



Bucks Adult Soccer League

Team Captain's
Handbook

2008



Captain's Responsibilities

Oversee the general workings of the team, which includes the following:

- Attend Buckskin League meetings. Inform team members of league business, rule changes, and any other pertinent information.
- Register all players with the Buckskin League. This registration provides a valid player passcard for each member of the team.
- Provide a schedule and field directions for each player.
- Make each player aware of the proper uniform (including shin guards).
- Make each player aware of the FIFA rules and regulations that govern the game.
- Provide the proper equipment for practices and matches.
- Set an example of positive talk, sportsmanship, and teamwork.



Games

- Complete a team roster with the players who will participate in the match. Check with players before the match to be sure that a minimum number (7) of players can attend.
- Check jersey colors for a conflict. The home team must provide an alternate jersey if a conflict arises. The goalkeeper should contrast with both teams.

At the Field

- Make sure that all players have the proper uniform.
- Encourage each player to warm up and/or stretch before the match and to cool down afterwards.
- Have each player present their player passcards to the referee. Collect the passcards from the referee after the match.
- Participate in the coin toss.
- Represent the team to the referee during the match.
- Exercise sportsmanship during the match and shake hands with the opponents at the end of the match.



Important Things to Know

- The last day to register a player is June 30. There are no discounts for players who register after the start of the season. Every player must meet the age requirements before playing in a match, but may register at any time.

Example: Jimmy turns 30 on June 1 and would like to play in Division B. He may register at any time, but he cannot play in any matches until after June 1.

- Please check the schedule on the web site (www.buckskinsoccer.org) carefully as there are new times and possibly new field locations. You are responsible for having your team at the correct field on time to start the match.
- Each player **must** have a player passcard and must present it to the referee before the start of each match. Anyone without a card, for whatever reason, will not be allowed to play. If a player comes late to the match they must present their player card to the Assistant Referee when there is a break in action. DO NOT interrupt the AR while the match is in progress.

- Teams should have matching shirts **with** numbers. The numbers can be ironed on, written with magic maker, made of duct tape, or whatever as long as there is a number. If there is a color conflict with two teams the home team must change. Bring another color or white shirts to games!
- The end-of-season tournament is a reward for the season. Teams that do not want to participate in the tournament should notify the league with their intent. The easiest way to do this is by sending a message to president@buckskinsoccer.org. Division C teams do not have a tournament. In previous years the league collected a fee to be sure teams wanted to participate. We are not going to collect the fee this season, but hope that teams respect everyone enough to make all tournament games or to not participate.

PLEASE REMEMBER THAT THE END OF THE SEASON TOURNAMENT IS A REWARD FROM THE LEAGUE FOR A WELL-PLAYED SEASON AND IS NOT BUILT INTO THE PLAYER FEES PAID AT THE BEGINNING OF THE SEASON!

- Accumulation of Yellow and Red card. **The league would like to see less yellow and red cards accumulated this season.** If you receive a red card you must sit your next match. If you receive two (2) red cards in the same season you must sit two (2) matches. If you receive three (3) red cards in the same season you will no longer be allowed to play in the league. **The Discipline committee may give additional sanctions to players with two or three red cards after a review.** If you receive a total of three (3) yellow cards in all matches you must sit one (1) match. If you receive an additional two (2) yellow cards (5 total) you must sit one (1) match. For every additional yellow card that you receive (6 or more total) you must sit one (1) match. Players in Division C should not be receiving any

cards and the Discipline Committee will review cards given in Division C. **Note that yellow or red cards in each division will only pertain to that division.**

- Cancellations prior to match time will be done on the web site (www.buckskinsoccer.org) by the MYSA groundskeeper. It is our hope that matches that will be cancelled will be done so at 4 pm so that captains will have time to notify their teams. Notice of field closures will also be made on the Mon Soccer Hotline (594-1939). Referees will cancel matches at the fields.
- Teams must have seven (7) players at the field to start the match. Matches should start on time, or within a few minutes, if both teams meet the minimum requirement. A forfeit will be awarded if the minimum number of players is not met within fifteen (15) minutes of the scheduled match time.



Rule Clarifications

- Counting of yellow cards. Yellow cards will be counted in the following manner: The first yellow card received in any match will count towards the players total yellow cards for the season. If a player receives a second yellow card in the **same** match the second yellow will not count towards the season total, but it will be counted as a red card.

Example: Jim Bob is playing in his third match of the season after receiving a yellow card in the first match. In his third match he receives a yellow card for intentional handball. He then receives a second yellow card for a “bad” tackle. Jim Bob’s total yellow cards after the match would equal two (2) and his total red cards would equal one (1). Jim Bob would have to sit the fourth match because of his red card.

- Players will serve their suspensions in the match following the one in which they received their red or yellow card. Therefore, if a player receives their third yellow (or 5th, 6th, etc.) in match 5 then that player will not be able to play in match 6. Also, suspensions **are** cumulative. If a player receives their third yellow (or 5th, 6th, etc.) and a red card in the same match then that player must sit the following two (2) matches. Also note that the Discipline Committee may add additional suspensions.

- There has been some confusion in the past about when substitutions may occur. Here are the times that substitutions **may** occur:
 - (1) after a goal
 - (2) goal kicks for either team
 - (3) throw-in for your own team
 - (4) after or during an injury stop in play
 - (5) any stop in play when authorized by the Referee

- Division C will now have a limit on how many goals may be scored by an individual player. A player will only be allowed to score two (2) goals in any match. The scoring of any other goals in that match will result in a goal kick. The league understand that scores and standings are not kept in Division C, but we hope that this rule allows all players to be more involved in all aspects of the game!

- Division B teams are required to have 2 female players on the field at all times. If both teams do not have the required number female players than both teams should play short (i.e. 10v10 or 9v9). Division C teams should follow the same rules, but with the fluctuating number of players at games the decision can be made between both captains and the referee to allow teams to play at full strength. **This exception is only valid for the C division.**

Have a Great Season!