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Suburban Friendship League

Procedures and Processes – Sportsmanship Awards (Effective March __, 2010)

OVERVIEW

The SFL was requested by the clubs to consider a method of recognizing those teams and their coaches who exhibit the values that youth sports in general and the SFL specifically seeks in our games – fair play and sportsmanship. Travel soccer leagues such as ODSL and WAGS have sportsmanship awards that recognize dedication to fair play and sportsmanship. DC United is involved in recognizing the sportsmanship award recipients from ODSL and WAGS, and they have offered to do the same for the SFL. In the Spring 2010 preseason meeting it was decided that the SFL should develop an approach to reward those teams that are consistently “caught doing good”.

BACKGROUND

In the Spring 2010 preseason meeting, the SFL Club Representatives provided a great deal of information on their experiences with the ODSL and WAGS programs and based on their knowledge of the SFL operations some of the things that thought would work and some things that they did not believe would work. It was agreed that the SFL Commissioners and Administrator should develop an approach for a Sportsmanship Award program for the Spring 2010 season using the following principles:

- The referees should be the individuals that decide the rating given to a team.
- The rating scale should be from 1 to 5.
- The SFL should develop a short list of items that should be considered by the referee and provide examples of performance indicators for each item so that the referees have some guidance on “what is meant by a 1 or a 5”.
- The clubs should maintain the ratings provided to each team and then provide them to the SFL at the end of the season. It should be left up to the clubs to decide how the ratings should be accumulated.
- The SFL should develop an approach to facilitate the clubs ability to report their observations.
- A “minimum reporting” standard, such as game reports on at least 75 percent of the games played on a club’s home field, should be established before a team from that club could be considered for the award. However, it was agreed that for the first

1 season, the SFL Commissioners could waive that requirement until the operational
2 issues were better understood.

- 3
- 4 • Yellow and red cards received should also be considered in the rating process.
- 5

6 The SFL Club Representatives noted that the SFL has some significant differences from the
7 travel leagues and that the initial approach may need to be revised in future seasons to address the
8 “lessons learned” during the first season.

9

10 **APPROACH FOR CAPTURING A**

11 **TEAM’S SPORTSMANSHIP INFORMATION**

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13 The SFL currently provides each club a consolidated list of games scheduled on its field that can
14 be loaded into a spread sheet. This information is provided to the club’s SFL Club
15 Representative, Club Field Coordinator, and Club Referee Coordinator. In addition, the SFL has
16 developed a spread sheet that can be used to capture the necessary information for reporting to
17 the SFL the sportsmanship information provided by the referees. This form can be found on the
18 SFL Forms page (<http://www.sflsoccer.org/sportsmanship.xls>). The following process can be
19 used to transfer the information on the spread sheet version that shows the regular season games
20 to this spread sheet.

- 21
- 22 • Download the entire regular season schedule in the spread sheet format and highlight
23 the cells below the headings.
- 24
- 25 • Right click on the highlighted cells and select “Copy”.
- 26
- 27 • Open up the spread sheet used to capture the sportsmanship information.
- 28
- 29 • Right click and select “Paste Special” and select “Values”.
- 30

31 Once the sportsmanship spread sheet is populated with game information, the club can provide
32 the necessary information. The following information is captured for each game that is reported
33 by the club.

- 34
- 35 • Overall ranking from 1 to 5 with 5 being the highest rating. Guidance on how to
36 determine these ratings is discussed elsewhere in this document.
- 37
- 38 • The number of red cards issued in the game to the home team.
- 39
- 40 • The number of yellow cards issued in the game to the home team.
- 41
- 42 • The number of red cards issued in the game to the visiting team.
- 43
- 44 • The number of yellow cards issued in the game to the visiting team.

1 If the club does not have the information necessary to put in a rating, e.g., the referee does not
2 provide the necessary information, then all rating values for that game should be “0” or left
3 blank.
4

5 **CRITERIA USED FOR RATING TEAMS**

6

7 The head referee should rate the home and away team for each in accordance with the
8 procedures developed for their club. The following are examples of conduct that are
9 representative of each rating category.
10

11 **Category 5 (Highest)**

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- 13 • No outbreaks of dissent (players, coaches, and parents) toward the officials.
- 14 • Coach(es) provides positive feedback/remarks to players of both teams.
- 15 • In the opinion of the referee, the game is being played with little or no problems,
16 resulting in not more than 2 fouls being called on the team.
17
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20 **Category 4**

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- 22 • Not more than one outbreak of dissent (players, coaches, and parents) toward the
23 officials.
- 24 • Coach(es) provides positive feedback/remarks to players of the coach’s own team.
- 25 • In the opinion of the referee, fair field play resulted with not more than 3 fouls being
26 called on the team
27
28
29

30 **Category 3**

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- 32 • Parents, coaches, and players showed up and the game was played.
- 33 • Not more than two outbreak of dissent (players, coaches, and parents) toward the
34 officials.
- 35 • In the opinion of the referee, fair field play resulted with not more than 3 fouls being
36 called on the team
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1 **Category 2**

- 2
- 3 • Not more than three outbreak of dissent (players, coaches, and parents) toward the
 - 4 officials.
 - 5
 - 6 • The showing of one yellow card.
 - 7
 - 8 • Persistent infringement of the rules by more than one player.
 - 9
 - 10 • In the opinion of the referee, field play deteriorated slightly and up to 5 fouls were
 - 11 called on a team.
 - 12

13 **Category 1 (Lowest)**

- 14
- 15 • The showing of a red card.
 - 16
 - 17 • More than four outbreak of dissent (players, coaches, and parents) toward the
 - 18 officials.
 - 19
 - 20 • In the opinion of the referee, field play deteriorated and 6 or more fouls have been
 - 21 called on a team.
 - 22

23 It is recognized that a team may exhibit behaviors in more than one category during a game. It is
24 up to a referee to decide the overall impact of these behaviors and arrive at a composite rating.
25 This rating may not be appealed, i.e., the referee's decision is final.

26

27 **HOW TEAMS ARE RANKED**

28

29 Teams will be ranked using the following steps.

- 30
- 31 • A determination will be made on whether the team's club has provide adequate rating
 - 32 information.
 - 33
 - 34 • Using the rating information provided by the clubs, sportsmanship points will be
 - 35 determined for each team.
 - 36
 - 37 • Ranking teams.
 - 38

39 **Determining Whether Adequate Rating**
40 **Information Has Been Received**

41

42 By 6 PM on the Wednesday following the last regular season game weekend, each club is
43 required to provide the SFL the ranking information it has collected during the season if it
44 desires for its teams to be considered for the sportsmanship award. If the rating spread sheet has

1 not been received by that time, then it is assumed that the club does not desire for its teams to be
2 considered. The SFL will review the information on these spread sheets and calculate a
3 composite sportsmanship rating using the process described below. If a club does not provide a
4 rating on a sufficient number of games, then that club's teams will be excluded from the award
5 competition. It is up to the SFL Commissioners to decide what is considered an acceptable
6 number, however, for the first season, it is expected that at rating must be provided for at least 75
7 percent of the home games for a given club. For example, if the SFL has scheduled 110 home
8 games for a club and 100 of those games were played (the other 10 game were not played for
9 some reason) then ratings must be provided for 75 games. The following are examples of games
10 that are not considered played for the purpose of this computation.

- 11
- 12 • Games where a score was not reported to the SFL.
- 13
- 14 • Games where a scheduling forfeit was assigned to either (or both) teams. Forfeits
15 assessed due to a team failing to provide a roster to the other team are considered
16 scheduling forfeits for purpose of this analysis.
- 17
- 18 • Games shown as unscheduled
- 19

20 Games where the game is played but forfeits are assessed for non scheduling reasons are
21 counted. For example, a team may have used an illegal player in the game that was detected or
22 validated after the game was concluded. In these cases, the team receiving the forfeit will
23 receive a "0" ranking regardless of the rating provided by the referee.

24 **Determining Sportsmanship Points**

25
26 The following formula will be used to calculate the sportsmanship points for each game:

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28
$$((\text{Sportsmanship ranking provided by the referee times } 10) \text{ less } 5 \text{ points for each red card}^1$$

29
30
$$\text{received less } 2 \text{ point for each yellow card received less SFL assigned red card points}^2)$$

31
32
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¹ If a red card is given for the accumulation of 2 yellow cards, then only the red card penalty is assessed. In other words, the team is only assessed a 5 point penalty rather than a 9 point penalty (5 points for the red card and 4 points for the 2 yellow cards that resulted in the red card).

² The SFL will assess a 5 point penalty for each game where the red card offense results in a game suspension of more than one game. As noted in the rules, some offenses require an automatic 2 game suspension. In these cases, the SFL will assess another 5 point penalty.

1 **Example A**

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3 Team A receives a sportsmanship score of 3 by the referee and received no red or yellow
4 cards. Team A would get 30 sportsmanship points (3 times 10).

5
6 **Example B**

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8 Team A receives a sportsmanship score of 3 by the referee and also received one (1) red
9 card and one (1) yellow card. Team A would get 23 sportsmanship points ((3 times 10)
10 less 5 points for the red card and less 2 points for the yellow card).

11
12 **Example C**

13
14 Team A received a sportsmanship score of 3 by the referee and also received one (1) red
15 card for fighting and no yellow cards. Team A would get 20 sportsmanship points ((3
16 time 10 less 5 points for the red card less 5 points since the red card, per the SFL rules,
17 requires a 2 game suspension).

18
19 **Ranking Teams**

20
21 It is recognized that the number of games where sportsmanship points can be earned may vary
22 for a number of reasons that are beyond a team's or club's control. For example, the team may
23 not be able to play as many games as another team for reasons beyond that team's control or the
24 club where that team plays one or more of its away games does not provide any sportsmanship
25 ratings on its games. Accordingly, a process was developed that attempts to compensate for
26 these kinds of problems. As more experience is gained, this process will be refined.

- 27
28
 - 29 • As noted earlier, teams from clubs that do not provide sufficient rating information
30 will be eliminated from the ranking process.
 - 31 • The total sportsmanship points earned for each team eligible for consideration will be
32 divided by the number of games where points were earned. For example, if a team
33 received rating information for 5 games and earned 200 sportsmanship points in those
34 5 games, then the average sportsmanship points per game would be 40.
 - 35 • The average sportsmanship points per game will then be multiplied by the number of
36 games considered played and eligible for sportsmanship points to arrive at the gross
37

1 sportsmanship points earned.³ This is commonly referred to as the gross
2 sportsmanship points.
3

- 4 • If the highest ranked teams were scheduled for an unequal number of games, (e.g.,
5 one team was scheduled for 8 games while the other team was scheduled for 7
6 games), then the average sportsmanship points per game for the team with the largest
7 number of games will be computed by taking the total sportsmanship points earned
8 and dividing it by the number of games where sportsmanship points were earned.
9 This average will then be multiplied by the number of games used to calculate the
10 sportsmanship points for the team with the fewer games. For example, assume that
11 Team A played 8 games while Team B played 7 games. The sportsmanship points
12 for Team A would be calculated by taking the gross sportsmanship points earned,
13 dividing it by 8, and then multiplying it by 7 (the games Team B played). This is
14 commonly referred to as net sportsmanship points.
15

16 Should two or more teams have the same number of net sportsmanship points, then the following
17 process will be used to break ties.
18

- 19 • The team with the highest percentage of originally scheduled games actually played.
20 For example if Team A and Team B have the same number of net sportsmanship
21 points but Team A played all 8 of its scheduled games while Team B only played 6 of
22 its scheduled games, then Team A will be declared the winner. On the other hand, if
23 both of the teams played all of their scheduled games, they will still be considered
24 tied since both teams played 100 percent of their scheduled games.
25
- 26 • The team with the highest number of sportsmanship points received in a comparable
27 number of games played on another club's field. For example, if Team A received
28 100 sportsmanship points in games played on other clubs' fields and Team B earned
29 90 sportsmanship points in games played on other clubs' fields, then Team A would
30 be declared the winner. Should the number of actual games played on opposing
31 clubs' fields be different, then a calculation will be made using the process described
32 above for making the points comparable. Using the data contained in the above
33 example the calculation would work as follows, if Team A played 4 games on
34 opposing clubs' fields then it would have an average of 25 sportsmanship points per

³ A game considered played and eligible for sportsmanship points is one in which the team actually played the game but a sportsmanship rating was not provided. For example, Team A played Team B but Team B's club did not provide a sportsmanship rating for that game. Games not played regardless of the reason are not eligible for sportsmanship points. Examples of such games include game where scheduling forfeits were assessed regardless of the reason for the forfeit or the team assessed the forfeit and games cancelled due to weather and not rescheduled per the SFL rules.

1 away game (100/4) while Team B would have an average of 30 sportsmanship points
2 per game (90/3). Accordingly, Team B would be considered the winner.

- 3
- 4 • The team with the most comparable wins. For example, if Team A played 8 games
5 and won 7 games while Team B played 7 games and won all 7 games, then Team B
6 would have a higher percentage of games won.
- 7
- 8 • The team with the lowest average margin of victory. For example, if the average
9 score differential for Team A was 3 goals and the average margin of victory for Team
10 B was 3.1 goals, then Team A would have a lower margin of victory.
- 11
- 12 • The team whose club had the highest percentage of reported sportsmanship rankings.
13 For example, Team A's club had 100 games where a sportsmanship ranking was
14 expected and Team B's club had 200 games where a sportsmanship ranking was
15 expected. Team's club reported a ranking for 93 percent of its game while Team B
16 reported a ranking for 94 percent of the games. Team B's would be considered to be
17 associated with the club who had the highest percentage of reported sportsmanship
18 rankings.
- 19
- 20 • Coin flip.

21
22 Should 3 or more teams be tied, after one team is eliminated, then the remaining teams will be
23 ranked by starting at the top of the appropriate tie breakers until only one team remains.

24 25 **NUMBER OF AWARDS**

26
27 DC United guidelines to the clubs on this award is that the award should be given to one team
28 per age group. Accordingly, teams in the following age groups/divisions will be evaluate for the
29 award:

- 30
- 31 • Under 11 – Division 2 of the Under 12 Boys and Under 12 Girls (one each)
- 32
- 33 • Under 12 – Division 1 of the Under 12 Boys and Under 12 Girls (one each)
- 34
- 35 • Under 13 – Division 2 of the Under 14 Boys and Under 14 Girls (one each)
- 36
- 37 • Under 14 – Division 1 of the Under 14 Boys and Under 14 Girls (one each)
- 38
- 39 • Under 16 – All divisions of the Under 16 Boys and Under 16 Girls (one each)
- 40
- 41 • Under 19 – All divisions of the Under 19 Boys and Under 19 Girls (one each)

42
43 **Note:** The SFL Commissioners may considered teams that are “playing up” as eligible
44 for an award in their proper age group. For example, an Under 14 Division 1

1 team composed of Under 13s, may be considered either for the Under 13 or the
2 Under 14 award. In no case will a team be considered for both awards.

3
4 The reason that the Under 16 and Under 19 teams are not broken out for awards based on
5 division is because the divisions are based on skill rather than age. For example, a Division 2
6 team may be composed primarily of Under 16s while a Division 1 team may be primarily
7 composed of Under 15s.

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