.

4th = Division 2 - Team A with 12 pts. NOTE: Division 2 finished with an overall 34 pts. over Division 4's 29 pts. Therefore Div. 2 - Team A's 12 pts. is tie-broken higher than Div. 4 - Team A's 12 pts. Division 4 – Team A would be 5th and so on through all six divisions and then Team B's and finally Team C's standings are sorted up to 18th place. Even though a division Team B may have more points than another divisions Team A, they remain 2nd inside their division with the normal tie breaker rules in effect within each division.

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PLAYOFF EXAMPLE - Wild Card and Playoffs could be broken down in 2 weeks as follows;

- Wild Card Playoff (Mon) – 13th 1C vs 18th 6C, 7th 1B vs 12th 6B,
- Wild Card Playoff (Tue) – 14th 2C vs 17th 5C, 8th 2B vs 11th 5B
- Wild Card Playoff (Wed) – 15th 3C vs 16th 4C, 9th 3B vs 10th 4B
- Wild Card Finals (Thu-Fri) – 9th vs 8th, 14th vs 6th 6A, 13th vs 7th, 15th vs 5th 5A
- Playoff Rnd 1 (Mon-Tue) – 1A(d1) vs 2B(d2), 2A(d3) vs 1B(d6), 3A(d6) vs 6A(d5), 4A(d2) vs 5A(d4)
- Playoff Rnd 2 (Wed) – 1A(d1) vs 4A(d2), 2A(d3) vs 3A(d6)
- 3rd Place Playoff (Fri 6:00) – 3A vs 4A for 3rd place award = 15% of League Pot.
- CHAMPIONSHIP (Fri 7:00) – 1A vs 2A for 1st and 2nd place award = 50 % and 35%.