

SUFFOLK SOCCER INTERLEAGUE

Five Goal Differential Rule

All SSI games are friendly scrimmages. These are not Competitive Travel games where standings are kept and placement determined by the number of games you win. We are dealing with recreational youth players NOT professionals, who play each week for the FUN of it. Most will agree it is not fun to be on the losing side but more so if there is a lop-sided score.

To keep the scrimmages as friendly as possible we use the 5 goal differential rule so as not to RUN up the score. The *five goal differential rule* used to be simply a guideline that we strongly recommended all coaches in the Suffolk Soccer Interleague follow but unfortunately there were still too many lop-sided scores.

The *five goal differential rule* will no longer be just a guideline but a rule enforced by the referees with the following framework

After the leading team goes up by four goals, the referee will inform the coach that they **MUST** take a player off the field. (The trailing team does not remove a player.)

After the leading team goes up by five goals, the referee will inform the coach that they **MUST** take a second player off the field. (Again, no action required by the trailing team.)

If the leading team scores again making a 6 goal differential, the GAME is OVER.

NOTE:

At no time should “keep away / 5 passes “ be used as a method to control the game. It is demoralizing to the opponent !!

Teams (Clubs) abusing this rule will be fined and put on probation.

As a coach you should know your players strengths and weaknesses.

Any time you score three goals in a short time, it is safe to say you're the stronger team at that moment. You do not have to have years of experience to know this.

First, here are some things **NOT** to do in an attempt to control the score.

- Never yell out DO NOT score, or any type of negative statement to your players where the opponent players can hear.
- Playing keep away (5 Passes) style is NOT always the answer,

The following are some points to help control any scrimmage that may get out of hand.

- Put restrictions on your players such as one-touch passing
- Switch your stronger players with your non-dominating players.
- Hold your defensive players back; they don't have to push up to or beyond the half-line.