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JCP SOCCER LEAGUE, INC.



JCP SOCCER

2026 By-Laws

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Article 1. EXECUTIVE BOARD AND BOARD OF COMMISSIONERS

Section 1.01 Executive Board

- a) The JCP Soccer League Executive Board shall consist of a President, Vice President, Secretary, and Treasurer.

Section 1.02 Board of Commissioners

- a) The JCP Soccer League Board of Commissioners shall consist of three (3) or five (5) nonpartisan members consisting of past JCP Soccer League Executive Board.

Section 1.03 Terms of Office

- a) Executive Board Members shall serve for a term of two (2) years and shall remain in office until their successors are elected or are removed for disciplinary reasons or other extenuating circumstances.
- b) There shall be no restriction on the number of terms an executive board member may seek to be re-elected. Any Executive Board vacancy shall be filled through a nomination by the President and confirmation by a majority vote of Area Representatives until the next scheduled election .
- c) JCP Soccer League Executive Board Members and Board of Commissioners cannot concurrently serve as an Area Representative. Should the individual currently hold an area representative position they must find a replacement prior to holding an executive board position.

Section 1.04 Selection Process

Executive Board Members

- a) The President shall appoint a nomination committee of at least three (3) persons, in September every other year.
- b) The nominating committee shall report at the October meeting on the names of the candidate for each office to be filled. The consent of each candidate must be obtained prior to his/her name being placed for nomination.
- c) The President shall ask for any nominations from the floor at the October meeting. The consent of each candidate must be obtained prior to his/her name being placed for nomination.
- d) Election of office shall be by a majority vote of the Area Representatives present at the League meeting. There will be no voting by proxy at the election of Executive Board Members.

Board of Commissioners

- a) Appointment is to be selected by the President with the approval of the majority of Area

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Representatives. An alternate can be elected in case a commissioner is unavailable or has a conflict of interest.

Section 1.05 Duties of Executive Board Members and Board of Commissioners

a) Executive Board President

1. Preside at all meetings of this organization
2. Have general supervision and direction of all affairs of this organization
3. May elect to create sub-committees
4. Appoint all standing committees' chairpersons
5. Serve as an ex-officio member of all committees
6. Have the right to vote only in the case of ties
7. Sign with the Secretary/Treasurer any contracts, obligations, or other instruments which the Area Representatives have authorized to be executed.
8. Have the authority to impose a temporary suspension pending review by the Board of Commissioners through a final hearing and issuance of a written decision within five (5) days. .

b) Executive Board Vice President

1. Preside at all regular meetings of this organization in the absence of the President.
2. Perform all other duties that are delegated to him/her by the President and/or Area Representatives.

c) Executive Board Secretary

1. The Secretary shall keep records of all meetings held by the organization.

d) Executive Board Treasurer

1. Keep a correct record of receipts and expenditures
2. Pay out funds by check as authorized by the Area Representatives
3. Present a statement of account at every meeting of the organization
4. Present a full annual report at the April meeting
5. Have accounts examined annually by an auditor who is qualified, who is satisfied that the Treasurer's annual report is correct, shall sign a statement of that fact at the end of the report. The auditor shall be appointed by the Area Representatives at the October meeting of each year.

e) Board of Commissioners

1. Responsible for hearing cases involving temporary or permanent suspension of coaches, players, and area representatives for actions detrimental to the values of the JCP Soccer League.
2. Provide interpretation of any question or situation not covered by the enclosed rules or

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officials for a final determination in writing.

Article 2. AREA REPRESENTATIVES

Section 2.01 Assignment

- a) Each area shall select one (1) individual to represent their area as the Area Representative in the JCP Soccer League.
- b) Each area is allowed one (1) vote on all matters brought to the JCP League for disposition.

Section 2.02 Duties

- a) Attend every monthly meeting as well as meetings deemed necessary by the league or provide an alternate representative
- b) Approve any new areas into the organization by majority vote of area representatives
- c) The Area Representative shall have a background check completed prior to being responsible for their area registration and coordination. Background checks must be conducted every two (2) years.
- d) Provide critical team information timely to the executive board when requested.
- e) Verify field sizes and submit dimensions to the JCP Soccer League by July Regular Meeting.

Section 2.03 Accountability

- a) The Area Representatives may request disciplinary action or disbarment review by the Board of Commissioners by 2/3 vote of area representatives through e-mail or special impromptu meeting.

Article 3. WEBMASTER

Section 3.01 Assignment

- a) Appointment is to be selected by the President with the approval of the majority of Area Representatives. A back-up appointment should be selected if available.

Section 3.02 Duties

- a) Attend every monthly meeting as well as meetings deemed necessary by the league
- b) Support development of the League Website
- c) Utilize software for development of team registration
- d) Scheduling of game season including playoffs and championships

Section 3.03 Accountability

- a) Provide critical team information timely to the executive board when requested.

Article 4. COACHES

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Section 4.01 Assignment

- a) Each coach should be rostered to the individual team(s) they are acting as coaches for using the electronic league management software.
- b) Each team must only have one (1) official head coach and one (1) official assistant coach, (to ensure equitable rostering of players).
- c) Each team may have additional assistant coaches; however, only a total of three (3) coaches are allowed on sidelines for J.V. and Varsity teams and four (4) for Minor and Pee Wee teams.

Section 4.02 Duties

1) Background Check

- a) All Head Coaches and Assistant Coaches must have ALL required training and paperwork submitted and approved annually before being assigned to a team
- b) Background checks must be conducted every two (2) years for all individuals involved on the field with the players.

2) Required Paperwork and Training

- a) All Head Coaches and Assistant Coaches must complete ALL required training ANNUALLY and have submitted and approved paperwork before being assigned to a team.
- b) Examples of training requirements (subject to laws and regulations changes):
 - o Electronically signed code of conduct
 - o Electronic coach application
 - o Concussion training
 - o Sex abuse prevention

3) Annual Training Session/Coaches Meeting

- a) Each team MUST have 1 (one) coach attend at least 1 (one) of the annual training sessions provided by the league.
- b) Any team unable to have a team coach representative attend must notify his/her Area Representative and it shall be the responsibility of the Area Representative to determine the next course of action to ensure team's coaches are aware of rules and responsibilities.
- c) Information obtained during the annual training session MUST be shared with other coaches and parents by the representative that attended.

Section 4.03 Accountability

- a) All coaches sign the Code of Conduct form during the registration process.
- b) The head coach of each team is responsible for the conduct of their players while they are on the game field.
- c) The head coach should ensure that all spectators are addressed prior to the start of the game to include sportsmanship and adherence to the spectator buffer line (see Appendix C)
- d) Improper conduct on the part of players, coaches, or spectators may result in penalties, expulsion, suspension, or in extreme cases forfeiture of a game shall first be reviewed by

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the President. The Board of Commissioners shall make the final determination after review.

Article 5. COMMITTEES

Section 5.01 Standing Committees

1. By-Laws
2. Board of Commissioners
3. Nominating

Section 5.02 Additional Committees

- a) The President shall designate additional committees as they deem necessary to fulfill the objectives and purposes of a properly functioning JCP Soccer League, Inc.

Section 5.03 Members

- a) All committee chairpersons, vice chairpersons, and members shall be appointed by the President, subject to the approval of the Area Representatives.

Section 5.04 Financials

- a) No committee shall expend any money without the approval of the Area Representatives. Authority for expenditures shall be submitted as a budget of expenditures in writing to the treasurer for submission to Area Representatives for approval.

Section 5.05 Process

- a) All committees shall have the power to adopt regulations for their own government and course of proceedings consistent with these By-Laws, and any committee may, by rule, provided that two (2) successive unexcused absences from the meeting of his committee, deem a resignation by the absent member of his/her place upon the committee.
- b) Vacancies occurring on any committee shall be filled within ten (10) days by the President, with the approval of the Area Representatives.

Article 6. MEETINGS

Section 6.01 Regular Meetings

The regular scheduled meeting of the JCP Soccer League shall be on the fourth Monday of the following months: April, June, July, August, September, and October to be held in-person at a designated location and/or via a virtual platform.

Section 6.02 Special Meetings

A special meeting for a specific purpose may be called by the President.

JCP SOCCER LEAGUE, INCORPORATED BY-LAWS

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Section 6.03 Polling of Members

The President will have the authority to poll the Area Representatives in case of emergencies through a special impromptu meeting or through e-mail.

Section 6.04 Majority Vote

At any JCP meeting, a majority vote of the Area Representatives present will constitute the right to transact any League business.

Section 6.05 Summary of Key Actions of the League At Meetings

Below is a summary of key actions that are required to adhere to the various by-law statements

- a) April - Annual Registration Fee amount incorporating league insurance per player
- b) July - Review of all rostered teams to be approved by area representatives
- c) July - Team division structure for league style or division play
- d) October - Nominating committee presents the names of the candidate for each office to be filled and the area representatives present must vote.

Article 7. FINANCIAL RESPONSIBILITIES

Section 7.01 Security Deposit

- a) Each new area, upon entering the league, must submit to the League Treasurer a deposit fee of One Hundred Dollars (\$100.00). This fee will be used by all teams in that area for fines accrued for any violation listed in these by laws.
- b) If a team security deposit becomes depleted for any reason during the season, the Team shall be notified and have two (2) weeks to resubmit One Hundred Dollars (\$100.00) or be dropped from the league. It is the responsibility of the Area Representative in that area to get the money from the team that is in violation and to replenish this money to the League Treasurer.

Section 7.02 League Registration Fees

- a) On or before the 15th of July of each year, each area must ensure the per player league registration fee is paid.
- b) Fee amounts will be determined on or before the April meeting of each year.

Section 7.03 Player Insurance Fees

- a) On or before the 15th of July of each year, each area must ensure the per player insurance fee that was applied to each player during the registration process is paid.
- b) Fee amount will be determined on or before the April meeting each year
- c) Fee amount subject to change based on actual insurance rates.

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Section 7.04 Background Investigation Fees

- a) Each area must ensure that the background investigation fee amount be reimbursed to the league as invoiced by the League Treasurer
- b) Fee amount will be determined on or before the April meeting each year
- c) Fee amount subject to change based on actual background investigation costs.

Section 7.05 Payment of Fees & Fines

- a) The League Treasurer and Secretary will keep track of fines and fees paid.
- b) The area representative will present a check, cash, or pay virtual invoice through the League treasurer.
- c) Areas with outstanding balances from previous years must pay the balance by the July meeting.
- d) Money is non-refundable and will be deposited in the general operation fund of the JCP Soccer League, Inc.

Section 7.06 Summary of Fines

- (a) Meeting Attendance
Failure to attend will result in a fine of Fifty Dollars (\$50.00). The second offense is a fine of One Hundred Dollars (\$100.00) and that Area Representative will be subject to disciplinary actions as noted in Section 2.03 Accountability
- (b) Contacting Players Directly for Recruitment
If an area representative or coach is found to contact any player or parent of players needing to be placed on other teams, they will be fined One Hundred Dollars (\$100.00) and the area rep and/or coach will be subject to disciplinary actions as noted in Section 2.03 Accountability .
- (c) Game Forfeiture
Any forfeiture of a game must be approved by both area representatives from each side prior to forfeiture. If a team is unable to play a game but does not have it approved by both area representatives then the area forfeiting will be fined \$100.
- (d) Adherence to Playing Time Regulations
Any non-adherence to the playing time regulations may result in forfeiture of the game and a One Hundred Dollar (\$100.00) fine.

Article 8. PLAYER REGISTRATION AND ROSTERS

Section 8.01 Number of Players Per Area

- a) There shall be no limit to the number of players an area may register. However, the areas are encouraged to field as many teams as the number of players permit, to develop as many players as possible.
- b) There will be open registration for all interested players.

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- c) The league will also advertise the registration process to spur growth and promote the game of soccer.

Section 8.02 Lack of Players to Field Team(s)

- a) Any Area that does not have enough players to field an active team(s) in the league after the end of online registration, will be granted an extension of two weeks unless they do not feel they can recruit any other players
- b) If unable to field a team, players placed on teams based on an as needed basis by the Elected Executive Board Members with consultation from the affected area representative(s).

Section 8.03 Registration Process

- a) Open registration to be announced by the JCP League on the Facebook Page, the League website, and be published in the local newspaper.
- b) All open registrations will need to be entered into the online website registration portal.
- c) Any Registration form(s) received by an Area Representative shall be entered into the online registration system manually by the executive board secretary and/or registration committee
- d) The League registration fee will be considered non-refundable and noted as such in the registration process.

Section 8.04 Player Area Team Assignment

- a) Players will be assigned based on the selection made during the registration process – it will be either school attended or where the child resides.
- b) After July 7th, no one is eligible to sign up to play unless the player has just moved into the area or a team has less than two (2) players above the format size.
- c) Additional players' information must be given to the executive board secretary and/or registration committee to be added to rosters.
- d) Extenuating circumstances will be reviewed by the JCP Executive Board on a case-by-case basis.
- e) Any player registered with one area and who moves into an area of another team must move to the team as defined in the area boundaries. Exceptions are made only when the change of residence happens between August 1st and the end of the JCP season. Players must then move to the new team to begin their next season with JCP.
- f) No player may register with more than one (1) team.
- g) If a team disbands after the final rosters are set at the July meeting, the players on that team will be split up by the executive board members. Only the area representative of the disbanded team may contact the parents.

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Section 8.05 Registration Information

- a) ELECTRONIC registration must include the name of the player, address of residence, birth date, grade, school attended, years of JCP soccer experience and other years of soccer experience.
- b) ELECTRONIC registration must include a copy of the players' birth certificate to be eligible for placement on a team.
- c) Players shall play for the district in which the school they attend covers first or in the area in which they reside as defined in LEAGUE STRUCTURE, AREAS AND DIVISIONS Article X.
- d) All parents and players must acknowledge and sign a Code of Ethics with their online registration forms. The Code of Ethics form is available in Appendix D and a printed copy shall be with the by-laws at the scorer's table for each game.

Article 9. LEAGUE STRUCTURE, AREAS, AND DIVISIONS

Section 9.01 Divisions by Grade Level

Shall be divided into four (4) grade divisions, namely the Varsity, JV, Minor and Pee Wee divisions.

Structure:

Division	Grade	Format	Field Size	Ball	Goal	Duration
Varsity	7-8	11v11	100x50 120x75	5	8x24	2 – 30min
JV	5-6	9v9	70x45 80x55	4	6.5x18	4 – 15min
Minor	3-4	7v7	45x35 60x50	4	6x12	4 – 12.5min
Pee Wee	K-2	7v7	45x35 60x50	3	6x12	4 – 10min

Section 9.02 Age Restrictions

- a) Any player that is playing for a high school team or is in the 9th grade or higher is ineligible to play in the JCP League.
- b) Children in pre-K and under 5 years old are not eligible to play.
- c) Players turning 15 before November 30th of the year are not eligible to play.
- d) Any special circumstances will be voted on by the area representatives by majority vote.

Section 9.03 Full Game Day Team

- a) A full gameday team is considered the format size plus 3 additional players.
For example, regarding the Varsity division, a full gameday team would consist of the format size, 11 players, and 3 additional players.
- b) If a team is unable to field a full gameday team on a particular gameday, the coach of the team is allowed to bring players up from the next lower division to fill their roster to the full gameday team number of players as set forth above.

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Section 9.04 Pulling Up Players

- a) A coach is not permitted to pull players up from a lower division such that the number of players on the team for a particular gameday exceeds the number of players defined as a full gameday team as set forth above.

For example, a coach in the JV division, having 10 players on their team roster for a particular gameday, may pull up 2 players from the minor division such that the number of players on their gameday team roster is 12 players.

However, a coach in the JV division having 10 players on their team roster for a particular gameday may not pull up 3 players from the minor division as their game day roster will include 13 players which is one player over the full gameday team for the JV division format size as set forth above.

- b) No player may be pulled up to participate in a game in a higher division that will prevent them from participating in a game in the division that the player is rostered. An exception to this rule may be granted by the Elected Executive Board Members. To seek an exception to this rule the coaches of the lower and higher division must agree that the pulling up of the player is necessary. If deemed necessary by both coaches, the coaches shall contact their area representative and the area representative shall seek an exception to the rule from the Elected Executive Board Members.
- c) Any player pulled up to participate in a game at a higher division is free to return to their division without restriction.
- d) Any pulling up of players must be reported to the opposing team's coach and scorekeeper **prior** to the beginning of the game in which the pulled-up player will participate and annotated on the official scoresheets of both teams.
- e) Any pulling up of players shall be reported by the coach who is pulling up a player to the league webmaster and secretary within 24 hours after the game being played.
- f) If a coach anticipates not having enough players, pulls a player up from the next lower division, and then has enough players arrive at the game to fill a game day roster without the pulled-up player, the pulled-up player cannot play during the game.
- g) No player may participate in a division that is defined in these by-laws for players who are younger or of a lower grade level than said player. However, in the event of extreme circumstances such as physical impairment, an exception can be made by the Area Representatives.

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- h) An individual player is only permitted to participate in 1.5 times as many games as the player is scheduled to participate in in their rostered division in the regular season.
- i) A player may only participate in one (1) game per day. This rule applies to both regular and post-season day.

Section 9.05 Area Field Usage

- a) Field locations must be approved by the executive board and area representatives.
- b) Any existing area in the league may not move their field without the vote of the Area Representative.

Section 9.06 Rostering Of Players

- a) Splitting of Teams:
 - 11 v 11 – area teams shall split at 28 players
 - 9 v 9 – area teams shall split at 24 players
 - 7 v 7 – area teams shall split at 20 players
- b) All rostered teams must be equally divided at least one week in advance of the July meeting via the tool provided by the JCP Soccer League Executive Board.
- c) The league retains full rights to allow or disallow players at any time after final rosters have been submitted and approved.

Section 9.07 Process For Team Division

- a) Team division structure shall be voted on each year for league style or division play at the July meeting
- b) Areas with multiple teams in a division shall:
 - i. Divide the teams as equally as possible to playing level
 - ii. Divide the teams as equally as possible with players for each grade
 - iii. Have no team consisting of one grade level
- c) Each team may have males and females. Note if an area decides to have all female team(s) they can make that decision noting to parents the potential to play against co-ed and/or all boys teams

Section 9.08 Area Boundaries

- a) Any new areas coming into the league must be located within a thirty-five (35) mile radius of the Cumberland City Hall. Areas already in the league as of the 2007 season are exempt from this rule. The league shall consist of only those areas defined in Attachment A
- b) Area Boundaries were set and agreed to at the March 2024 league meeting. No changes to the area boundaries may occur without a league vote. (Included as Appendix A).

The JCP Soccer League, Incorporated was formed to inspire youth, regardless of race, creed, sex, or color to practice the ideals of sportsmanship, soccer skills and physical fitness through the playing of soccer under able and conscientious adult supervision. This organization shall be nonpolitical, nonsectarian, and non-profitable

Article 10. LEAGUE GAME SCHEDULING

Section 10.01 Regular Season

- a) The scheduling of games will be at the discretion of the JCP League Executive Board Members and area representatives.
- b) There will be no scheduled games over Labor Day weekend.
- c) All regular season games must be played prior to the playoffs unless League requirements dictate otherwise.
- d) The schedule should be with an effort towards playing no more than 2 games per week during the second and third week of the season so to allow time for practice and developmental growth between games.

Section 10.02 Time of Day

- a) All games shall begin by 5:30 starting the 4th Monday of September and will be reflected on the schedule.

Section 10.03 Number of Games

- a) Minimum number of games for each division:
 - 14 for Varsity
 - 12 for JV
 - 12 for Minor
 - 10 for Pee Wee Teams

Article 11. LEAGUE RULES

Section 11.01 Start of Activity

No team or area-wide organized activity shall be conducted until the league has secured liability insurance for the calendar dates in which the organized activity is to be conducted.

Section 11.02 Rescheduling Games

- a) The head coach of the home team of any game that is postponed or rescheduled must provide a new date/time to the league webmaster and secretary within 24 hours of the game being rescheduled or postponed.
- b) The postponed or rescheduled game can be played within the regular season, to exclude the last week.

Section 11.03 Uniform Requirements

- a) All field players shall wear matching shirts with numbers on the back.
- b) Goalkeepers shall wear a shirt of a color different from his/her teammates on the field.

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- c) Existing team colors will prevail unless agreed upon by league officials.
- d) No duplication of team colors already in use within the League shall be used by new teams entering the League.
- e) Should an away team arrive at a game wearing shirts of a color or style that do not noticeably contrast in color or style of that of the home team, the home team must don shirts or pinnies that noticeably contrast the color or style of the shirts worn by the away team.
- f) The area specific colors are noted in APPENDIX B.
- g) Teams may not change colors without agreement by the JCP League Executive Board Members and area representatives.
- h) Permission to change the area specific color must be obtained by the July meeting.
- i) All players are expected to have the proper safety gear (shin guards, soccer cleats).

Section 11.04 Code of Conduct

- a) Inappropriate conduct by any fan, player, or coach that is suspected to be harmful to the league or those participating in the league shall be reported to the area representative by the head coach responsible.
- b) Area representatives shall report any suspected inappropriate conduct to the league president within 24 hours in written or email form.
- c) A report of suspected inappropriate behavior must include the names of all the individuals involved.

Section 11.05 Competitive Play

- a) Varsity Process
 - 1. If, during a varsity division game a team takes a six-goal lead, the team must play a player down for each goal that the lead is above 5 goals.
 - 2. Players may be restored to the field as the lead is reduced by each goal.
 - 3. If the lead is reduced to 5 goals the team is permitted to play at full strength.
 - 4. A maximum of four (4) players pulled off the field at any one time.
- b) JV/Minor Process
 - 1. If during a JV or minor division game a team takes a six-goal lead, the leading team is required to make every effort to ensure that the game is played on a more equally competitive level.
 - 2. The league recommends that the leading team attempts to establish an equally competitive game by actions such as modifying the team's formation to be more defensive, placing restrictions on players as to when they are allowed to make attempts on goal, removing more skilled players from the field of play, etc.
 - 3. While the league is considered a competitive league, developing the individual skill and love of the game in each player is the intent of the league.
- c) Pee Wee Process
 - 1. If during a pee-wee division game a team takes a six-goal lead, the leading team is required to make every effort to ensure that the game is played on a more equally

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competitive level.

Article 12. RULES OF PLAY

The JCP Soccer League shall operate under the rules outlined in the National Federation of State High School Associations (NFHS) handbook for the corresponding league calendar year with the following **exceptions**:

1. The duration of each game shall be in accordance with the table set forth in item 1 of the LEAGUE STRUCTURE, AREAS, AND DIVISIONS section of these by-laws.
2. During the regular season, games ending in a tie shall be considered final.
3. Any player or coach receiving a yellow card or red card must be recorded in the official scoring report at the end of the game where the yellow/red card was issued with a copy to the corresponding area representatives.
4. Any player receiving a red card shall sit out the next game at which the player is present.
5. Any coach receiving a red card must not communicate with the players or assistant coaches of their team during the next game in which the coach would have participated.
6. The game clock shall be stopped when a substitute by the team in the lead is gestured onto the field in the final 5 minutes of the second half or the fourth quarter only. Should a team repeatedly substitute to consume time in the final 5 minutes, the referee will signal to stop the clock during substitutions and will notify the offending team (this may be construed as unsportsmanlike conduct).
7. Within the Pee Wee division, during a game, a maximum of two coaches are permitted on the field from each team; however, coaches are NOT allowed to be within the 18-yard box during the normal run of play. If the normal run of play is stopped, for example for a goal kick or a penalty kick, the coach is permitted within the 18-yard box to assist players with the resumption of normal play.

Article 13. PLAYER RULE CLARIFICATIONS

Section 13.01 Goalie Possession

- a) Rule only applies to Minor or Pee Wee Divisions
- b) A goalie possessed ball **may not** be drop-kicked, punted, or thrown past midfield in the air.
- c) The result will be an indirect kick by the opposing team at midfield.
- d) A live ball played on the ground to the goalie's feet may cross midfield.
- e) This rule does not apply to goal kicks taken by the goalie or any other player.
- f) Once a goalie has possession of the ball, the opposing team must provide 10 yards to allow the goalie to release the ball.
- g) A ball is considered live once a goalie lets a ball bounce two (2) times or places it on the ground to be played by his/her feet.

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Section 13.02 Slide Tackle

- a) No player in the minor or Pee Wee divisions shall be permitted to slide tackle an opponent. The result is an indirect free kick from the spot of the foul.

Section 13.03 Throw-Ins

- a) Within the Pee Wee division any player who commits a foul throw is afforded a second throw in. If the second attempt is again a foul throw the opposing team is awarded a throw in at the spot of the foul.

Section 13.04 Offsides

- a) Within the Pee Wee division there are no offsides unless the player is grossly abusing the rule i.e., cherry picking.

Section 13.05 Goal Kicks

- a) Within the Pee Wee division if after two attempts of a goal kick, a player is not able to kick the ball out of the 18-yard box, the ball shall be moved to an edge of the 18-yard box and kicked from the edge of the 18-yard box by the player who failed to kick the ball out of the 18-yard box on the two previous attempts.

Section 13.06 Heading the Ball

- a) No player in the Pee Wee or Minor division shall be permitted to head the ball on purpose. Result is an indirect kick from the spot of the foul.

Section 13.07 Safety Precautions

- a) All players are expected to have the proper safety gear (shin guards, soccer cleats).

Article 14. REGULAR SEASON GAME STRUCTURE RULES

Section 14.01 Number of Players Exceptions

- a) Within the Pee Wee division, teams shall play 7v7. However, if agreed upon by both coaches' games played within the Pee Wee division may be played 8v8 or 9v9 in order to increase the play time of players

Section 14.02 Playing Time

- a) Each player in each division shall play in every game.
- b) A player not playing in the game because of being disciplined by the parent and/or legal guardian shall have it documented prior to the start of the game and notification shall be

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made to the opposing coach. The coach must also notify their area representative of this lack of play time.

- c) Should a player not be allowed to play in a game due by a coach for behavioral issues, illness, missing practices, unsportsmanlike matters, etc., the coach must notify an opposing team's coach prior to the start of any game wherein the player will not participate. The coach must also notify their area representative of this lack of play time.

Section 14.03 Team Responsibilities

- a) All HOME teams must supply a table and airhorn to signal end of time for the scorekeeper and clock keeper.
- b) A NFHS rule book (that is purchased by the league and distributed to area reps) and a copy of the by-laws shall be at the scorer's table.
- c) Each team must have one score keeper.
- d) The official clock shall be kept at the table where both teams can see it.
- e) It will be the responsibility of each team to furnish three (3) balls at each home game.
- f) The home team must also supply two (2) ball runners
- g) Team solicitation shall be confined to a Teams Own Field of play.

Section 14.04 Official Scorekeeping

- a) Both teams must ensure head coaches and officials inspect, confirm, and sign both the home and away teams' scorebooks at the completion of each game and before leaving the field to confirm the score and outcome of the game.
- b) The referees' names must be printed in the book and reported with game statistics.

Section 14.05 Reporting of Game Statistics

- a) (ELECTRONIC) After a game in the minor, JV, or Varsity division, it is the responsibility of the head coach of the home team to report the game statistics within 24 hours of the game being played. The game statistics shall include goals, assists, and saves by named players of each team participating in the game. These statistics may be reported to area media outlets by the JCP Webmaster.
- b) For the Pee Wee Division games there will be no official score reported to area media outlets; however, the overall score by each team should still be reported within 24 hours of the game being played. This statistic will be used for development purposes only.
- c) Key points on the reporting of game statistics:
 - o Head coach or designee (We can have up to 2 email addresses per team)
 - o Home team reports the game score and their team's individual stats.
- d) Away team only reports their team's individual stats.

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Section 14.06 Decorations and Air Horns

- a) Teams allowing coaches, players, or fans to use shaving creams, silly string, or any other substance which may damage playing fields or surrounding surfaces will be responsible for damage.
- b) The possession of an air horn on a field is limited to the scorekeeper or clock keeper. Air horns are not permitted at any other location on the field during the game.

Article 15. PROTEST PROCEDURES

Section 15.01 Game Day Conduct

- a) The league president shall investigate all reported incidents of suspected inappropriate behavior and attempt to correct behavior that is determined to be inappropriate.
- b) If the league president is not able to correct the inappropriate behavior, an unscheduled meeting of the area representatives and board members may be called to investigate the inappropriate behavior and to agree upon the necessary actions to correct the inappropriate behavior.
- c) Any original copy of the report of the suspected inappropriate behavior must be made available to all executive board members and area representatives prior to the meeting.
- d) If the Executive Board Members and area representatives cannot come to an agreement about the necessary actions to correct the inappropriate behavior, the Board of Commissioners shall be convened.

Section 15.02 Game Day Rule Violations

- a) A protest shall be considered only when based on the violation or interpretation of playing rule or the use of an ineligible player.
- b) No protest shall be considered as a result of a decision involving an Official's judgment.
- c) Only the Area Representatives or Coaches shall immediately notify an official of the time of the violation.
- d) If a written protest is filed, it must be filed within 24 hours of the end of the game.
- e) A ten-dollar (\$10.00) fee is to accompany each protest, which will be refunded only when a protest is honored.
- f) All protests should be forwarded to the President by the Area Representative.
- g) The President will forward all protests to the Board of Commissioners who will consider the validity of the protest after a face-to-face meeting with a representative from each side, a board member, and three (3) Commissioners in attendance.
- h) Until the meeting has been held and a decision has been made, no suspension or action will be taken if the dispute or protest involves a coach or a player. If the suspension is found valid by the Commissioners, then a vote of the Commissioners will be final. Protests must be resolved by the Commissioners within seven (7) days after receipt by the Board of Commissioners.

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Article 16. OFFICIALS

Section 16.01 Officials Qualifications

- a) MPSAA, PIAA, and WVSSAC sanctioned officials are automatically qualified.
- b) It is recommended that the JCP League have a sanctioned referee clinic each year. Anyone attending will be sanctioned for five years.

Section 16.02 Use of School Age Officials

- a) All referees for Varsity and JV games must be in the 10th grade and up.
- b) Minor game referees must be in the 10th grade or higher or may be approved by the league as an exception for 8th and 9th graders.

Section 16.03 Officials Conflicts of Interest

- a) Coaches may not act as both a coach and the referee within the same game. This rule does not apply to the Pee Wee division.

Section 16.04 Officials Fees by Division

- a) Fees amounts are negotiated each year and will be published in the meeting minutes following the April meeting.
- b) For reference only:
 - a. 2023: \$20 for Minor, \$25 for JV and \$30 for Varsity;
 - b. 2024: \$25 for Minor, \$30 for JV and \$35 for Varsity (increase each by \$5 from 2023)
 - c. 2025: \$25 for Minor, \$30 for JV and \$35 for Varsity (stayed the same from 2024)

Section 16.05 Officials - Number Per Game

- a) The optimal choice would be to utilize a minimum of two (2) officials for every game (a three-man system may be used).
- b) Each team must bring one (1) official to the game and provide that official with a set of penalty cards to be used at each game.
- c) The home team will have the head official.
- d) In the case where a team arrives without a referee, that team would pay for a replacement referee from the other team.
- e) Should another referee not be available, the team without a referee will pay the other team's referee fee and both coaches will need to agree to use a one referee system with an agreement on how to call off-sides. (Calling off-sides will need to be mutually agreed upon and cannot be a cause for an official protest. Any disputed off-sides will need to be discussed with head coaches and game officials).

Section 16.06 Officials – Post Regular Season Play

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- a) MPSSAA, PIAA and/or WVSSAC Officials are required for playoff games.
- b) The League will assign three (3) referees for the Championship games.
- c) The cost of officials for the Championship games will be paid for by the League
- d) The cost of officials for playoff games will be paid by the participating teams following Section 16.04 pay scale.

Article 17. PLAYOFFS

Section 17.01 Number of Teams and Ranking of Teams

- a) Pee Wee Division is developmental and excluded from all JCP League playoff rankings and standings.
- b) Number of teams participating in playoffs shall be decided at the beginning of the season based on the number of teams in each division.
- c) Teams will utilize the following point system for regular season games
3 points for win 1 point for tie 0 for loss

Section 17.02 Tie Breaker Process for Ranking

- a) Record of head-to-head games played during regular season.
- b) Total regular season wins - the team with most wins shall be seeded higher even if tied with points.
- c) If a tie remains, then the higher seed will be the team that gave up the least number of goals during the season.
- d) If teams are still tied, then the higher seed is the team that scored the most goals during the season.

Section 17.03 Timing of Playoff Games

- a) The playoff games start within one (1) week after the close of the regular season.
- b) The League will set playoff dates for everyone to follow.
- c) First date to be used by everyone unless need to cancel due to weather then the second date will be used.
- d) Championship games are to be played at the earliest possible date at a field agreed on by the Area Representatives.

Section 17.04 Score Tie Breaker Process for Post Regular Season Play

When the score is tied at the end of regulation time, the referee will instruct both teams to return to their respective team areas.

- a) There will be five minutes (time permitting) during which both teams may confer with their coaches and the head referee will instruct both teams as to proper procedure.
- b) There shall be one full 10-minute sudden victory overtime period
- c) A coin toss shall be held to determine possession and/or defending side.

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- d) At the end of the 10-minute overtime period if the game is still tied, teams will engage in penalty kicks. (The only players that participate in the penalty kicks will only be those players that are on the field of play at the end of the last overtime period).
- e) Before penalty kicks begin, all coaches, officials and team captains shall assemble at the halfway line to review the procedure as outlined below:
- f) The head referee shall choose the goal at which all the kicks from the penalty mark shall be taken.
- g) Each coach will select any five players, including the goalkeeper, to take the kicks.
- h) A coin toss shall be held. The team winning the toss shall have the choice of kicking first or second.
- i) Teams will alternate kickers. There is no follow-up on the kick.
- j) The defending team may change the goalkeeper with a player that was on the field of play at the end of the last overtime period prior to each penalty kick.
- k) Following five kicks for each team, the team scoring the greatest number of these kicks shall be declared the winner.
- l) If the score remains tied after each team has had five penalty kicks, each coach will select five different players (that were on the field of play at the end of the last over time period) than the first five who already have kicked to take the kicks in a sudden-victory situation, wherein if one team scores and the other team does not score, the game is ended without more kicks being taken.
- m) If a team has fewer than ten available players at the end of the first set of kicks from the penalty mark due to either injuries or disqualification, the coach must use all players who have not participated in the first five kicks. The coach may choose additional players from the first five kickers to ensure that five different players participate in the second set of kicks.
- n) Unless participating in the kicks as a kicker or goalkeeper, team members, coaches and other bench personnel shall remain in a designated area as determined by the head official.
- o) When a goalkeeper is issued a caution during any set of five kicks, he/she cannot re-enter until the next opponent completes his/her kick. A substitution is permitted for the cautioned goalkeeper.
- p) Any player, including the goalkeeper, who is disqualified may not participate any further. If his/her kick is not already completed, an eligible substitute is permitted.

Article 18. AWARDS

Section 18.01 Ebbie Finzel All Area

- a) Each Varsity coach will name one player to the Ebbie Finzel All Area Team.
- b) The Ebbie Finzel players will be recognized on the website and given a t-shirt paid for by the League.

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Section 18.02 Championship Games

- a) At the Championship games, the League will assume the cost of all trophies for minor, JV and Varsity teams.
- b) The winning team will be given a Champion team trophy and individual champion trophies. The losing team will be given a Runner-Up team trophy and individual runner-up trophies.
- c) All trophies awarded by the JCP League are given to the team and may be accepted by the coach or area representative on behalf of the team.

Article 19. AMENDMENTS

By-Laws may be amended at any time deemed necessary by the area reps and Executive Board Members by a two-thirds (2/3) vote of Area Representatives present and voting.

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Article 20. APPENDICES

Section 20.01 APPENDIX A – JCP Boundaries

PURPOSE and EXPLANATION

JCP has determined it is necessary to establish boundaries for each area in the league. The purpose is that the establishment of boundaries will add a level of fairness for each area within the league and allow areas to sustain a program of at **least two (2) divisions**.

The document that represents JCP's final decision on boundaries is to be incorporated into the JCP by-laws as an attachment.

The following will constitute the "Home" areas for JCP teams. A Home area is a specific geographic region defined by JCP. JCP may define an area by a specific description or use the description of an area as defined as the community.

The term "resides", or "residence" shall mean first, that place where the child spends the night the majority of the year; second (if the first definition is not applicable), the terms shall mean the residence of the parent with primary physical custody of the child.

Players will be assigned based on the selection made during the registration process – it will be either the school attended or where the child resides.

Any new areas coming into the league must be located within a thirty-five (35) mile radius of the Cumberland City Hall. Areas already in the league as of the 2007 season are exempt from this rule.

BOUNDARIES

a) **Pennsylvania**

1. **Bedford** – Any child that attends a school within the Bedford Area School District in Bedford County, Pennsylvania. Bedford's Program will be K–6.
2. **Everett** – Any child that attends a school within the Everett Area School District in Bedford County, Pennsylvania. Everett's program will be K-6.
3. **Hyndman** – Any child that attends a school within the old Hyndman school district, the Hope for Hyndman Charter School (K-6), or Meyersville school district.

b) **Private Schools**

1. **Bishop Walsh** – Any child that attends Bishop Walsh School or is enrolled in the Bishop Walsh home school program will play for Bishop Walsh. Bishop Walsh's Program will be K–8.
2. **Calvary** – Any child that attends Calvary Christian Academy or is enrolled in the Calvary Christian Academy home school program will play for Calvary. Calvary's Program will be K–8. Note that Calvary North students may choose to play with Northern Garrett Area.
3. **Lighthouse Christian Academy** - Any child that attends Lighthouse Christian Academy or is enrolled in the Lighthouse Christian Academy home school program will play for Lighthouse Christian Academy. Lighthouse's program will be K–8.
4. **Messiah Christian Academy**

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c) **Mineral County**

1. **Frankfort** – Any child that attends school within the Frankfort School District as noted on the Mineral County Board of Education School District Map (or similar document). Frankfort's Program will be K–8.
2. **Keyser** – Any child that attends school within the Keyser School District as noted on the Mineral County Board of Education School District Map (or similar document). Keyser's Program will be K–8.

d) **Garrett County**

1. **Northern Garrett** - Any child that resides in the Northern Garrett School District. Northern Garrett's Program will be K-8
- ~~2.~~

e) **Allegany County**

1. **Braddock** Any child attending any feeder Elementary school within the Braddock Middle School District (excluding specific elementary schools in other areas) or attends Braddock Middle School. Braddock's Program will be K–8.
2. **Ellerslie** – Includes any child that resides in Ellerslie, MD. It also includes the boundary up to but not including MD 47, Mt Savage School District North. Ellerslie's Program will be K–6 system based off boundaries.
3. **Flintstone** - Any child attending or attended in 5th grade **Flintstone** Elementary School. Flintstone's program will be K–6.
4. **Frostburg** – Any child that attends or attended in 5th grade **Frost** or **Beall** Elementary Schools. Frostburg's Program will be K–6.
5. **George's Creek** – Any child that attends **George's Creek** or **Westernport** Elementary schools or Westmar Middle School. Georges Creek's Program will be K–8.
6. **Mount Savage** – Any child that attends **Mt. Savage School (K-8)** or Hyndman 7th or 8th grade , excluding that area noted for Ellerslie.
7. **PVAA** – Any child that attends or attended in 5th grade **Bel Air** or **Cresaptown** Elementary School District. PVAA's Program will be K–6.
8. **Washington** - Any child attending feeder Elementary school within the Washington Middle School District (excluding specific elementary schools in other areas) or attends Washington Middle School. Washington's Program will be K–8.

Home Schooled Children - Any home-schooled child will play in his/her home area as defined by their home area boundary except for children who are **enrolled** in the Calvary and Bishop Walsh Home School program which will play for Calvary and Bishop Walsh respectfully.

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Section 20.02 APPENDIX B – JCP Team Colors

League Rule: All team members should wear matching shirts: full uniform is required, with the exception of the goalkeeper, whose jersey will be different from his/her teammates on the field. Existing team colors will prevail. No duplication of team colors already in use within the League can be used by new teams entering the League. Should an away team arrive at a game wearing shirts of a color or style that do not noticeably contrast in color or style of that of the home team, the HOME team must don shirts or pinnies that noticeably contrast the color or style of the shirts worn by the away team.

Teams may not change colors without permission from the League.

Bedford – White/Navy Blue

Bishop Walsh – White/Burgundy

Braddock – White/Royal Blue

Calvary – Royal Blue/Black/White

Ellerslie – Light Blue

Everett – Grey

Flintstone – Orange/Black

Frankfort – Carolina/Navy Blue

Frostburg – Black

Georges Creek – Yellow

Hyndman – Orange/White

Keyer – Black/Gold

Lighthouse Christian Academy - Navy Blue/Gold Stripes

Messiah Christian Academy - ????

Mount Savage -- Dark Green

Northern Garrett – Royal Blue/Gold

PVAA – Navy Blue/White

Washington – Red/White

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Section 20.03 APPENDIX C – Field Dimensions

This is a chart of field dimensions as recommended by US Youth Soccer and FIFA:

Age Group	Length (yd)	Width (yd)	Goal Box (yd)	Penalty Box (yd)	Center Circle (yd)	Goals(ft)
Pee-Wee Minor	45-60	35-45	6 yds from each goal post 6 yds into field of play	14 yds from each goal post 14 yds into field of play	8 yds radius	6 ft high 12 ft wide
JV	70-80	45-55	6 yds from each goal post 6 yds into field of play	14 yds from each goal post 14 yds into field of play	8 yds radius	6 ft high 18 ft wide
Varsity	100-130	50-100	6 yds from each goal post 6 yds into field of play	18 yds from each goal post 18 yds into field of play	10 yds radius	8 ft high 24 ft wide

NOTES:

A buffer zone, also known as a safety space cushion, is a safe distance around the perimeter of a soccer field where participants are expected to be free of obstructions. The REQUIRED buffer zone for a soccer field is 10 feet around the outer perimeter. Caregivers can be held liable if an injury occurs due to an insufficient buffer zone.

Spectator location

Spectators should be on the opposite side of the field from the players and coaches.

Team bench separation

Team benches should be separated by a 10-yard neutral zone and be at least 10 feet from the touch line.

Run-off area

The run-off area, or buffer zone, beyond the pitch should be free of obstacles to ensure players and officials don't injure themselves.

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Section 20.04 APPENDIX D – Code of Conduct and Ethics

All players, parents/ guardians/ and/or relatives of a JCP soccer player, and coaches promise to uphold the following:

Players:

All players on a JCP Team will follow the following rules:

- I will treat my coaches, my teammates, other players, referees, and spectators with respect at all times.
- I will be a positive role model and encourage good sportsmanship from fellow players, coaches, and parents at all times.
- I will not bully or haze any teammate or other person involved with JCP. I will report any bullying or hazing to the coaches or staff members.
- I will remember that all players have talents and weaknesses, the same as I do. I will never ridicule or yell at any player for making a mistake during a soccer game or during practice.
- I will listen to my coaches and do what is asked of me in order to improve my game and my position on the team. If I need to leave a practice or game early I will inform my coaches in a timely manner.
- While sitting on the bench during a game, I will watch the game and support my teammates who are in the game. I will provide only positive comments to the players on the field.
- I understand that I am responsible for my uniform and my equipment.
- I understand that I must be on time and play my best at all practices and games.
- Once I am at the soccer field for practice, I will not utilize my cell phone to call or text anyone unless I receive approval from one of my coaches.
- I will tell one of my coaches in advance if I cannot attend practice or games.
- I will never use social media to damage my reputation or our soccer community.
- I understand that posting hurtful information can destroy a friendship, family relationships, and even a soccer team in a matter of minutes. I will treat these words for what they are: permanent records that can never be erased.
- I understand that drug use and other inappropriate behavior, including posting inappropriate information on any social media are grounds for dismissal from the team.

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Parents/Guardians/and/or Relatives of JCP Player(s):

Parents are an important part of a players' soccer development and of a team's success. Parents are an integral part of the JCP Soccer community. As such, parents' behavior on the sideline and support of their child is of the utmost importance. Towards that end, this contract outlines what is expected of parents in order to create a positive environment for all players. By allowing your player to accept a spot on a JCP Soccer Team you are accepting the parent contract.

- *Parents MUST display appropriate behavior on the sidelines at all times.*
- *Encourage players with cheers and positive comments ONLY.*
- *Demonstrate good sportsmanship.*
- *NEVER speak to the referee, opposing coach, or opposing players during a game.*
- *Only speak to opposing parents in a complimentary fashion, or if you know them personally. No matter their behavior, how the other team or coach acts, you should be the better and more mature person!*
- *Do not speak about players on the team while on the sideline. Do not speak negatively about an opposing player while on the sideline. You have no idea who is overhearing you, or who may be friends or relatives of that player's family. Do not speak about players in any negative way. Remember, they are kids!*
- *Do NOT coach or give instructions to players on the field. This applies to your own child as well as other players on the team.*
- *Have players at practice and games on time. (Notify the coach in advance if a player cannot attend a scheduled practice or game.)*
- *Support the coaches, they are volunteering to help your child learn the game of soccer.*
- *Focus on effort and development — not on winning.*
- *You are responsible to ensure that all family members and guests you bring to games are aware of the codes of conduct*

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Coaches:

Coaches are the main conduit towards a players' soccer development and of a team's success. Coaches are volunteers who give their time effort during the season and are an integral part of the JCP Soccer community. As such, coaches' behavior on the sideline and dedication towards the developmental goals of the JCP League. Towards that end, this contract outlines what is expected of coaches in order to create a positive environment for all players.

- *Coaches MUST display appropriate behavior on the sidelines at all times.*
- *Encourage players with cheers and positive comments ONLY.*
- *Demonstrate good sportsmanship.*
- *NEVER speak to the referee, opposing coach, or opposing players during a game.*
- *Do not speak about players on the team while on the sideline. Do not speak negatively about an opposing player while on the sideline. You have no idea who is overhearing you, or who may be friends or relatives of that player's family. Do not speak about players in any negative way. Remember, they are kids!*
- *Ensure that all coaching rules of play are followed to include, but not limited to: running up scores, not playing players, etc.)*
- *Provide direct communication to all player's points of contact on the importance of character, sportsmanship, and politeness.*
- *Focus on effort and development — not on winning.*