

3. Interleague members strongly suggests that home team administrators, players and parents introduce themselves to the visiting team before the game. This is a positive gesture of sportsmanship and role modeling in addition to showing support and encouragement to all youth soccer players.
4. Each team will be given a 15 minute grace period for the minimum number to arrive for the game. Failure to field a team of 6 players for U10, 8 players for U12 & up will result in a forfeit. These games will not be made up.
5. If there is no assigned referee present at the start of the game, the coaches shall jointly select an assistant referee to fulfill the center referee responsibilities. Every effort shall be made to complete the scheduled game. If both coaches agree to play a game without a referee, then a game report must be filled out with the score, selected referee's name, and signatures from both coaches. This report must be sent into the home team's league representative.
6. Both home and visiting teams shall be responsible for bringing a trash bag to the game and cleaning up the field and sideline area after the game. Trash bags should be taken with the team when they leave the area.
7. Interleague states that each player should be encouraged to play 50% of each game.
8. Coaches **MUST** remove (substitute) yellow-carded players from the game at the time the referee shows the yellow card to the player. The yellow-carded player may re-enter the game at the next stoppage in play and when allowed by the referee.
9. Any player, coach, or administrator receiving three (3) yellow cards (warning/caution) during the season shall be suspended for the next scheduled game.
10. Any player, coach or administrator receiving two (2) red cards (ejection/send off) in one season will be suspended until that person has been brought before a committee within your own league and/or CYSA PAD for a review of the ejection and any possible disciplinary actions.
11. Any player/team found responsible for promoting violence, instigating, or enticing a team disturbance, causing the referee to suspend play prior to the completion of regulation time, will have forfeited that game (even if they are winning at the time of the incident). The incident will also be reported to your league and may result in disciplinary action.
12. ALL yellow and red cards, along with a report are to be reported to Mike Morgan within 48 hours of receiving the card.

MAKE UP GAMES

1. Games canceled due to Holidays, Religious reasons, rain, referee "no-shows" or scheduling conflicts, both coaches must agree on a make up day within 10 days. Failure to do so, the game will be scratched, meaning no points for or against for either team.
2. The team that cancels a game will be responsible for rescheduling at their league's expense.

SCORES/POINTS/STANDINGS:

1. ~~**Scoring:** For games where a team is "running up" the score, here are some helpful hints: Change player positions, put your goal scorers in the goal, and play three touch soccer.~~
2. ~~**Point system:** Teams will receive 3 points for a win and d 1 point for a tie~~
3. ~~**Score reporting: Please** remember there are several teams in the interleague. When Reporting scores, please do not leave team names. Here is a format that works well: When leaving scores by phone or email, **state your circuit number, game number, team number, and the score.** Only the winning team needs to call in the score. Home team calls in if there is a tie. Scores must be called in by Sunday 9pm or emailed by Monday 6pm. Scores not reported by the deadline, will not be recorded until the following week~~
4. ~~**Standings:** Standings will be kept by the interleague coordinator. There are no —playoffs.~~
5. **Rainy days:** Please call your opponent before going out to the field. If your opponent cannot be reached, look up your opponent's league website. If you still cannot find information, go to the field and let the referee call it.

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