

# SOUTHERN NEW HAMPSHIRE RECREATIONAL SOCCER LEAGUE



## RECREATIONAL SOCCER POLICIES AND PROCEDURES (U10, U12, U15 & U18 DIVISIONS)

Updated August 2024

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## **I. Statement of Purpose**

The Southern New Hampshire Recreational Soccer League (“SNH Rec Soccer League”, “SNH Rec Soccer”, or “SNH Rec”) is a co-ed recreational league with the ultimate objective of creating a safe and fun experience for all players from all participating towns. SNH Rec has a mission to provide local communities within southern New Hampshire to have a recreational soccer league that offers co-ed teams from U10 to U18 a venue to play together.

SNH Rec is operated by the Board of Directors in collaboration with representatives from participating towns’ recreational soccer programs. Each participating town (“Member”) has at least one representative that provides input to the league regarding concerns, ideas, and criticisms. The SNH Rec Board of Directors meet with representatives from member towns on a monthly basis.

This guide is designed for coaches and member town representatives and consists of best practices to be considered during recreational game play, as well as the process for reporting inconsistencies that may arise throughout the season. It is the responsibility of the member representatives to review these Policies and Procedures on a regular basis to ensure that it is updated and inclusive of any and all opportunities to create a positive experience for all players from all participating towns. It is the duty of each town’s representative to share this document with all coaches, players, and families prior to each season and immediately following any version updates.

## **II. Game Specifics**

### **A. Seasons**

SNH Rec has two seasons - fall and spring. Fall generally runs from the beginning of September through the beginning of November. Spring generally runs from mid-April through mid-June. For towns that offer a full year of soccer, the beginning of the year is the fall season.

### **B. Ball Size**

Ball sizes are to be as follows for each division:

**U10 and U12** - Size 4 Ball

**U15 and U18** - Size 5 Ball

All balls used in game play should be properly inflated. The Home team is responsible and shall strive to provide an appropriate ball for the duration of the game.

### **C. Goal Size**

Regulation goal sizes should be as follows:

**U10 and U12** - 6' x 18'

**U15 and U18** - 8' x 24'

### **D. Game Length**

All games in each division should be played according to the following time guidelines:

**U10** – Two 25 minute halves with a break of at least 5 minutes but not to exceed 10 minutes between halves.

**U12** – Two 30 minute halves with a break of at least 5 minutes but not to exceed 10 minutes between halves.

**U15** – Two 45 minute halves with a break of at least 5 minutes but not to exceed 10 minutes between halves.

**U18** – Two 45 minute halves with a break of at least 5 minutes but not to exceed 10 minutes between halves.

All games are considered final if at least half the game is played. Referees should be equipped to handle accurate timing of halves. With the exception of playoff and championship games, this league does not play past regulation time. Any “regular season” games tied at the end of regulation will be recorded as such. Please refer to the “Playoffs” section of this document for our playoff overtime rules.

### **III. Team Specifics**

#### **A. Age Groups**

Age groups are determined by birth year at the start of the Fall season and in accordance with the standards of US Youth Soccer. [A current birth year chart may be found here.](#)

**Any player in the U18 age group that reaches the age of 18 during the season must provide evidence of SafeSport certification prior to being allowed to play.**

#### **B. Roster Guidelines**

Games are to be played according to the following player format:

**U10** – 7 v 7

**U12** – 9 v 9

**U15** – 11 v 11

**U18** – 11 v 11

The total number of players on each roster is an individual decision left up to each town’s/team’s discretion. When developing rosters, however, it is important to consider the number of players on the field at any given time (i.e. game format) and develop rosters in such a way that it provides all players the opportunity for a reasonable amount of game time, as well as making sure there are enough players that a team does not have to consistently borrow from their opponent. Forfeit rules apply for double-rostering and unregistered players. Please see the “Forfeit Rules” section of this document for more details.

This is a co-ed, recreational league. As such, it is expected that ALL players shall receive equal play in ALL games, regardless of regular season versus playoff status, and players will not be limited in gameplay based on age, race, sex, physical size, skill, or any other discriminatory factor. If a town finds that based on registered participation they will not be able to field a true co-ed team with a sufficient number of players, the representative of that town’s program should reach out to neighboring towns for assistance. Neighboring towns should work together to make full co-ed teams that can play together throughout the season.

Completed rosters will be due from all towns following the first gameplay weekend of each season. Failure to provide rosters with the required information may result in team penalties. Random roster checks will be performed by referees and the SNHRec Board of Directors throughout each season. Please see the “Forfeit Rules” section of this document for more details.

#### **C. Uniform Requirements**

Players shall have shin guards and soccer cleats. Further, all players on a team shall have similar (not necessarily “identical”) colored jerseys to facilitate officiating. Also intended to facilitate officiating, goalkeepers should have a noticeably different colored jersey to differentiate them from other team members. Goalkeepers may wear appropriate and official ‘Goalie Gloves’ if they choose.

## IV. Game Scheduling and Changes

Game schedules will be developed by a volunteer (“Scheduler”) whose intent is to be fair and consistent to the maximum extent possible. Non-standard “requests” for scheduled accommodations due to unique situations should be limited to the extent possible. Season start dates and any due dates for information required to complete the scheduling process (paid member registration, team counts, etc.) shall be determined by the Board of Directors.

### A. Pre-Season Opening Schedule Accommodation Requests

Member town representatives will submit any requests for the season to the Scheduler no less than 2 weeks prior to the season start. Examples of reasonable and appropriate requests for a schedule accommodation may include:

- No games for your town’s U15 team(s) on a certain date due to a function at school that many players will be attending
- No morning games on a certain date for one specific team due to prior, unchangeable commitments of both the Coach and Assistant Coach on that specific day
- Requesting an afternoon game (at or after a designated time) on a certain date because many of your U18 players are taking the SAT
- Requesting either a ‘Home’ or ‘Away’ game on a specific date due to field availability limitations

Every reasonable effort will be made in an attempt to accommodate pre-season requests, however, it is recognized and understood that all preferences may not always be possible due to many variable factors such as, but not limited to, field or officiating availability, or conflicts imposed on other teams if a request is not consistent with standard scheduling patterns.

All requests will be noted and every reasonable effort to accommodate requests submitted will be made. As the initial step in a multi-step process, the Scheduler will create the ‘shell’ of the schedule and will then provide this information to all participating towns. Towns will then individually submit their game times and field assignments for all ‘Home’ games to complete the schedule. Town input must be completed **within 3 days** of the release of the ‘shell’ schedule. Any requests which were not addressed in the initial scheduling step (before schedule ‘shell’ is distributed to towns) will be noted on the document provided to all towns. It is up to the Home team to assign the game time after taking into consideration any noted request(s), if applicable.

As a courtesy to all others, when the completed schedule is released, coaches/field coordinators/referees/etc. (as applicable) shall promptly review the game schedule. Subsequent changes to individual games should be discussed/coordinated between the two participating teams within the **next 3 days** and once agreed upon, details shall be forwarded to the Scheduler to be updated in the system.

### B. Mid-Season Schedule Accommodation Requests

Once the official schedule is released prior to the commencement of season play, it is considered “final”. However, it is recognized that additional changes may be necessary due to unforeseen circumstances beyond the reasonable control of league coordinators (e.g. field conditions, extreme adverse weather, local emergencies, safety concerns, etc.). These situations shall be addressed in the most time-sensitive manner possible.

Every effort should be put forth to make any game changes **at least 48 hours or more** prior to the date of the game. Once it becomes clear that a game needs to be canceled or rescheduled, all coaches and representatives of the towns playing must be notified, as well as the referee(s). The responsible Town Representative from the HOME team that needs to cancel the game must fill out a Game Cancellation Form. Only identified Representatives from each town will have access to the Game Cancellation Form. This will

notify the Board that a game was canceled and that they may need to work with the involved towns on rescheduling the game.

A member of the SNHRec Board of Directors will follow up with both Town Representatives involved in a canceled game to determine if a canceled game needs to be rescheduled. Decision on whether or not to reschedule a canceled game must be agreed upon by both Town Representatives **within 7 days** of the original game date. The new game must be played **within 10 days** of the original game date. If a game is not rescheduled within 7 days of the original game date, or played within 10 days of the original game date, the game **will not count** towards either team's standings. When a game is rescheduled, the new game does not have to take place at the same field as originally scheduled. The new schedule for a game is not official until an email has been received from the SNHRec Board of Directors stating that the game has been changed. In the event a change request by one team cannot be reasonably accommodated/agreed upon by the other team, the existing pre-season schedule shall remain unchanged and the game will not count toward the standings for either team.

If a game needs to be rescheduled in the last week of the regular season, the SNHRec Board of Directors must be notified via email at [board@snhrecsoccer.org](mailto:board@snhrecsoccer.org) by the Town Representative by Monday of the following week, prior to the playoff weekend. The new game must be rescheduled and played by Wednesday of the following week, prior to the playoff games in order to count toward the teams' standings.

## **V. Score Reporting**

Results of each game should be called into the Score Reporting Line or entered via the web at <http://ww2.demosphere.com/phoneitin/> in a timely manner. Typically, the score should be entered by the hosting town, but both teams are responsible for making sure the score has been entered properly. The scores will be used to determine team rankings for the purpose of the Playoffs.

Scores are due by Monday morning following Saturday/Sunday games, and by the following morning for weekday games. Failure to report scores will result in a 0-0 tie during regular season play, and will not count toward either teams' standings. See the "Playoffs" and "Forfeit Rules" sections for additional details.

## **VI. Ranking Calculations**

All participating teams shall be ranked using a point system as follows:

- 3 points for a win
- 1 point for a tie
- 0 points for a loss
- In the case of a forfeited game, the forfeiting team will receive 0 points; the opposing team will receive a number of points depending on the reason for forfeiture.

The totals, after the final week of "regular season" play in both the Fall and Spring seasons, will be used for determining placement in the playoffs when a minimum of 5 teams exist in the group. Demosphere is used for Scheduling and Score Reporting and will automatically maintain and update the rankings as weekly game scores are entered into the system.

In the case of ties within the rankings, tie breakers shall be decided as follows:

- First tie breaker: Head-to-Head winner during regular season play.
- Second tie breaker: Fewest goals allowed during regular season play.
- Third tie breaker: Most goals scored during regular season play.

## VII. Playoffs

*Please remember this is a recreational league!*

### A. Scheduling and Location

Playoffs will be held the final weekend of the regularly scheduled season for any grouping consisting of five (5) or more teams. The 4 teams with the highest total of accumulated points throughout the preceding "regular season" weeks of play will advance to the Playoff games. Playoff games will be hosted at a field designated by the league. **All other teams will have consolation games scheduled that weekend.** Consolation game teams and locations may vary based on the number of teams in a grouping. All teams are guaranteed at least one game on the final weekend of play. The Board of Directors may work with member town representatives to alter the standard playoff format in order to accommodate a 3-team playoff during seasons with only 5 participating teams.

The standard Playoff format will be as follows:

- Saturday- 1<sup>st</sup> place team to host 4<sup>th</sup> place team.
- Saturday- 2<sup>nd</sup> place team to host 3<sup>rd</sup> place team.
- Sunday- Winner of 1<sup>st</sup> vs. 4<sup>th</sup> plays winner of 2<sup>nd</sup> vs. 3<sup>rd</sup>.

**Scores for playoff games must be entered within 2 hours of the end of game play.** Teams may not double-roster ANY players for ANY playoff games. The result will be a forfeit and elimination from the playoffs for the team double-rostering.

It is up to the participating town's representative if there is any acknowledgement for participating in and/or winning the Playoffs. The Southern NH Rec Soccer League is not required to provide any awards or trophies but does not prohibit participating towns from doing so.

### B. Additional Game Play Regulations for Playoff Games

The games designated as 'Playoffs' shall be played according to the same rules and time parameters as all other regular season games. There are, however, situations that can arise in a Playoff situation as the games cannot end in a tie.

In the case of a tie at the end of the second half of game play, the game shall proceed as follows:

Two 5 minute Golden Goal Overtime Periods – Game play shall continue for 5 minutes with the first team to score a goal earning 1 additional point and being deemed the winner. There shall be a 5 minute break between periods if going into the second period. Sent-off players may not return to the game facility in order to participate in overtime.

If at the end of the Golden Goal Overtime Periods, neither team has scored, then play advances as follows:

Penalty Shootout– Each team selects 5 players to shoot direct kicks on goal. A goalkeeper may be included in the selected players. Each team selects only one player from their team to defend against the opposing team’s shots on goal for the duration of the shootout. Shots shall be taken from the Penalty Line. A coin toss determines which team shoots first. The team winning the coin toss can choose whether to shoot first or second. Teams alternate kickers, each team having one player take one kick (and then returning to the team area/sideline) until all 5 players from each team have a shot on goal. Each goal is worth one point and the team with the highest total at the end of the Shootout is deemed the winner. If there is still a tie after all 10 shots have been taken, each team will continue to select 1 additional shooter until a winner is determined. Repeat shooters will not be allowed until all players from a team have attempted a shot. Sent-off players may not return to the game facility in order to participate in a penalty shootout.

## **VIII. Forfeit Rules**

The Southern NH Rec Soccer League is designed as a recreational league for players of all ability levels. In order to keep play consistent and fair, the Board of Directors has established the following forfeit rules. Any game forfeits must be communicated via email to [board@snhrecsoccer.org](mailto:board@snhrecsoccer.org) in a timely manner.

### **A. Roster Checks**

Random roster checks will be performed by referees and the SNHRec Board of Directors throughout each season. Any additional players not included on the official roster held by the League will not be permitted to play. Players arriving late to a game are required to check-in with an official prior to entering the match. Refusal to cooperate with any roster check, or attempt to add players after completion of a roster check without checking in with an official, will result in an immediate forfeit in accordance with Section VIII-E of this guide.

### **B. Borrowed Players**

In an effort to promote sharing of players and maintaining a fun game environment, players may be borrowed from the opposing team if a team does not have enough players to play short-sided at a minimum of 2 players down (ex. 9v9 instead of 11v11). However, borrowing players from the opposing team for the entirety of a match in order to meet field minimums (2 players down) will result in a 0-1 forfeit for the team who is borrowing players, regardless of the number of players being borrowed. This must be reported on an Incident Report within the score reporting deadline. Borrowing players for a portion of the match or to play above the minimum (ex. 11v11 instead of 9v9) will not result in a penalty.

### **C. Game Cancellations**

Town Representatives, along with SNHRec Board of Directors, must decide **within 7 days** following a cancellation notice if/when a game is to be made up. Final say on rescheduling games is at the discretion of the SNHRec Board of Directors. We hope to have all games played as scheduled, but it is possible that some canceled games may not be made up.

- If a game is rescheduled it must be played within **10 days** of the original game date in order to count toward the teams’ standings.
- If a team does not respond **within 7 days** to a request to reschedule, the game will not be rescheduled and **will not count** toward either teams’ standings.
- If both teams agree to not reschedule a game, the game will not be played and **will not count** toward either teams’ standings.



Games in the last week of the “regular season” must be played by Wednesday of the following week (before the playoff weekend starts) or will not count toward either teams’ standings. No additional forfeit penalties will be assessed for the need to cancel or reschedule a game.

#### D. Double-Rostering

Double-rostering of teams is not allowed, and each participating player may only play with a single team within the league. Any town who shares players between teams within their own town at any age level (ex. U15 registered players helping the U18 team) will earn a 0-4 forfeit for games where points are awarded. (ex. Team1 loans players to Team2 for their game against Team3). This shall also apply to any games played where a player is dually registered with multiple towns. In this case, the town/team utilizing the double-rostered player shall earn a 0-4 forfeit. This may be imposed at any time after being reported to the Board of Directors via Incident Report. If a coach believes that this is happening they should immediately complete an Incident Report and notify their Town Representative.

#### E. Unregistered Players

Any team who allows an unregistered player to participate in any game will earn a 0-4 forfeit for games where points are awarded. This may be imposed at any time after being reported to the Board of Directors via Incident Report. If a coach believes that this is happening they should immediately complete an Incident Report and notify their Town Representative.

#### F. Failure to Report Scores

Score reporting is primarily the responsibility of the Home team, but may be completed by the Away team if necessary. It is the responsibility of both teams to ensure that scores are reported in the proper time frame. Failure by both teams to report scores within the documented timeframe for “regular season” games will result in the game not counting toward the standings. Failure to report scores of “playoff” games within the documented timeframe will result in a 0-1 forfeit for the Home team and will result in elimination from the playoffs. The documented timeframes are as follows:

- Sat/Sun game, regular season - must be reported by Monday morning of that week
- Mid-week game, regular season - must be reported by the morning following gameplay
- Playoff games - must be reported within 2 hours of the end of the game

Schedule Code Key:

- Rescheduled Game = Original Game Date (Ex. 907 for September 7th)
- Game Not Played = GNP
- Score Not Reported = SNR
- Double Roster = HDR/ADR (Home/Away)
- Unregistered Player = HUP/AUP (Home/Away)
- Borrowed Players = HBP/ABP (Home/Away)

## **IX. Disciplinary and Appeals Procedures**

All coaches and other team officials shall be subject to all rules pertaining to misconduct. Any other individuals who may be reasonably understood as being associated with a team shall be subject to the jurisdiction and authority of the league. Any coach or team official can be held responsible for any individual associated with their team at any match.

#### A. Incident Reports

Any concerns may be reported by completing an Incident Report via the link on the Coaches page on the SNHRec website. All Incident Reports will be directed to the SNHRec Board of Directors for review as outlined

in section IX of this guide. **Incident Reports are REQUIRED to be submitted for all games involving red or yellow cards.**

### B. Disciplinary Procedures

The SNHRec Board of Directors will be responsible for reviewing all Incident Reports. Incident Reports will be accepted at any point throughout the current season. Incident Reports will be reviewed **within 3 calendar days** of submission.

The SNHRec Board of Directors will make sure they have sufficient information provided for all reported issues and will jointly review the issue prior to providing a response. Responses can come in the form of a written warning or a review. All decisions that do not result in a written warning or review will be documented in writing by the SNHRec Board of Directors, including the reason for the decision. Decisions will be provided **within 7 calendar days** of the Incident Report submission.

For written warnings and reviews, the Board of Directors will notify in writing the League officers, both coaches, player(s)/player's parent(s) (if necessary), and the Representatives from each town involved of the decision. This notification will state the issue being addressed, and the possibility of disciplinary action should the issue not be corrected. The notification will come in the form of an email to the email addresses the league has on file for each individual involved. It is important that the SNHRec Board of Directors obtain notification of receipt of the warning from each individual **within 2 days** of the email being sent. If no receipt notification has been obtained within two days, a SNHRec Board member must contact the appropriate Town Representative to make a phone call to the individual(s) to ensure receipt of the warning email.

### C. Appeals Procedure

Any town/team/individual that has received a disciplinary decision against them may appeal by requesting a hearing by the SNHRec Board of Directors.

Any player, team official, or club given a disciplinary action by the SNHRec Board of Directors may file an appeal. All matters must originate from a formal appeal request submitted via email to [board@snhrecsoccer.org](mailto:board@snhrecsoccer.org) with any documented evidence **within 5 calendar days** of the official notification of disciplinary actions. The SNHRec Board of Directors will set up a meeting with the appellant to take place either in person or via online meeting **within 5 calendar days** of receiving the request.

### D. Conflict of Interest and Recusal

To maintain fairness, if the towns involved in a game that needs to be reviewed have members on the SNHRec Board of Directors, that Director will be recused.

In addition, if the towns involved have filed an appeal with the SNHRec Board of Directors, that Director will be recused.

## X. Sportsmanship and Code of Conduct

This guide is designed for Coaches and Representatives and consists of best practices to be considered during recreational game play, as well as the process for reporting inconsistencies that may arise throughout the season. It is the responsibility of the town representatives to review this Sportsmanship Guide and Code of Conduct on a regular basis to ensure that it is updated and inclusive of any and all opportunities to create a positive experience for all players from all participating towns. It is the duty of each town's representative to

share this guidance with all coaches and staff prior to each season and immediately following any version updates.

#### A. Team Size

It is anticipated that teams may occasionally arrive at games with a fewer-than-ideal number of players. In this event, it is the responsibility of both teams to determine the terms of gameplay. Below are a few examples of acceptable solutions:

- Teams share players to allow for full-fielded teams and maximized play time for all players
- Both teams play short on the field to maintain an even match (e.g., 8v8, 9v9, 10v10, etc.)
- Games are played in different segments (i.e. quarters vs. halves) to allow for additional water breaks and rest periods for teams with limited or no substitutes

#### B. Limiting Excessive Goals

There may be times when a particular game becomes single-sided. In this case, running up scores is not appropriate. Though it is sometimes difficult to control, below are some alternative play suggestions to help limit games from having goal differentials of greater than +8:

- Play offense as defense and/or put top scorers in goal
- Forbid top scorers from shooting
- Require X number of passes before shooting
- Limit shots to outside of the penalty box/goalie box
- Limit/require a certain number of touches before passing/shooting
- Play short a player
- Offer to mix teams and share top players to equalize gameplay

#### C. Double-Rosters & Ringers

The Southern NH Rec Soccer League participates in a playoff event in some seasons. This playoff event is meant to be fun and exciting for the teams, and also to acknowledge all teams for a well-played season. The objective of the season should not be winning recreational soccer games. If this is the sole focus of your team, then you are likely playing in the wrong league and should be seeking out competitive play. As previously stated, this is a recreational league designed for the purpose of creating a safe and fun experience for all players. In order to allow the most rewarding experience for the players who have worked hard all season, please refrain from the following:

- Double-Rostering is not allowed and will result in a forfeit
  - E.g., Somewhereville has 2 teams registered. Team1 and Team2 share players to maximize rosters or increase their potential of making/winning the playoffs.
- Addition of “Ringers” to rosters is strongly discouraged
  - Adding players from competitive leagues late in the season with the objective of winning games is highly frowned upon. Again, this is a recreational league where the focus is on fun and player development.
  - Allowing play from unregistered players will result in a forfeit.

#### D. Equal Play

All coaches will make an effort to allow equal minutes for their players, regardless of age, gender, or skill level. Again, this is a recreational league and the focus should not be on winning games. Below is an example that would be frowned upon by the league, and how it should be reported:

A team may have a set of superstar players who play the entire game, while the remainder of the team divides up the minutes of the game. All players should have a chance to be on the field an equal amount of

time. If a coach determines that this is being done by an opposing team they should immediately notify their town representative who can bring the issue up with the Board of Directors. This should also be noted on an Incident Report after the game.

#### E. Referees

This league has a zero tolerance policy for misconduct towards game officials. Referees and their game decisions are to be respected. In the event that a referee concern arises, please contact the Assignor for that game and provide complete details of your concern. If you do not know who the Assignor is, you should notify [board@snhrecsoccer.org](mailto:board@snhrecsoccer.org) and the SNHRec Board of Directors will help connect you to the appropriate person. Under no circumstances are players, coaches, or fans to interact with referees other than when asking appropriate gameplay questions, discussing league rules, or thanking them after a game.

#### F. Game Cautions

Issuance of yellow cards as cautions in games will be reported by referees and are to be taken seriously. Earning two (2) yellow cards in a single game will result in a red card and the player or coach being sent off. Any issued cards **MUST BE NOTED on an Incident Report**.

#### G. Send-offs

Red cards will be reported by the referee and are to be followed up with a notification to the Board of Directors at [board@snhrecsoccer.org](mailto:board@snhrecsoccer.org). Send-offs **MUST BE NOTED on an Incident Report**. Earning a red card results in immediate removal of that player, coach, or fan from the facility and will be followed by a 2-game suspension. Sent off players may not be replaced by a substitute for the remaining duration of the game in which the card was earned.

#### H. Spectators

All spectators are expected to do their part in maintaining a fun and friendly environment. Any spectator who is creating a hostile situation for any player, coach, referee, or other spectator will be issued a red card by the referee and sent off from the game. This carries the same 2-game suspension as a player or coach red card and that spectator will not be allowed back at the field for a minimum of 2 weeks, but potentially longer at the discretion of the SNHRec Board of Directors.

#### I. Players, Coaches & Town Representatives

All players and coaches are expected to maintain a safe and friendly playing environment and to abide by all rules of the game, as well as those set forth in these Recreational Soccer Policies and Procedures. Any players, coaches, and Town Representatives who are 18 years of age or older are required to complete SafeSport training in accordance with these guidelines. Failure to provide proof of SafeSport certification upon the request of the SNHRec Board of Directors may result in additional fines and/or penalties at the discretion of the SNHRec Board of Directors up to and including removal from the League.

## Revision History

Date of Revision	Summary of Changes Made
April 2023	Included U10 in the document; added game cancelation and change forms; added co-ed game play rules; removed some forfeit rules; rearranged some sections; added revision history
August 2023	Added Disciplinary and Appeals Section; added game report forms
February 7, 2024	Updated Statement of Purpose. Removed reference to NHSL from Goal Size. Removed reference to USYSA from Team Specifics. Changed town "Directors" to "Members" or "Representatives" throughout. Removed "gender rule" and added strict language on equal play. Added clarifying details to the Game Report Form section. Updated wording of Playoff Scheduling & Locations section. Updated Overtime Rules to remove two 10 minute periods and also changed "sudden death" to "golden goal." Updated Double-Rostering to include players on multiple teams in different towns. Updated Equal Play section. Updated contact email addresses throughout. Added reporting information to Referee, Game Cautions, and Send-Offs sections.
August 2024	Updated Roster Guidelines and Forfeit Rules to include roster checks. Replaced Game Report Form with Incident Report. Updated Game Cancellation Form and rescheduling process. Added schedule code key. Updated/simplified disciplinary/appeals process. Updated Sportsmanship Guide with consistent language. Reinstated forfeit rules for borrowed players. Added language on SafeSport requirements.