

2018 SYL Match Requirements and Policies

Team Requirements for Matches (Both Teams)

- Laminated SYL cards for coaches and players
- Printed official team roster
- Match Report (**Home team is required to bring to the field and submit to the league after the game**)

1. Player Passes

- All players AND Staff must be registered through Sport Engine and have a valid, laminated SYL player pass to participate in a match.
- Through system limitations, Coaches can only be rostered to one team, but a pass allows them to coach for any team within the club (regardless of age group indicated on pass).
- Players of a younger age CAN play “up” in an older age group. They will just be handwritten on a roster.
- If a player is rostered in an older age group, and they are of correct age for a younger age group, they can play on that team.
 - i. If this is the case, the player’s birthday must be submitted onto the player card. Players without their birthday on the card who shows as rostered to an older team will not be allowed to play in a younger age group. This way the referee can verify on the back of the card that the age of the player is for an acceptable age group.**
 - ii. If a player does not plan on playing “down” there is no need to add their birthday because the player card shows their age group.**

2. Rosters

- Team Rosters are required for every game and can be printed from the bottom of the “team page” on the website.
 - This way, as long as you are not adding players all season, you can print the roster once and present it for every match.
- There is no need to transfer players to a game roster from a master roster on the website. All players will stay on the master roster.

The screenshot shows the website for Black Watch Premier Soccer Club (U12 Boys). The header includes the club name and a navigation menu with links for Home, Roster, Game Schedule, Player Stats, Team Stats, Standings, Photos, Videos, and Posts. Below the navigation is a game schedule section with a dark background and white text. It shows two games: SAT JUN 11 @ 1:00PM (BW GOTTSCH. vs BLACK WATC.) and SUN JUN 12 @ 1:00PM (BLACK WATC. vs IRONBOUND S.). Below the schedule is a roster list with three names: Nicholas Scheid, Alexander Smith, and Samuel Spraker. At the bottom of the page, there is a link for a Printable Version.

Game Date & Time	Home Team	Away Team
SAT JUN 11 @ 1:00PM	BW GOTTSCH.	BLACK WATC.
SUN JUN 12 @ 1:00PM	BLACK WATC.	IRONBOUND S.

Nicholas Scheid
Alexander Smith
Samuel Spraker

[Printable Version](#)

3. Match Report

- Like last season, the match report will not be auto filled to reflect the game #, teams involved, rosters, and match information. There will be a blank template provided by the league. Please ensure all coaches have the necessary information to fill out the match report.
- There is also no “call in number” to report scores. Scores will be posted by SYL staff once the match report is received.
- Coaches will refer to their printed master roster to select 18 players (16 for U11 & U12) to fill out on the score sheet. The starting 11 should fill in the first 11 slots. **Both teams must fill in their rosters on the match report prior to the game starting.**
- Team Managers/Assistant Coaches for the HOME team are responsible for filling in and submitting the match report in its entirety. Stats must be kept for both teams.
- After the match both coaches and one referee must sign the match report.

2018 Standards Chart



Age Group	Birth Year	Number of Players	Field Size (Max)	Goal Size	Game Length	Half Time	Ball Size	Max Game Day Roster
U11	2008	9 v 9	75x47 max yards	6.5 x 18.5	2 x 30	10	4	16
U12	2007	9 v 9	75x47 max yards	6.5 x 18.5	2 x 30	10	4	16
U13	2006	11 v 11	112x75 max yards	8 x 24	2 x 35	12	5	18
U14	2005	11 v 11	112x75 max yards	8 x 24	2 x 35	12	5	18
U15	2004	11 v 11	112x75 max yards	8 x 24	2 x 35	12	5	18
U16/17	2003/2002	11 v 11	112x75 max yards	8 x 24	2 x 40	12	5	18
U18/19*	2001/2000	11 v 11	112x75 max yards	8 x 24	2 x 45	12	5	18

* 6 Roster spots available for players born in 1999.

5. Weather Policies

- A game may be cancelled no earlier than two hours prior to the start time unless the facility in which the game is being played is closed.
 - The HOME team must notify the league AND referee assignor of any cancellations.
- If both teams and the officials show up and adverse weather begins prior to kickoff, all parties must wait ONE hour from the start of the match time before fully cancelling a game.
 - The HOME team must pay 50% of the referee fees in the instance the game gets cancelled.
- In the event a game begins that cannot continue through full regulation time due to weather, the following protocol will come into effect.
 - All parties must wait ONE full hour before abandoning the match.
 - If the game has not completed ONE full half, the game must be rescheduled beginning in the same minute with the same score.
 - If the game HAS played one full half, the game score is final.

- Referees are to be paid the FULL amount by the HOME team (Split at Midwest Neutral Sites) in either circumstance.
- A team unable to attend, or would be late to a scheduled game for any reason must notify the LEAGUE, Opposing Team, and Referee Assignor immediately.
- The substitution rule will NOT be altered for extreme heat. The referees can provide water breaks for the players at their discretion.

6. Substitution Rule

- In the first half, once the player has been substituted, the player may not re-enter the game until the second half. Once a player is substituted in the second half, he or she can re-enter the game one time during the rest of the match. Furthermore, a player who does not start the second half but later enters the game and subsequently, is substituted for, may re-enter the game again in the second half (two entries if the player starts on the bench). The total number of substitutions in the first half shall not exceed seven, which shall not be altered for injury.
- Unlimited substitutions in BOTH HALVES for U11 – U14

7. Important Notes

- Referee Payment Scale

AGE	U11	U12	U13	U14	U15	U16/U17	U18/U19
Referee	40	40	60	60	60	70	70
AR1	20	20	40	40	40	45	45
AR2	20	20	40	40	40	45	45

- Player Registration Dates

U11 Player => Players born in 2008

U12 Player => Players born in 2007

U13 Player => Players born in 2006

U14 Player => Players born in 2005

U15 Player => Players born in 2004

U16/U17 Player => Players born in 2003/2002

U18/U19 Player => Players born in 2001/2000

* 6 Players born in 1999 permitted for U19 Age Group

- Ineligible Player

Players listed on the Master Roster, but not eligible to play due to reasons such as missing a player pass, registration forms, proof of citizenship, awaiting international clearance, illegal substitutions or serving a LEAGUE suspension shall be considered an ineligible player.

Teams using players before they have been properly cleared to compete by the LEAGUE

office will be subject to a loss of THREE (3) points in the LEAGUE standings, forfeiture of the game in which the ineligible player was used, and a fine of \$50 for a violation of this rule.

- Illegal player

Any player who does not appear on the Master Roster, has not registered and received a player pass, is not age eligible (regardless of them appearing on the Master Roster) and competes in a game shall be considered an illegal player. Any team using an illegal player shall be subject to a loss of THREE (3) points in the LEAGUE standings, forfeiture of the game in which the illegal player was used, and a fine of \$150 for violation of this rule. For clubs with multiple teams under one age group, players may only be on one master roster. Players competing on a team for which they are not on the master roster are considered illegal. Players are NOT allowed to cross over to other teams after playing in ONE match during the SYL season.