



SUPER Y LEAGUE HANDBOOK 2020

SYLSOCCER.COM

© 2020 UNITED SOCCER LEAGUES, LLC. ALL RIGHTS RESERVED.
CONFIDENTIAL: DO NOT COPY OR REDISTRIBUTE

SYL MISSION STATEMENT

At the Super Y League, our goal is to provide our member clubs with an experience that is unparalleled in youth soccer. The Super Y League shares your passion for player development and realizes that in order to be an elite club, you must play in an elite league. With an elite player pathway, multiple league partnerships, experienced and professional staff, advanced player tracking, and offering the chance to compete for a North American Championship, the Super Y League strives to be the best operated youth league in North America, allowing the league and its members to remain above the competition.

SYL OPERATIONS MANUAL DISCLOSURE

The Super Y League provides the Operations Manual once per season to its members. Members may not use the Operations Manual except as necessary to perform the duties of operating a SYL club. Members may not distribute the Operations Manual without the prior consent of SYL. Although SYL has not filed an application for a copyright or registration of the Operations Manual, SYL claims a copyright and the information contained in the Operations Manual is proprietary. Members must notify SYL of any suspected unauthorized use of the Operations Manual in order for SYL to take appropriate action. Additionally, SYL will not have any liability for Member's use of the Operations Manual, nor will SYL reimburse Member for damages or costs incurred in connection with member's use of the Operations Manual. Pursuant to the Membership Agreement, the Super Y League has the right and authority to create and amend its rules for the operation of its league. The official SYL Rules control the day-to-day governance of the soccer league operated by the Super Y League. Any conflicts between these rules and the Membership Agreement shall be settled by reference to the Membership Agreement for the purposes of these regulations. **SYL reserves the right to interpret, alter, or modify the contents of this handbook at any time.**



SECTION 1 League Regulations & Standards

100 – Membership

Rule 101	Super Y League	9
Rule 102	Divisions	9
Rule 103	Right of Membership	9
Rule 104	Territories	9
Rule 105	Reference to Membership Agreement	9
Rule 106	Conditions for Termination of Term	9
Rule 107	Compliance Assessment	9
Rule 108	Commitment Dates	9
Rule 109	Termination of Membership	10
Rule 110	League Marks	10
Rule 111	Trophies and Awards	11
Rule 112	Website & Press	11
Rule 113	Performance Bond	11
Rule 114	League Administrative Fees	12
Rule 115	Fines	12
Rule 116	Payment	12
Rule 117	Division League Meetings	12
Rule 118	Rules of Order	12
Rule 119	Compliance with Minimum Standards	13
Rule 120	Compliance Review for Clubs	13
Rule 121	Penalties	14
Rule 122	Telephone/Email Communications Requirements	14
Rule 123	Website Requirements	14
Rule 124	Bench Dress Code	14
Rule 125	Super Y League Finals Attendance	14
Rule 126	Club Names and Logos	15
Rule 127	Exemptions to Minimum Standards	15

200 – League Structure

Rule 201	Governance	15
Rule 202	Playing Rules	15
Rule 203	The Playing Season	15
Rule 204	Point System	16
Rule 205	Super Y League Finals	16
Rule 206	League Schedule	16
Rule 207	League Standings	18
Rule 208	Game Length	18
Rule 209	Substitutions	19
Rule 210	Eligibility	19



Rule 211	Goal Differential	19
Rule 212	Incomplete Games	20
Rule 213	Game Delays and Postponements	20
Rule 214	Forfeits	22
Rule 215	Non-Performance	22
Rule 216	Non-Performance by Both Teams	23
Rule 217	Withdrawal of a CLUB or Team	23
Rule 218	Liability	23

300 – Playing/Practice Field

Rule 301	Playing Venues	24
Rule 302	Practice Facility	24
Rule 303	Field Regulations	24

400 – Uniforms

Rule 401	Uniforms	25
----------	----------	----

500 – Game Day Staff

Rule 501	Game Day Management	26
Rule 502	Primary Club Contact Requirements	27
Rule 503	Team Administrator Requirements	28
Rule 504	Personnel Allowed on Bench	28

600 – Game Preparation and Presentation

Rule 601	Assignment of Game Officials	28
Rule 602	Payment of Game Officials	28
Rule 603	Hotel Support for Visiting Clubs	28
Rule 604	Game Week Responsibilities for Home Club	29
Rule 605	Game Week Responsibilities for Visiting Club	29
Rule 606	Pre-Game Responsibilities for Home Club	29
Rule 607	Pre-Game Responsibilities for Visiting Club	29
Rule 608	Home Club Requirements for Referees	29
Rule 609	Pre-Game Procedures	30
Rule 610	Game Procedures	30
Rule 611	Post-Game Procedures	31
Rule 612	Game Day Presentation	31
Rule 613	Game Conduct	31

700 – Post-Game Reporting

Rule 701	Post-Game Responsibilities for Home Club	34
----------	--	----



Rule 702	Post-Game Responsibilities for Visiting Club	35
----------	--	----

800 – Disciplinary Regulations

Rule 801	League Disciplinary System	35
Rule 802	Serving Suspensions During Regular Season	35
Rule 803	Suspensions During the Playoffs/North American Finals	36
Rule 804	Commencement of Suspensions	36
Rule 805	League Office Discretionary Power on Suspensions	37
Rule 806	League Disciplinary Committee	37
Rule 807	U.S. Soccer Fine for Serious Incidents	37

900 – Conduct of Teams

Rule 901	Intentional Throwing of Games	37
Rule 902	Illegal Incentives	37
Rule 903	Gifts to Officials	38
Rule 904	Betting on Games	38
Rule 905	Scandalous Conduct	38
Rule 906	Moral Turpitude	38
Rule 907	Tampering	38
Rule 908	Vandalism/Destruction of Property	39
Rule 909	Other Misconduct	39
Rule 910	Reporting False Scores	39

1000 – Governing Bodies and Committees

Rule 1001	Authority of the League Director	39
Rule 1002	Chief Operating Officer	40
Rule 1003	United Soccer Leagues, LLC Board of Directors	40
Rule 1004	League Advisory Committee	40
Rule 1005	Standing Committees	40

SECTION 2

Registration Procedures and Roster Regulations

1100 – General Registration

Rule 1101	Registration Deadline	42
Rule 1102	Master Roster	42
Rule 1103	Eligible Player	42
Rule 1104	Ineligible Player	42
Rule 1105	Illegal Player	43
Rule 1106	Player Registration Cards	43
Rule 1107	Roster Freeze	43

1200 – Player Registration

Rule 1201	Player Registration Dates	43
Rule 1202	Player Registration Terminologies	44



Rule 1203	Registered Players/Release of Players	48
Rule 1204	Guidelines for Resolution of Disputes	48
Rule 1205	Player Liability	48

**Table of Fines
Page 49**

**SECTION 3
Media**

Sound Bites of PR Advice	56
News Releases	56
Internet	58
Statistics	59

**SECTION 4
Code of Conduct**

FIFA's Code of Conduct	61
------------------------	----

**SECTION 5
Insurance**

RPS Bollinger Insurance Information	64
-------------------------------------	----

**SECTION 6
Elite Player Programming**

Elite Player Programming Information	66
--------------------------------------	----

**SECTION 7
Super Y League Finals**

Super Y League Finals Information	68
-----------------------------------	----

**SECTION 8
U-11 and U-12 Age Groups**

U-11 and U-12 Age Group Information	72
-------------------------------------	----

**SECTION 9
Review, Appeals, & Discipline (RAD)**

Complaint	75
Types of RAD	75



LEAGUE REGULATIONS & STANDARDS



League Regulations and Standards

Dear SYL Member Club,

Welcome to the 2020 Super Y League season!

We are pleased to provide you with an updated copy of the League Handbook.

The Handbook provides you with the policies, procedures and guidelines to follow in the operation of your Club during the 2020 season. Everything you need to know, from the registration of players to the actual staging of games, is explained in this manual.

Please contact the League office if you have any questions about the information in the Handbook.

Sincerely,
Super Y League Staff

Christian Velasquez
Director, Youth League Operations
Christian.Velasquez@uslsoccer.com
Office: 813-514-1745
Cell: 352-410-3473

Jordan Rouse
Director, Youth League Operations
Jordan.Rouse@uslsoccer.com
Office: 813-804-3257
Cell: 919-413-4064

Kevin Minkovitz
Coordinator, Youth League Operations
Kevin.Minkovitz@uslsoccer.com
Office: 813-514-1748
Cell: 813-732-0395

Katie Middleton
Coordinator, Youth League Operations
Katie.Middleton@uslsoccer.com
Office: 813-269-1345
Cell: 813-857-3199



League Regulations and Standards

Definitions

“**FIFA**” shall mean Federation Internationale de Football Association, the entity governing professional soccer internationally, or its successors.

“**LEAGUE**” shall mean the Super Y League.

“**CLUB**” shall mean the organization that has been granted membership in the LEAGUE.

“**Minimum Standards**” shall mean the minimum standards that must be met by all member CLUBS.

“**Season**” shall mean the time period in any year during which official games are played in the LEAGUE.

“**Sponsors**” shall mean official LEAGUE sponsors as named by SYL.

“**Facility**” shall mean the LEAGUE approved playing facility utilized by the CLUB during the season.

“**LEAGUE Marks**” shall mean the trade names of the LEAGUE and its program trademarks that may be amended or supplemented by LEAGUE from time to time.

“**LEAGUE Rules**” shall mean the playing and operational rules and policies of the LEAGUE.

“**USSF**” shall mean United States Soccer Federation (also known as U.S. Soccer), the governing entity for soccer in the United States.

“**CSA**” shall mean Canadian Soccer Association, the governing entity for soccer in Canada.

“**Membership Agreement**” shall mean the annual agreement between LEAGUE and CLUB to allow participation for the upcoming season.

“**USASA**” shall mean the United States Adult Sports Association, the insurance provider to all LEAGUE players/staff.

“**ITC**” shall mean International Clearance, the request and paperwork required for a player born outside of the United States to register with the LEAGUE.

“**LOC**” shall mean Letter of Credit, issued by a bank with offices in the United States and can be used to post the performance security amount.



League Regulations and Standards

Membership

Rule 101 – Super Y League

The Super Y League is managed by United Soccer LEAGUES, LLC. United Soccer LEAGUES, LLC operates under the auspices of United Soccer LEAGUES, better known as USL. The LEAGUE is a Member of the United States Soccer Federation and is an amateur league.

Rule 102 – Divisions

SYL reserves the right to change any Division for purposes of scheduling and standings. This authority also includes the right of SYL to move a CLUB or team into different Divisions or add additional divisions as needed. All divisions have the right to compete at the North American Finals.

Rule 103 – Right of Membership

Each CLUB, subject to these LEAGUE Regulations, the rules of U.S. Soccer, the Canadian Soccer Association, and FIFA, shall have control over its own affairs.

Rule 104 – Territories

The LEAGUE does NOT sell franchises and no CLUB has exclusive territory rights in the LEAGUE. All CLUBS must hold tryouts, training sessions, scrimmages, and friendlies within a reasonable proximity of their primary facility stated on their Membership Agreement. Therefore, all practice and competition sites must be cleared by the LEAGUE. The LEAGUE reserves the right to accept or reject facilities based on geographic location to other CLUBS competing in the LEAGUE. This regulation is placed into effect to avoid potential territory issues, as some areas are much more saturated than others.

Rule 105 – Reference to Membership Agreement

Information concerning other specific membership issues is found in the LEAGUE Membership Agreement, which is signed by the CLUB and an officer of SYL when the CLUB is admitted into the LEAGUE. LEAGUE Membership Agreements are due on the given date set by the LEAGUE each year and must be renewed annually.

Rule 106 – Conditions for Termination of Club

CLUB affiliation and membership may be terminated because of violation of performance conditions set forth by Membership Agreement or poor standing in the LEAGUE. CLUB may also be terminated due to violation of LEAGUE Regulations.

Rule 107 – Compliance Assessment

Following each season, LEAGUE office shall review the compliance record of each CLUB. A Minimum Standards Committee within the LEAGUE may find that compliance with standards is insufficient and recommend remedial actions. In extreme cases of repeated non-compliance, CLUB in question may be terminated.

Rule 108 – Commitment Dates

CLUBS intending to play in the next LEAGUE season must irrevocably commit via Membership Agreement in order to return for the next season. Once this commitment is made, the LEAGUE will secure the CLUB's position in the LEAGUE, as long as CLUB is in good standing with the



League Regulations and Standards

LEAGUE at the completion of the season. The 2020 season will run from **May 16th** through **August 23rd**.

Rule 109 – Termination of Membership

Termination by CLUB

CLUB must notify LEAGUE of intent not to renew membership in the LEAGUE by **October 10th** of the year prior to the new season. Notification must be in writing.

Termination by LEAGUE

LEAGUE may terminate CLUB Membership if CLUB violates any of the obligations described in the agreement or in the LEAGUE Handbook or if LEAGUE determines that having the CLUB continue to participate in the LEAGUE will be detrimental to the LEAGUE. This will include, but is not limited to the LEAGUE receiving convincing evidence that the CLUB attempted to fix game results, bribe game officials, was involved in violent conduct or if the CLUB has continually failed to adhere to the Minimum Standards. The LEAGUE does not guarantee participation on an annual basis.

Rule 110 – LEAGUE Marks

During the term of the membership, LEAGUE hereby grants the non-exclusive right and license to use, reproduce and display the LEAGUE marks in the following CLUB related activities: (i) team uniforms; (ii) game programs; (iii) individual CLUB advertising and other individual CLUB promotional materials and activities; and (iv) such other activities as the LEAGUE may require or approve in advance in writing. CLUB must submit all proposed use of the LEAGUE marks, other than for game promotion or advertising, to LEAGUE in advance for approval which may not be unreasonably withheld. If LEAGUE does not object to the proposed use within 10 business days of receipt, LEAGUE shall be deemed to have approved such use. CLUB must not transfer or sublicense this license without the advance written approval of LEAGUE.

CLUB use of the LEAGUE marks must be of a quality appropriate to be associated with the LEAGUE and the sport of soccer, shall be non-disparaging, and shall be in accordance with guidelines LEAGUE may issue from time to time to ensure a quality appropriate for the LEAGUE and its Sponsors. CLUB must not allow use of the LEAGUE to be associated with any illegal activity or any activity that may disparage LEAGUE or the sport of soccer. **Violation of this rule results in a fine of \$100.00 USD.**

CLUB acknowledges that LEAGUE may, from time to time and at its sole discretion add to, modify, or discontinue use of any or all of the current LEAGUE Marks. LEAGUE must inform CLUB of such changes in the LEAGUE Marks in writing, and after a reasonable time period to transition the marks, CLUB must operate using the revised LEAGUE Marks.

Required Use of LEAGUE Marks

CLUB agrees that LEAGUE may require CLUB to display the LEAGUE Marks and the trademarks, logos, and names of sponsors in promotional materials, including, without limitation, team uniforms, game programs, and signage. CLUB must comply with all such requirements at its own cost and expense provided that the LEAGUE shall be responsible for all signage costs other than cost of installation, storage, and maintenance.



League Regulations and Standards

Limitations on Use of Marks

CLUB must not pledge or encumber its right to use the LEAGUE Marks, nor shall CLUB pledge or encumber any interest in the CLUB or Team Marks to any third party.

Cooperation in Enforcement

LEAGUE and CLUB must cooperate to enforce CLUB rights to the LEAGUE or Team Marks as appropriate. In the event the LEAGUE determines that a Team Mark is being infringed upon, LEAGUE must notify CLUB of such suspected infringement and shall have the right, but not the obligation, to pursue all legal remedies in the name of CLUB and retain any proceeds of such actions. CLUB must notify LEAGUE of any suspected infringement of the LEAGUE or Team Marks or the marks of other LEAGUE teams.

Rule 111 – Trophies & Awards

LEAGUE shall provide trophies or other awards to the championship team of the LEAGUE at the Super Y League Finals. LEAGUE shall coordinate an awards presentation/ceremony for CLUB and their members at the end of each season at the Super Y League Finals.

Rule 112 – Website & Press

LEAGUE shall develop regular media releases during the season highlighting teams in the LEAGUE. LEAGUE must provide CLUB with one CLUB page on the LEAGUE web site. LEAGUE shall prepare and disseminate press releases for LEAGUE events as it determines appropriate. The CLUB must keep current the primary CLUB contact information on the club administration page. **A violation of this rule results in a fine of \$25.00 USD.**

Rule 113 - Performance Bond

All CLUBS must post an annual cash bond of \$500.00 per team (\$300.00 for U11/U12 age groups), which will be held by the LEAGUE in order to guarantee rules compliance during the season and Super Y League Finals. Any remaining balance at the end of the season shall be returned at the completion of the season at the request of the club or carried over to the following season for returning CLUB. Collective bonds shall be combined to make up the CLUB's performance security as a whole. New CLUBS must submit bonds upon execution of the Membership Agreement. Members with current USL senior franchise Letters of Credit may opt to use this existing LOC to cover the LEAGUE performance security but must complete a separate addendum to do so.

CLUB Performance Securities shall be the combined total of the equivalent of a \$500.00 performance bond for each committed team (\$300.00 for U11/U12). The performance security shall be valid for one year initially and shall be renewed annually if membership continues for the next season. The expiration date of the performance security shall be no earlier than the Super Y League Finals of any given year. The entire performance security may consist of a letter of credit issued by a bank with offices in the United States, cash (to be held by LEAGUE in a non-interest bearing escrow account), or cashier's check payable to the LEAGUE or such other instrument acceptable to the LEAGUE. LEAGUE may draw on CLUB'S performance security if CLUB is delinquent for more than 30 days on any obligation required by the LEAGUE.

The entire combined CLUB performance security shall be forfeited by CLUB upon occurrence of any of the following:



League Regulations and Standards

- CLUB withdrawal from the LEAGUE during the season or the prior to the date outlined in the LEAGUE Membership Agreement.
- CLUB failure to pay two or more LEAGUE required fees/fines and failure to cure the delinquency within thirty days after written notice from LEAGUE. Monthly billing statements from LEAGUE shall serve as written notice.

Rule 114 - LEAGUE Administrative Fee

The LEAGUE office provides a broad range of services for all teams, which include (but are not limited to) administrative support, scheduling, referee assignment, public relations support, the LEAGUE internet site, staging of LEAGUE meetings, marketing, LEAGUE development, regional administration, Elite Player Program administration (SYL Scouting Network & USL Experience), and the Super Y League Finals. For these ongoing services, each team is charged a single administrative fee of **\$1,275.00 USD (\$825.00 USD for U11/U12)**. **Administrative fees are due by March 13th, 2020.**

Rule 115 - Fines

Fines will be assessed for violation of LEAGUE rules, game changes, and any minimum standard requirements. CLUBS have seven (7) days from assessment of a fine in which to file a protest.

Rule 116 - Payment

CLUB is required to pay team fees and provide performance bonds for each TEAM committed to the LEAGUE. See additional information regarding payment and cost savings in the current LEAGUE Membership Agreement. CLUB is also required to pay player and coach registration fees before the start of the season. CLUB must have their administrative fees and bonds paid by **March 13th, 2020.**

Interest on Past Due Obligations

Any monies past due to LEAGUE shall bear interest at the maximum rate permitted by the state whose law governs this Membership. The foregoing shall not affect any other right or remedy of LEAGUE arising from such delinquency.

Rule 117 – Divisional LEAGUE Meetings

LEAGUE may hold mandatory annual divisional meetings of CLUB in the LEAGUE each year. CLUB or its designee must attend the mandatory divisional meeting at their own cost. At the divisional meeting, LEAGUE will inform CLUB of changes in LEAGUE policies and of details related to the upcoming Season. The schedule for the upcoming LEAGUE season will also be created at the annual divisional meeting. **The LEAGUE shall fine the CLUB \$500.00 USD (pending LEAGUE review) if CLUB fails to send a representative with full authority to act on behalf of CLUB to the LEAGUE meeting held. Refer to LEAGUE Membership Agreement for additional details.**

Rule 118 - Rules of Order

Robert's Rules of Order, except as otherwise provided by the LEAGUE regulations, shall govern the parliamentary procedures at all meetings.



League Regulations and Standards

Rule 119 – Compliance with Minimum Standards

The Minimum Standards for competition in the LEAGUE are applied to all CLUBS. Minimum Standards define the minimum level which CLUB must attain in the various management aspects of running a CLUB. CLUBS that do not meet Minimum Standards run the risk of jeopardizing their status as members of the LEAGUE. It is important for all CLUBS to adhere to these Minimum Standards to uphold the high standards of professionalism the LEAGUE has.

CLUBS are required to comply with the defined Minimum Standards. The LEAGUE Director shall have the power to penalize CLUBS, individual CLUB members, or officers for non-compliance of Minimum Standards with penalties consisting of warnings, loss of points, fines, and temporary or permanent suspension from soccer activities.

The LEAGUE office regularly monitors compliance. In addition, CLUBS are encouraged to report situations to the LEAGUE office which, on the surface, appear to be in non-compliance with Minimum Standards. Reporting non-compliance on the part of other CLUB should not be viewed as a negative but rather as a positive attempt to maintain consistent LEAGUE-wide standards that ensure professionalism and fairness both on and off the field.

While all CLUBS are required to adhere to Minimum Standards, some CLUBS, because of extenuating circumstances, may have been given exemptions to some Minimum Standards that are approved in advance.

Authority of the LEAGUE Director

The LEAGUE Director and his/her designees shall have the power to penalize CLUB, individual CLUB members, or officers. Penalties may consist of warnings, loss of points in LEAGUE Standings, fines, and temporary or permanent suspension from soccer activities associated with SYL. Penalties may be assessed upon discovery of the infraction or they may be assessed each and every time a CLUB is in non-compliance with Minimum Standards.

The LEAGUE office is the highest level of authority for rendering decisions on LEAGUE rules and possible penalties associated with violation of rules and non-compliance with Minimum Standards.

CLUB may challenge a decision made by the LEAGUE Director by following procedures set down by SYL's Review, Appeals & Discipline (RAD) Committee, which is set up for this purpose. As a member of the U.S. Soccer Federation, United Soccer Leagues, LLC is subject to oversight with regard to specific US Soccer rules and must comply with US Soccer requirements in order to remain a member in good standing.

Rule 120 – Compliance Review for CLUB

At the end of each season, the LEAGUE shall review the compliance record of all LEAGUE CLUBS. If the LEAGUE finds that compliance with standards is insufficient, it may recommend that the CLUB's status be revoked for the following season. The LEAGUE Director will render a decision based upon the facts of each case.



League Regulations and Standards

Rule 121 – Penalties

Penalties may be assessed to CLUB or individuals for non-compliance with Minimum Standards or for violation of LEAGUE rules. A Minimum Standards grid with violations and fines will be provided to all CLUB prior to the season.

Rule 122 – Telephone/Email Communications Requirements

So CLUBs may exhibit a level of professionalism, the following telephone/communications requirements are in place for all CLUBs associated with the LEAGUE:

- All CLUBs must have a telephone number which is connected to some sort of 24-hour answering system during the season. This rule also applies to all coaches.
- All Primary CLUB Contact/Operations Coordinators must have an email address that is checked on a regular daily basis. This rule also applies to all coaches.
- All LEAGUE information such as schedules, standings, general correspondence, press releases and announcements will be done through email. CLUB should have an operating base of Microsoft Office.
- CLUB must respond to LEAGUE communication efforts with 72 hours.

A violation of this rule will result in a fine of \$50.00 USD.

Rule 123 – Website Requirements

The official web pages of the LEAGUE are found on www.sylsoccer.com. Each CLUB has a designated CLUB page. If information on the CLUB page needs to be changed, the LEAGUE must be notified.

Rule 124 – Bench Dress Code (Coaches/Trainers)

Coaches and trainers must present a professional appearance. Professional appearance is defined as CLUB apparel/warm-up (jacket and pants) and/or uniform. Other shorts, T-shirts, jeans, and sandals are not permitted. The LEAGUE reserves the right to introduce a more formal dress code for the LEAGUE championship events. **A violation of this rule will result in a fine of \$10.00 USD.**

Rule 125 – Super Y League Finals Attendance

It is critical to the LEAGUE that teams who qualify for the Super Y League Finals attend the event. CLUBs will be fined for any individual team that rejects a bid to the Super Y League Finals. The fine will be equivalent to **\$2000.00 USD** per team that rejects a bid. Should an alternate bid be accepted and then declined at a later date, the same \$2000.00 USD fine shall apply. **Within 14 days of the Finals event, the fine will be equivalent to \$3,000. Also, all teams that commit to play in consolation matches are required to stay for those matches. If they do not do so, teams face a \$1000.00 USD.** Teams must remain available to serve as a replacement team for thirty (30) days following the end of the regular season (**September 22nd**) in the event that the original qualifying team declines the bid or **they face a \$1000.00 USD fine.** Teams at Finals must wear the appropriate team uniforms, i.e. the uniforms of the CLUB registered with the LEAGUE. Bid Denials for SYL Finals will be evaluated on a case by case basis. **Teams are required to stay in the SYL designated hotels for the event. Not doing so could result in a forfeiture of bid.**



League Regulations and Standards

Rule 126 – CLUB Names & Logos

All CLUB name changes must be given to the LEAGUE office prior to the beginning of the season. It is mandatory that CLUBs develop logos. Logos are a useful way to promote and develop identity within your CLUB. If CLUB has logos, these should be emailed to the LEAGUE prior to the season.

Rule 127 – Exemptions to Minimum Standards

The LEAGUE asks that CLUB acquire the best facilities within their capabilities. We understand that everyone cannot play in a stadium venue with dressing rooms and scoreboards. We hope that everyone will work towards securing these venues during their CLUB development. Professionalism is an important aspect to LEAGUE development and the LEAGUE will be working with member organizations to enhance their CLUB systems. It is expected that all players, coaches, parents, and CLUB representatives display professionalism and class on and off the field during the season. If CLUB knows they will have minimum standards issues, the LEAGUE must be notified in writing in advance to the season.

LEAGUE Structure

Rule 201 - Governance

All competition in the LEAGUE is governed by regulations approved by the LEAGUE Office. LEAGUE may modify the Handbook from time to time, provided that any changes to the Handbook shall be effective only after CLUB is notified of the change. LEAGUE shall, from time to time create and amend LEAGUE Rules including those governing game conduct, players, Player eligibility, referees, game cancellations, rescheduling games, playoffs, championships, scorekeeping, facilities, suggested minimum advertising, and other factors relevant to the operation of a soccer LEAGUE. LEAGUE shall consider the advice of Advisory Committees in amending the LEAGUE Rules.

Rule 202 - Playing Rules

All games under LEAGUE jurisdiction shall be played according to the rules and regulations recognized by the LEAGUE, which shall be the same rules set by FIFA / U.S. Soccer (USSF) / Canadian Soccer Association (CSA), except for those exceptions authorized by FIFA / USSF / CSA herein.

U-11 and U-12 age groups will play 9v9 and use a size 4 ball. All other age groups will play 11v11 and will compete with a size 5 ball.

Rule 203 - The Playing Season

The season, as designated by the LEAGUE and planned around specific divisional needs, will run from **May 16th** through **August 23rd**. No games will be played past August 23rd.

Limitations on Participation in Other LEAGUES

CLUB recognizes that the LEAGUE invests considerable time and resources in the promotion of the LEAGUE and each of the CLUB members. Although the CLUB is permitted to compete through other USSF Member Organizations under USSF Bylaws, the CLUB must adhere to the commitments to the LEAGUE in the event of a conflict with other USSF Member Organization LEAGUES, games, cups, or player identification programs. If another USSF Member



League Regulations and Standards

Organization intentionally or unethically positions events to interfere with CLUB games through the LEAGUE, the CLUB must notify the LEAGUE in writing.

Rule 204 - Point System

The LEAGUE will operate under a point system. The LEAGUE Office reserves the right to deviate from the regular season point system to resolve issues with LEAGUE standings or the Super Y League Finals.

- 3 points for a win
- 1 point for a tie
- 0 points for a loss
- -3 additional points for a forfeit

Rule 205 – Super Y League Finals

The Super Y League Finals will take place at the completion of the regular season. The LEAGUE office will make the final decisions on location and dates of each championship event. The Super Y League Finals is a USL-owned event. Once a CLUBS team qualifies for the Super Y League North American Finals, then CLUB must make travel arrangements with the LEAGUE designated travel/housing coordinator within 10 business days of clinching a spot in the event. All other travel such as ground or air transportation may be done independently or with the designated USL travel/housing coordinator. **Teams are required to stay in the SYL designated hotels for the event. Not doing so could result in a forfeiture of bid.**

The USL housing coordinator is Nick Papadakis. He can be reached at nick.papadakis@uslsoccer.com or by phone at 813-849-0583.

Rule 206 - LEAGUE Schedule

The LEAGUE schedule is ultimately the responsibility of the LEAGUE office. Once issued to the public by the LEAGUE office, no changes shall be made to the LEAGUE schedule without written consent from the LEAGUE office. The official LEAGUE schedule that CLUBS are required to follow will be posted on the official LEAGUE website. CLUB must ensure all teams attend all games scheduled by LEAGUE for the CLUB during the Season. CLUB must comply with all LEAGUE policies regarding cancellation, rescheduling of games, and compensation to teams affected by cancellations or forfeits. At the divisional meetings, coaches' signatures are required to verify and make the schedule official. Scheduling changes will not be allowed except under exceptional circumstances in strict compliance with published league procedures. When submitting blackout dates to the LEAGUE office, **teams must be available for a minimum of 50% of the competition calendar.** Those teams that participate in divisions that utilize neutral sites must be available for a minimum of 50% of the neutral site weekends.

Scheduling Changes

Once final schedules have been submitted to the LEAGUE office by the CLUB, all subsequent schedule changes must be approved by the LEAGUE office and the opposing team. **A team cannot change more than 50% of its originally scheduled matches during the regular season.**

Game changes must be communicated through Collaborative Scheduling within U.S. Soccer



League Regulations and Standards

Connect and confirmed by both teams and League staff. Changes will not be processed unless a new date is provided and no changes will be accepted within **7 days** of a game except under special circumstances to include: weather, State Cup, and health related issues. CLUB requesting a change within the 7 day window due to exceptional circumstances, as defined in the published league procedures, **must pay referees within 7 days of the originally scheduled date.** If payment is not made to the referees, the club will forfeit the payment from its security bond. Clubs will have 7 days to submit payment to Referees. **A violation of this rule will result in a \$50 fine.** The image below is an example of collaborative scheduling on a team's page. Clubs must click the email icon next to the opponent and league admin's name in order to communicate reschedule requests. **Approved game changes with new dates are subject to a fee of \$35.** If a CLUB fails to provide approval correspondence with the opposing CLUB, a \$5 fee will be charged to the CLUB in violation and the change will have to be submitted again. **Approval solely by e-mail outside of U.S. Soccer Connect is not acceptable. A violation of this rule will result in a fine of \$50.00 USD.**

Collaborative Scheduling

No Time No Location Home Game Away Game

Game ID:

Choose home team: Choose location: Date Range: to

Choose visitor team: Age: Gender: Time Range: AM to AM

[Apply Filters](#) [Reset](#)

Actions on Selected Games: [Download](#) [Full League Schedule](#) [Email Administrator](#)

Page 1 of 1 Show 10 of 10 per page

Date	Time	Home	Club	Visitor	Club	Location	Age	Gender	Game ID	Lock Date	League
06/22/2019	12:00 AM	Arlington Soccer Association (ARLSA)		Bethesda SC (BSC)			U-12-MA	Male	6387798	04/29/2019	
07/06/2019	12:00 AM	Chantilly Youth Association (CYA)		Bethesda SC (BSC)			U-12-MA	Male	6387799	04/29/2019	
07/07/2019	2:30 PM	Bethesda SC (BSC)		Northern Virginia Majestics SC (FTF)		Wootton	U-12-MA	Male	6387797	04/29/2019	
07/13/2019	10:00 AM	Bethesda SC (BSC)		Chantilly Youth Association (CYA)		Wootton	U-12-MA	Male	6387794	04/29/2019	
07/14/2019	11:30 AM	Bethesda SC (BSC)		Northern Virginia Soccer Club (NVSC)		Wootton	U-12-MA	Male	6387796	04/29/2019	
07/26/2019	12:00 AM	Northern Virginia Majestics FTF (FTF)		Bethesda SC (BSC)			U-12-MA	Male	6387800	04/29/2019	
		Northern									



League Regulations and Standards

Rule 207 - LEAGUE Standings

The LEAGUE office is responsible for tracking and determining the official standings of all teams in the LEAGUE. These results will be constantly updated and posted on the LEAGUE website. Official LEAGUE standings include keeping track of games played, wins, losses, ties, goals scored for, goals scored against, goal differential, and total LEAGUE points. In divisions that contain multiple groups, the winner of each group will advance to the Super Y League Finals, even if a team that finishes second in a group has more points than the winner of a separate group. For example, if the winner of Group A has 10 points and the second place team in Group A has 9 points but the winner of Group B has 8 points, the winner of Group B advances.

Breaking Ties in the LEAGUE Standings - The breaking of ties in the final standings is accomplished by applying the following criteria in order (may use points per game percentage when different number of scheduled games situation exists):

1. Head-to-head record based on total points in LEAGUE games.
2. Total wins in LEAGUE games
3. Goal difference in LEAGUE games (goal average may be used if different number of scheduled games).
4. Goals scored in LEAGUE games.
5. Ranking based on points earned against top four group finishers. This tiebreaker will not be used if four or fewer teams comprise the group.
6. FIFA Fair Play – Team with fewest disciplinary points in LEAGUE games. (If number of games is unequal, points will be divided by games played to arrive at a common basis for comparison.)
7. Lottery conducted by SYL at LEAGUE office.

*Once a 3 way tie is broken, revert back to tiebreaker #1.

Notes:

- LEAGUE games refer solely to games that count toward the regular season standings.
- If more than two teams involved in a tiebreaker situation have played each other an UNEQUAL number of times, these tiebreakers will be skipped and advancement will be based off of win percentage (total number of wins divided by total games played).

Rule 208 - Game Length

<u>AGE</u>	<u>GAME LENGTH</u>	<u>HALFTIME</u>
U11	2 X 30	10
U12	2 X 30	10
U13	2 X 35	12
U14	2 X 35	12
U15	2 X 35	12
U16/17	2 X 40	12
U18/19	2 X 45	12

If the game is tied at the end of regulation during the regular season and group play during Super Y League Finals, the final score will remain a tie.



League Regulations and Standards

Rule 209 – Substitutions

For the regular season, The SYL will institute unlimited substitutions for all age groups.

For age groups U11 – U15, unlimited substitutions are permitted throughout the regular season and Finals. For the U16/17 - U18/19 age groups, unlimited substitutions are permitted throughout the regular season and will follow the rule listed below at the SYL Finals.

SYL Finals: Regulation Time – U16/17 and U18/19 Age Groups

A player may be substituted once 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 is subsequently is substituted for, may re-enter the game again in the second half. The total number of substitutions in the **first half** shall not exceed seven, which shall not be altered for injury. **

This rule will only be enforced at the SYL Finals for the U16/17 – U18/19 age groups for both Boys and Girls.

*A substitution occurs when the referee gives permission for a player from a team's bench to enter the field to replace a member of the same team that is currently on the playing field. This occurrence counts as one of the allotted substitutions. Teams are only allotted seven substitutions in the first half if they have a full roster of 18 eligible players for the game. For example, if a team has only 14 eligible players for the game, then they are allotted three substitutions in the first half. Each half is treated completely separate from the other.

There will be one re-entry for the 1st half in the instance of an injured GK.

Alterations to this rule are NOT allowed for weather-related reasons. However, in the interest of player safety, referees are given the right by the LEAGUE to provide water breaks at their discretion.

Rule 210 - Eligibility

All players and coaches must present their SYL Pass and their official team roster (from the LEAGUE website) to the Referee prior to each game. If the individual's picture is not on the SYL Player Pass and the pass is not laminated, the individual will not be eligible for the game. Any player that has been suspended for or during the game must not be present on the team sideline and may not be in uniform. Players from within the same club are allowed to play on a team in an older age group. Players are NEVER allowed to play on a team in a younger age group who they are not age eligible for. Furthermore, clubs with multiple teams in the SAME age group are forbidden from having players participate on more than one team throughout the regular season and Finals. Players who do this are considered Illegal and forfeit/fines will ensue. US Club, USYSA, or any other league passes are not accepted for SYL games. All players and coaches must have a SYL Pass, NO EXCEPTIONS.

Rule 211- Goal Differential Rule

The Goal Differential Rule shall be placed into effect if the winning team has a score differential of seven or more goals. The differential will be capped at seven goals. Please also note that in the



League Regulations and Standards

final standings the goal differential will be capped at seven goals per game for any and all games. (i.e. A 8-0 win will be awarded +7 (7-0) in goal differential for the winning team.). These scored will remain this way in the standings. Losing teams will never have goals taken away from them. (i.e. A 12-3 win will be adjusted to 10-3 to reflect the +7 cap). Please note that players scoring after the 7 goal mark will receive credit on the public statistics on the LEAGUE website, but only +7 will count towards the standings. **This rule will also apply to the North American Finals.**

Rule 212 - Incomplete Games

In the event that a game cannot continue through full regulation time, the game will only count if one-half of the game was completed. If a game is suspended prior to the expiration of the first half due to inclement weather or extenuating circumstances, it will resume within the next 24 hours (or some other date/time agreed upon by the competing teams and the LEAGUE office) **starting at the same minute that the game was originally suspended and with the same score.** The LEAGUE cannot guarantee that these re-starts will be played with either the same players or the same referees. Therefore, referee fees will have to be paid again for the re-start. The Referee has the final decision on suspending games due to weather or field conditions. Should a game be started and deemed incomplete before halftime, the referees shall still be paid for this game, as well as the rescheduled game.

Grace Period before Abandoning a Game

Unless both teams, the referee, and the LEAGUE office agree to an alternate plan, teams must wait one hour before abandoning a game that has been delayed. LEAGUE personnel must be notified of any postponement issues immediately via cell phone. Given the difficulty and cost of rescheduling, every attempt should be made to play the game regardless of the length of the delay. **In the instance that the teams and the referees wait the designated amount of time but the match is unable to be played, the referees are to be paid 50% of the match fee.**

Rule 213 - Game Delays and Postponements

A team unable to attend a scheduled game for any reason should immediately notify the opponent, the LEAGUE office, and the referee assignor via telephone or e-mail. The game may end up being delayed, forfeited, or otherwise. Each situation will be reviewed by the LEAGUE office, which shall render a decision that may be appealed through LEAGUE RAD procedures (refer to Review, Appeals & Discipline section of the Handbook).

Authority to Delay or Postpone a Game

A game may be delayed or postponed due to unfavorable weather and/or other adverse conditions beyond the control of the participating teams which would make the playing of the game impractical for players or dangerous for players, other participants, or spectators. Having fewer than 11 players (9 for U-11 and U-12) at the match is not an adequate reason for postponing a match. **The LEAGUE office reserves the right to delay, postpone or cancel a game due to unfavorable/extreme weather conditions.**

Postponing a Game Prior to Start

A game may be postponed no earlier than two hours prior to kickoff due to inclement weather, unless agreed to by both teams and the LEAGUE. In a case where a third party (stadium owner) closes a stadium, a game may be cancelled more than two hours prior to kickoff, as long as the LEAGUE and both teams are notified in writing by the stadium owner/managing authority. **If**



League Regulations and Standards

referees are not given the proper notification of the postponement and arrive to work the match, they are to be paid by the home team or the team causing the postponement. Teams can split the referee costs, if an agreement can be reached to do so. CLUBS must notify referee assignors of the postponement. Referees will only receive payment for weather related cancellations if they're not notified properly. **A violation of this rule will result in a fine of \$25.00 USD.**

Game Cancellation Criteria

Game cancellations should only happen under dire circumstances. However, the safety of participants in LEAGUE events shall always be the highest priority. Factors that the referee and the LEAGUE shall consider include: whether or not the teams have requested the cancellation, difficulty in rescheduling the game, current and forecasted weather conditions, travel conditions, and the current whereabouts of teams and officials.

If referees are not given the proper notification of the cancellation and arrive to work the match, they are to be paid by the home team or the team causing the cancellation. However, teams can split the referee costs, if an agreement can be reached to do so. CLUBS must notify referee assignors of the cancellation. **The LEAGUE office reserves the right to delay, postpone or cancel a game due to unfavorable/extreme weather conditions.**

Rescheduling a Postponed Game

To avoid having non-played games, any postponed game must be rescheduled within five (5) business days of the original date of the game. **If a game is not rescheduled within five (5) business days, the game will be rescheduled by the LEAGUE office.** Any non-played games will result in no points being awarded to both teams, and the game will be recorded as a non-played game unless it is deemed by the LEAGUE that the game should be a forfeit.

Rescheduling a Cancellation

To avoid having non-played games, any cancelled game must be rescheduled within five (5) business days of the original date of the game. **If a game is not rescheduled within five (5) business days, the game will be rescheduled by the LEAGUE office.** Any non-played games will result in no points being awarded to both teams and the game will be recorded as a non-played game unless it is deemed by the LEAGUE that the game should be a forfeit.

Rescheduling Considerations

The LEAGUE Office shall have the authority to review all the facts (including fault on the part of either team, unavoidable conditions, expenses for both teams, and requests by a team to take a particular action in the best interests of the LEAGUE) in determining whether and when a game shall be rescheduled, who should bear the financial burden as a result of the cancellation or rescheduling, whether the game should be forfeited or cancelled permanently, and whether other fines should be levied. The integrity of the LEAGUE and the home team schedule shall be given considerable weight in the resolution of these matters. Unless the sanction or remedy is set forth specifically in any LEAGUE rules or regulations, the LEAGUE office shall decide what action to take and its decision shall be final. Note that the committed schedule was finalized during the scheduling process and submitted to the LEAGUE with times and venues.



League Regulations and Standards

Written Explanation of Postponement/Cancellation

Whenever a game is postponed or canceled, the LEAGUE must receive written notice within 24 hours of postponement or cancellation, including (if necessary) a statement from the owner of the stadium/playing facility.

Facility/Stadium Clearances are Final

Once a team has approved its individual schedule and the LEAGUE schedules are released, the LEAGUE office assumes that a team's home facility/stadium is cleared for all dates on its schedule. The LEAGUE will not automatically accept a postponement or cancellation of a game after schedules have been approved because a stadium is no longer available.

Rule 214 - Forfeits

Should any team associated with the CLUB fail to appear at a scheduled LEAGUE game, **the CLUB shall incur a forfeit fee of \$600 per incident.** Other penalties for forfeits are as follows:

- A loss of three (3) additional points in the LEAGUE standings and a 3-0 win given to the opposing team.
- The team that forfeits may be precluded from participating in any LEAGUE Championship events, per LEAGUE review and at the LEAGUE's discretion.
- The CLUB must send the full fees to each referee assigned to the game within five (5) business days. If not, the LEAGUE will use the team's bond to pay each referee assigned to the forfeited game. **A violation of this rule will result in an additional fine of \$50.00 USD.**
- The LEAGUE will have the discretion to remove any teams for not complying with the LEAGUE schedule.

A team unable to attend a scheduled game because of an accident or weather should immediately notify the opponent, the LEAGUE office, and the referees via telephone or e-mail. Each situation will be reviewed by the LEAGUE office, which shall render a decision that may be appealed through LEAGUE RAD procedures (refer to Review, Appeals & Discipline section of the Handbook).

Rule 215 - Non-Performance

Non-Performance by the Home Team

In the event the visiting team is able to perform and the home team is unable to provide a venue or fails to show at the scheduled venue and time, all sanctions listed in LEAGUE regulations apply, including possible compensation to opponent.

Compensation may include, but is not limited to the following items: traveling costs, hotel costs, and referee fees. Compensation will be dealt with on a case-by-case basis by the LEAGUE office and the team with the loss shall provide receipts for all expense items. Any compensation owed to the visiting team will be paid by the home team within five (5) business days or the LEAGUE will use the team's performance bond to make the payment. Failure of the home team to compensate the away team may result in removal of the home team from the LEAGUE. **SYL is not responsible for payments that exceed the home CLUB's performance bond or LOC.**



League Regulations and Standards

Non-Performance by the Visiting Team

In the event the home team is able to perform and the visiting team fails to show at the scheduled venue and time, all sanctions listed in LEAGUE regulations apply, including possible compensation to opponent.

Compensation may include, but is not limited to the following items: referee fees and facility rental (home team shall provide a receipt for facility rental). Compensation will be dealt with on a case-by-case basis by the LEAGUE office. Any compensation owed to the home team will be paid by the visiting team to the home team within five (5) business days or the LEAGUE will use the team's performance bond to make the payment. Failure of the visiting team to compensate the home team within five (5) business days may result in the removal of the team from the LEAGUE. **SYL is not responsible for payments that exceed the visiting CLUB's performance bond or LOC.**

Rule 216 - Non-Performance by Both Teams

In the event neither team is prepared to commence the playing of a game at the scheduled kickoff time or in the event a game is not played to a conclusion on that day, the LEAGUE office may reschedule the game or declare the game to have been forfeited by both teams with both teams losing three (3) points in the LEAGUE standings, subject to LEAGUE review. The LEAGUE office may impose further penalties on the teams, including fines. The teams will split the cost of referees.

Rule 217 - Withdrawal of a CLUB or Team

In the event a CLUB withdraws from the LEAGUE without finishing its scheduled games, it shall forfeit its administrative fee and performance security and the following regulations will take effect:

- If at least half of the full schedule of games has been played, all resulting scores stand as validated by the LEAGUE Office. Any unscheduled remaining games shall be recorded as a forfeit victory for the opponents.
- If less than one-half of the full schedule of games has been played, these completed games will be deleted from the standings.

In the event a single team from within a CLUB withdraws from the LEAGUE without finishing its scheduled games, all of the above shall apply on a team basis and the team will lose its administrative fee and performance bond. The LEAGUE office may impose further penalties on the teams.

Rule 218 - Liability

LEAGUE CLUBS assume all risks, responsibilities, and liabilities for loss, damage, injury, or death while using property and facilities during games in LEAGUE, whether such loss, damage, injury, or death be occasioned by the team or by the LEAGUE, its officers, agents, or otherwise.



League Regulations and Standards

Playing/Practice Field

Rule 301 – Playing Venues

The stadium or playing fields used by each LEAGUE CLUB is the centerpiece of each CLUB's operation. The goal of each CLUB should be to provide an enjoyable experience for the fans, players, officials, and everyone involved with the staging of a soccer game. To accomplish this goal, CLUB must meet the following standards, as approved by the LEAGUE, which relate to facility/stadiums and playing surfaces. Specific field information, directions, surface type, and dimensions must be placed on the CLUB page of the LEAGUE website. sylsoccer.com

- Natural grass / Artificial Turf surface in good playing condition at least 106 x 66.
- CLUB benches for both teams long enough to accommodate at least 10 persons per CLUB.
- Field marked according to FIFA specifications.
- Clear, distinct field markings at least five inches wide.
- Goal nets and corner flags, both free of advertising, corner flags may be no less than five feet high.
- Cold water provided to both teams.
- Electronic scoreboard/time clock in working order and spaces for scoring (Optional).
 - A violation of playing venue rules will result in a fine of \$50.00 USD.

Rule 302 – Practice Facility

It is the responsibility of the home CLUB to provide, upon request, a practice site/field for the visiting CLUB to train on before a game, if requested by visiting team 14 days prior to the game.

Rule 303 – Field Regulations

The Field Manager shall meet with the referee at least thirty (30) minutes prior to the kickoff to verify the field is properly marked, the goals are in place and secure, the nets are properly fastened, the corner and midfield flags are proper and in place, and the balls are properly inflated. It is the home team's duty to rectify any issues.

Playing Field Dimensions and Markings

The game shall be played on a field that remains a constant size throughout the LEAGUE season, unless the LEAGUE approves a change at least SEVENTY-TWO (72) hours in advance of the game. The dimensions and markings of the field shall conform to the FIFA Laws of the Game.

Condition of the Field of Play

Each CLUB shall work with its facility/stadium management to ensure the field is in the best possible condition for each game.

Grass Specification

The grass length on game day shall not exceed ONE and ONE-HALF (1 1/2) inches.

Corner Flags and Center Circle

Corner flags shall be on posts not less than FIVE (5) feet high with non-pointed tops. The center of the field shall be marked and have a circle, which has a TEN (10) yard radius drawn around it.

Goal Area

At each end of the field, a line perpendicular to the goal line shall be drawn parallel on each side of the goal and SIX (6) yards from each goalpost. This line shall extend SIX (6) yards into the field



League Regulations and Standards

of play from the goal line. A line running parallel to the goal line shall be drawn connecting the ends of the two perpendicular lines, forming the “goal area.”

Penalty Area

At each end of the field, a line perpendicular to the goal line shall be drawn parallel to each side of the goal and EIGHTEEN (18) yards from each goalpost. This line shall extend EIGHTEEN (18) yards into the field of play from the goal line. A line running parallel to the goal line shall be drawn to connect the ends of the two perpendicular lines, which shall form the “penalty area.” Within the penalty area, there shall be a centered “penalty spot” TWELVE (12) yards from the goal line with dimensions and markings that shall conform to the FIFA Laws of the Game.

Corner Area

At each of the four corners of the field, measuring from the corner flags post, a partial circle having a radius of ONE (1) yard shall be drawn inside the field of play.

Goals

Each goal shall be centered on the goal line an equal distance on each side from the corner flags. Game day goals shall be the size approved by FIFA.

Bench Area

Both the home and visiting CLUB’s benches shall be placed on the same side of the field designated by the facility/stadium field plan. The home CLUB shall designate the bench locations at the start of the season and shall not change these locations during the season. The bench area shall be marked according to FIFA’s technical area markings.

Uniforms

Rule 401 – Uniforms

- Each CLUB must have one complete, identical set of home uniforms and one different but complete identical set of away uniforms. Only the Goalkeeper will be dressed differently. Home team should wear light colors and away team dark colors, unless otherwise agreed upon ahead of game day. If there is a conflict, the **Home** team is responsible for changing their jerseys to the second set. **A violation of this rule will result in a fine of \$50.00 USD.**
- Each uniform must have numbers of at least eight (8) inches on the back of jerseys.
- Each player must keep the same jersey number as long as the player is on that team’s roster. A player may not change his/her number unless the player changes age groups within a CLUB.
- All CLUBs must bring both home and away uniforms to all games.
- Uniforms are defined as “soccer specific” and consistent with international standards. (Tank tops and pinnies are not an acceptable uniform)
- Players with casts or braces must receive clearance from the referee in order to participate

Player Appearance

Players and all CLUB staff shall maintain a neat, clean, and professional appearance at all times.



League Regulations and Standards

Player Uniforms, Equipment, and Identification

Each player shall be uniformly dressed in jerseys, shorts, and socks for pre-game introductions and the game. Players shall ensure that their shirts are tucked in and their socks are up while on the field and bench for both pre- and postgame activities. Only officially rostered players may be in uniform. Other players shall be in warm-ups. No player shall sit on the bench in street clothes. The LEAGUE may permit an approved player in street clothes on the bench but permission must be requested in advance.

Uniform and Equipment Specifications

All players shall wear uniforms supplied by their home CLUB. **All uniform markings must be specific to the CLUB that is registered with the LEAGUE.** Outside club uniforms are not permitted to be worn.

Goalkeeper Uniform and Equipment

The goalkeeper's uniform shall be different colors than the CLUB uniform. The goalkeeper uniform and equipment shall conform to FIFA guidelines.

Compression Pants

Slide pants (or thermal compression shorts) may be worn under uniform shorts, if they are the predominate color of the uniform shorts. All players wearing slide pants shall wear the same style, which may not extend more than TWO (2) inches below the uniform shorts or beyond the top of the knee.

Other Equipment

All players in uniform on game days shall wear shin guards. Equipment deemed dangerous by the referee shall be removed and all FIFA equipment rules shall be complied with and enforced by the referee.

Game Day Staff

Rule 501 – Game Day Management

Game day staffing requirements shall depend on the duties of the facility staff pursuant to the facility lease. Each home CLUB shall have a written pre-existing arrangement with their facility outlining both the CLUB's and the facility responsibilities and which entity is ultimately responsible for in-game equipment repair (goals), implementation of emergency medical and evacuation procedures, spectator misconduct, and contraband items, including: pirated merchandise, knives, firearms, alcohol, etc. In addition to the stadium's staff, each home CLUB shall have the game day personnel listed, when possible. Game day staff may be volunteer or part-time employees.

Game day staff shall arrive at the stadium at least ONE and ONE-HALF (1 ½) hours before the game.

Team Manager

The home CLUB's Team Manager shall have overall responsibility for the day of game operations. The team manager must be available by cellular phone on game day.



League Regulations and Standards

- Officials' Liaison (Home Team)
This section shall read in accordance with the LEAGUE Referee Manual. The referee liaison shall assist the officials with pre-game, halftime, and post-game requests and needs. The referee liaison is also responsible for keeping the LEAGUE Referee Manual with them during each game.

Field Manager

The home CLUB shall designate a Field Manager who shall be wholly responsible for all organization and supervision of the field, bench/technical areas, and activities occurring therein. Responsibilities shall include:

- Providing the required field lining and proper placement of equipment for the playing field including benches, goals, corner flags, game balls, sideline product, beverages, and additional team needs.
- Supervising set-up and take down of sponsor field signage and signage positions.
- Provide officials with any assistance needed before, during, or after game; supervising ball boys/girls.

Home CLUB Liaison

The home CLUB liaison shall be responsible for the needs of the home CLUB at the facility/stadium. He/she shall give notice to the home CLUB to ensure they take their position for pre-game ceremonies and that they return on time for the second half. He/she shall assist with coordinating information on the score sheet.

Visiting CLUB Liaison (provided by home CLUB)

On game day, the visiting CLUB liaison shall meet with the home CLUB liaison. They shall review the visiting CLUB schedule and discuss any additional game day instructions. The visiting CLUB liaison shall facilitate stadium needs including checking them into the locker room, ensuring they take their positions for pre-game ceremonies and that they return on time for the second half.

The visiting CLUB liaison shall stay near to, but separate from, the visiting CLUB technical area throughout the game.

Rule 502 – Primary CLUB Contact/Operations Coordinator Requirements

Each CLUB must have a Primary CLUB Contact/Operations Coordinator that handles the following responsibilities throughout the entire season including the Finals: scheduling, referee payments, game operations, travel coordination, and website information. The Primary CLUB Contact/Operations Coordinator is the only person within the CLUB that communicates with the LEAGUE office. The LEAGUE office will NOT communicate with individual team coaches or parents during the regular season. CLUBS that are affiliated with one another must have separate and individual Primary Contact/Operations Coordinators. The Primary CLUB Contact/Operations Coordinator receives all direct information from the LEAGUE for all of the CLUB's teams. The Primary Contact/Operations Coordinator shall have one email address for all LEAGUE correspondence and a dedicated phone line with an answering machine. The Primary Contact/Operations Coordinator shall also be responsible for all coordination of the CLUB page on the LEAGUE website where contact information, rosters, player profiles, and facility directions will be located. CLUB must engage its players to fulfill these



League Regulations and Standards

requirements. The primary contact is also responsible for communicating all information from the LEAGUE to its teams and their managers, players, and parents. **The LEAGUE does not hold fault should information not be shared within a given CLUB by the primary contact.**

Rule 503 – Team Administrator Requirements

Each team is required to have a Team Administrator, whose contact information must be on the team page. The Team Administrator directly reports to the Primary CLUB Contact/Operations Coordinator. All LEAGUE information is distributed to the Team Administrators from the Primary CLUB Contact/Operations Coordinator. Team Administrators should see the LEAGUE’s Primary CLUB Contact/Operations Coordinator for questions or information needed from the LEAGUE. The Team Administrator will serve as the emergency contact for their team.

Rule 504 – Personnel Allowed on Bench

A maximum of three (3) non-playing personnel are allowed on each CLUB bench. These persons can be coaches, medical staff, or CLUB management. Everyone on the bench must be registered with the LEAGUE, have performed a background check, and have a valid LEAGUE pass. A maximum of 10 individuals are permitted in the bench area, limited to substitutions, coaches, athletic trainers or physicians. **A violation of this rule will result in a fine of \$25.00 USD.**

Game Preparation and Presentation

Rule 601 - Assignments of Game Officials

Game officials for each game are assigned by USSF or CSA Certified Referee Assignors with the assistance of LEAGUE and must be in good standing and currently registered through either the USSF or CSA. There shall be a minimum of one (1) referee and two (2) assistant referees each game. This regulation will also apply to teams listed as the Home team at neutral site events where the LEAGUE will fairly and evenly assign this designation.

Rule 602 - Payment of Game Officials

The Home team must pay the game officials prior to the start of the game. At Designated Neutral Site weekends the fees will be split. These weekends are determined by the league office prior to the season. The referee fees are as follows:

All States & Provinces

AGE	U11	U12	U13	U14	U15	U16/17	U18/19
Referee	40	40	60	60	60	70	70
AR1	20	20	40	40	40	45	45
AR2	20	20	40	40	40	45	45

Rule 603 – Hotel Support for Visiting CLUB

It is required that home (host) CLUB provide a list of hotels in their area to visiting CLUB when requested. Preferably, all CLUBs will have a designated host hotel that can be provided to visiting CLUB at a discounted rate.



League Regulations and Standards

Rule 604 – Game Week Responsibilities for Home CLUB

The following tasks must be completed by home CLUB prior to all home games:

- Email visiting CLUB directions to the venue.
- Contact the visiting CLUB within 14 days prior to the game to review and verify plans regarding hotel, transportation, directions, phone numbers, kickoff times, etc.

Rule 605 – Game Week Responsibilities for Visiting CLUB

- Email the home CLUB to verify the game venue and game time are correct at least 14 days prior to the game.

Rule 606 – Pre-Game Responsibilities of Home CLUB / Hosting CLUB at Neutral Site (except Designated Neutral Sites)

- Home CLUB coach/team administrator must print and bring the Home Side's official Game Report to the game. The Home CLUB will not be able to print the Game Report until 3 days prior to the game. CLUB should verify rosters/score sheet 30 minutes prior to each game with the VISITING team.
- Home CLUB should collect the Game Report from the visiting CLUB's head coach 15 minutes prior to kick off and give to their designated statistician. The Home CLUB is responsible for making sure the Home and Visiting portion of the Score Sheet is completely filled out and signed.
- Ice and water must be provided for both benches and should be replenished on request or at halftime.
- Home CLUB must report to the stadium at least 60 minutes before the start of the game.

Rule 607 – Pre-Game Responsibilities of the Visiting CLUB

- Visiting CLUB must report to the stadium at least 60 minutes before kick-off.
- Visiting CLUB coach/team administrator must print and bring the Visiting Side's Game Report to the game. The Visiting CLUB will not be able to print the Score Sheet until 3 days prior to the game. CLUB should verify rosters/score sheet 30 minutes prior to each game with the Home team.
- Visiting CLUB must bring all of their own necessary medical supplies (pre-wrap, tape, cold packs, etc.)
- Must notify home team of any possible game day transportation problems that may delay arrival and start time.

Neutral Site Policies

- Referee fees are to be split prior to the match by both clubs involved.
- Field rental fees (if applicable) are to be paid prior to the match to the correct personnel.
- Games cancelled at a neutral site within 7 days are subject to potential field rental costs, hotel costs, etc. The LEAGUE office will review these scenarios.

Rule 608 – Home CLUB Requirements for Referees

All CLUBs are required to provide a comfortable, safe, and welcoming environment for referees with the basic necessities of an athletic event. At no time should the home or visiting CLUB imply criticism of the game officials or refereeing in general or make comments that criticize the opposing



League Regulations and Standards

CLUB. CLUB who fail to heed the above guideline will be subject to disciplinary action by the LEAGUE office including fines and suspensions.

Rule 609 – Pre-Game Procedures

Prior to kick-off, LEAGUE pre-game procedures, as described below, shall be implemented. While these procedures shall not vary, additional activities may be included based on the home CLUB's game day entertainment, presentations, and dignitary or VIP recognitions.

Exchange of Score sheet

Visiting CLUB must provide their official score sheet to the Home CLUB 30 minutes prior to the game. Once visiting CLUB has verified the line up on the score sheet they should return it to the home CLUB no later than 15 minutes prior to the start of the game.

CLUB Warm-up Period

Each CLUB shall be entitled to a concurrent warm-up period of no less than TWENTY (20) minutes.

Officials and Team Entry (Encouraged but optional)

The officials and starting players shall enter the field prior to the start of the game “International walk-out” style. Coaches and reserve players will remain in their bench areas.

National Anthem (Encouraged but optional)

The National Anthem of the home CLUB shall be played immediately following the entry of the players. Both CLUBS shall remain in public view and pre-game presentation formation during the National Anthem and all players shall face their country's flag when it is present or straight forward if it is not present or their respective anthem is not being played. If the visiting CLUB is from another country, the visiting CLUB's National Anthem shall be played first and their country's flag displayed, when possible. The home CLUB's anthem shall follow. Adjust countdown to kick-off as needed.

During the National Anthem(s), the Head Coach, Athletic Trainer, Physician, and any other authorized bench personnel shall remain standing on the touchline facing their country's flag or toward the starting line-ups. The game officials shall stand at center field facing the spectators. Players and game officials shall refrain from jogging in place, chewing gum, and talking during either National Anthem. A respectful appearance shall be maintained.

Rule 610 – Game Procedures

The game shall commence on the referee's signal. During the game, the referee is in control and in charge of the game. In conjunction with the Field Manager, the referee shall ensure the game begins on time and that the second half starts at the designated time.

Halftime

Halftime shall officially begin as soon as the referee blows his/her whistle signifying the end of the first half. The duration of halftime for all games shall be twelve (12) minutes unless otherwise authorized by the LEAGUE. The home CLUB shall provide and replenish the water, ice, and cups for the visiting CLUB as needed.



League Regulations and Standards

Rule 611 – Postgame Procedures

At the conclusion of the game, the following post-game procedures shall be followed.

Official Score Sheet

The official Score Sheet shall be submitted to the LEAGUE office through U.S. Soccer Connect **no later than 24 hours** after the completion of the game. The game scores, statistics, and cards must be entered digitally through U.S. Soccer Connect along with photos of the game reports for the Visiting and Home Team. **A violation of this rule will result in a fine of \$10.00 USD for score sheets with inadequate information.**

Minimum Standards Form

The home CLUB and visiting CLUB must complete their respective portions of the Minimum Standards Form located on the SYL website **within 24 hours of the game.**

<http://www.sylsoccer.com/page/show/2280502-minimum-standards-compliance>

Rule 612 – Game Day Presentation

Each CLUB's game day presentation objective shall be to ensure a professional and consistent atmosphere for all LEAGUE games. This goal shall be accomplished by adhering to uniform standards developed by the LEAGUE. While variations resulting from local traditions are expected, the CLUB shall ensure the game day presentation is highly professional. Each CLUB shall develop its own signature presentation, which shall remain consistent throughout the season.

Rule 613 – Game Conduct

Coaches, Athletic Trainers, and Non-Playing Bench Personnel Attire

Coaches and assistant coaches are strongly encouraged to wear professional attire during the game. Jeans and sandals are prohibited.

Approaching Game Officials

Coaches, assistant coaches, parents and other CLUB personnel are not permitted to enter the playing field to approach the game officials before, during, at halftime, or at the conclusion of any LEAGUE game. Game officials shall report such behavior, which is subject to LEAGUE disciplinary action. Similarly, CLUB staff shall not confront game officials in the locker room, corridor, parking lots, or any area surrounding the complex. **A violation of this rule will result in a fine of \$100.00 USD.**

Injury Guidelines for CLUB and Officials

Given the changes relative to game officials being in complete charge of game timing, as is common in international competitions, officials will no longer stop the clock for time lost through situations described in Law 7 of the FIFA Laws of the Game (substitution, assessment and removal from the field of injured players, wasting time, or other causes). Instead, the time lost will be managed on the field by the referee, who has complete discretion regarding the exact amount of time to be recovered. The intent of Law 7 is to recover the time lost due to excessive delays for injuries, substitutions, goal celebrations, and so forth.

Serious injuries, however, are likely to be the most common situation for which the referee is called upon to add time at the end of a period of play. The time to be recovered includes the original



League Regulations and Standards

assessment of the injury and, where necessary, the removal of the injured player from the field by medical personnel.

It is absolutely imperative that Athletic Trainers cooperate with officials in the application of the following FIFA and USSF guidelines.

- a. If a player is seriously injured, the referee shall stop play.
- b. After assessing the condition of the injured player, the referee shall authorize one, or at the most, two medical staff to enter the field to ascertain the type of injury and to arrange the players swift transport off the field (but not to treat the injury on the field).
- c. Any player suffering from an open wound is compelled to leave the field to have the wound treated.
- d. To remove the player as quickly as possible, stretcher-bearers shall enter the field with a stretcher immediately upon being signaled by the referee.
- e. If the referee has determined that a player must leave the field due to injury, whether or not medical personnel has been signaled to assist the player, the injured player is required to leave the field either on foot or on the stretcher. If the player refuses to comply, the referee shall caution him for hindering the restart of play.
- f. If a player has received permission from the referee to leave the field during play for an injury that is serious, that player must get the referee's permission to re-enter the field. If the ball is in play, such a player may only re-enter the field across either of the touchlines. When the ball is out of play, the player may re-enter across any of the boundary lines. Only the referee is authorized to allow an injured player to re-enter the field whether the ball is in play or not.
- g. If a player is bleeding, he/she must leave the field immediately to have the bleeding stopped and skin and uniform cleaned as thoroughly as possible (or replace the uniform with a clean one). When the player is ready to return to the game, the referee will inspect the injured area and the uniform for blood at a stoppage in play before permitting the player to re-enter the game. The referee may not delegate this task to another official and must make himself available to inspect the bleeding. The referee inspection can occur only at a stoppage in play and the player may then enter the field from any point on the boundary line. The referee will not stop play for a player's re-entry, but may wait for a normal stoppage in play.
- h. If play has been stopped solely for a serious injury with no other breach of the laws of the game, the referee shall restart play with a dropped ball.
- i. The referee shall add on time lost for an injury at his/her discretion (whether medical attention has been given on the field or not) at the end of each period of play affected.

Nothing shall be done that would potentially cause further permanent injury to a player. In the case of on-field injuries, it is required that the referee and medical personnel communicate with each other and to use their best professional judgment.

Under no circumstances shall a player be removed if there is an injury to the head, neck, or back until it can be accomplished without risk of further injury or permanent injury to the player. Similar restraint shall be shown for injuries which are deemed to be potentially limb threatening; however,



League Regulations and Standards

for the majority of less serious injuries, the Athletic Trainer will oversee the removal of the player from the field. The Athletic Trainer and referee shall work together to ensure the safety and well-being of the player while trying to return him/her to play as soon as possible.

Athletic Trainer Guidelines

Adhering to these guidelines, the Athletic Trainer shall utilize the following Universal Athletic Trainer Hand Signals to facilitate the care of an injured player.

1. Ambulance: Athletic Trainer raises hand overhead, extends index finger and rotates finger mimicking the lights of an ambulance siren.
2. Physician: With index finger of either hand, Athletic Trainer points to the corner of his/her ipsilateral eye.
3. Splints: With hands in clenched fists, Athletic Trainer strikes thumb sides of hands together.
4. Spine Board: With hands together, palms open and pronated, Athletic Trainer moves hands apart as if describing a flat surface.
5. Stretcher: Universal signal employed by all FIFA officials when signaling for a stretcher.

Travel Party

No CLUB shall travel to a LEAGUE game with less than ELEVEN (11) players (NINE (9) for U-11 and U12 respectively). The head coach shall be in charge of the travel party, but may delegate this responsibility to another capable travel party member. **A violation of this rule will result in a fine of \$25.00 USD.**

Emergency Medical & Evacuation Plans

Every CLUB shall establish game day emergency medical and evacuation procedures. Above all, necessary precautions shall be taken to ensure spectator, CLUB, and staff safety at all times. As most CLUBs do not own their stadiums, it is imperative that security, stadium management, and CLUB officials discuss and coordinate these procedures prior to the game. If your stadium does not have an emergency plan, contact the LEAGUE office immediately.

Evacuation Plan

In the event that a stadium or parts thereof need to be evacuated, each CLUB shall develop, in conjunction with their stadium, a Game Day Emergency Evacuation Plan. This plan shall include at least the following specifications:

- Directions on how to safely and quickly remove all spectators, CLUB, and staff from the affected area.
- A detailed list of on-site employees responsible for overseeing an evacuation.
- A detailed notification system for law enforcement, fire, or other emergency response departments.

Preemptive measures shall include day of game stadium inspections and advisory to security of their duties and expectations, particularly concerning fights and alcohol abuse, etc. Many municipal and established stadiums shall already have policies in place; CLUB may incorporate existing stadium plans.



League Regulations and Standards

Medical Emergency Plan

Medical emergencies create a need for immediate medical attention on the field, in the stands, and in press/VIP areas. In addition to field injuries wherein a player is injured during the game, non-participant emergencies may include heart attacks, eye injuries, head or neck trauma, heat exhaustion, obstetrical (labor) emergencies, insect or bee stings, respiratory (choking) problems,

fractures, allergic reactions, etc. Utilize the following basic parameters in developing CLUB policies.

- Assign staff to report initial problems to the Field Manager. Notify security and any on-site emergency response team immediately of the problem / location and deploy a staff member to the scene.
- Once the emergency response team arrives and relieves the staff member, the staff member shall record initial information including time, location, and who placed the injury call before they leave the accident/injury area. This information shall be recorded on the Stadium Incident Report form provided at the end of this section.
- If the patient is transported to the hospital, the designated staff member shall record the time of departure, which hospital the patient was transported to, and who transported the patient.
- Emergency equipment on site shall be listed in the emergency plan and its location shall be detailed.

***A LEAGUE approved Incident Report can be found on the LEAGUE website. Injury reports and insurance will be processed through RPS Bollinger & Monument Sports Group.**

Postgame Reporting

Rule 701 – Postgame Responsibilities of the Home CLUB

The home CLUB is responsible for submitting the Game Report for the Visiting and Home teams. Scores, Stats and cards must be submitted digitally through U.S. Soccer Connect. A photo of the Game Reports are also required to be submitted through U.S. Soccer Connect.

Game Score Sheet

This form is the official statistical record for the game, which lists the CLUB lineups, scoring summary, and official statistics, including a list of the game's cautions and send-offs and player/coach photos for those eligible to participate in the game. **These documents will be available to print within U.S. Soccer Connect 3 days prior to the game's scheduled date.** At the game's conclusion, both head coaches must sign their portion of the game report, while the referee must verify the cautions, send-offs, goals, and assists by also signing the score sheet. The home CLUB is responsible for submitting the Game Report for the Visiting and Home teams.

****Each CLUB is responsible for ensuring that they and the referees complete their portions of the Game Score Sheet following the game.**



League Regulations and Standards

Rule 702 – Postgame Responsibilities of the Visiting CLUB

Game Score Sheet

Verify that the game reports are correct and both the CLUB coaches and Referee must sign.

Minimum Standards Form

The visiting CLUB must complete the Visiting CLUB portion of the Minimum Standards Form located on the SYL website within 24 hours of the game.

Disciplinary Regulations

Rule 801 - LEAGUE Disciplinary System

The LEAGUE office shall have the authority to suspend, fine, or disqualify players, team officials, or competing CLUBs for violating LEAGUE rules or for any action or conduct not in the best interest of soccer or the LEAGUE. The LEAGUE office has the authority to act on behalf of the LEAGUE regarding any breach of regulations or rules, or it may refer discussion on any breach of the rules to the National Review, Appeals, and Discipline Committee (RAD) for review. The LEAGUE office hands down any final decision on a breach of rules. CLUB and its players must abide by all decisions of game officials during games.

- A sending off will result in a minimum of a one (1) game suspension. The Disciplinary Review Committee at the LEAGUE office will determine if further punishment is required. Red cards are not reviewable by the LEAGUE office and CLUB cannot appeal a single game suspension for a red card. CLUB can appeal any additional suspension levied by the LEAGUE.
- Any player accumulating seven (7) yellow cards during the regular season will be suspended for the following game.

All suspensions (during league play or championship events) shall commence on the **1st day following the date of the offense**. However, the LEAGUE office reserves the right to review all suspensions for misconducts that are especially violent or severe in nature. **All players must serve their suspension on the first game following the date of the offense.**

Spitting

Any individual sent-off during a game for spitting at or on an opponent or other person will be suspended a minimum of two (2) games and the **club will be fined \$150.00 USD**. The LEAGUE office reserves the right to review all incidents and impose further suspensions.

Rule 802 - Serving Suspensions During The Regular Season

The penalties set forth shall apply to all cards awarded to a player in any LEAGUE game. For the purpose of determining accumulations and game suspensions, any games that count as part of a team's official LEAGUE schedule shall be utilized.

Final Regular Season Game Sending-off

Any player sent off in a final regular season game must serve the suspension in the first match of the Super Y League Finals, unless the season is over for that player, in which case the suspension will be served in the team's first LEAGUE game of the following season.



League Regulations and Standards

Guidelines for sending off (current game)

Players and coaches sent off from the field are not permitted to watch the game. They must remain in the locker room for the remainder of the game or be outside of the facility premises. Additionally, coaches are not permitted to communicate with their team, staff, or players during the remainder of the game. The type of communication prohibited would include: cellular phones, 2-way radios, electronic/digital, written, hand signals, or verbal. Players or coaches returning to the field of play during or directly following the game are subject to additional sanctions. These guidelines also apply to the Super Y League Finals.

Coaching Staff Suspension Parameters & Restrictions

Any manager, coach, assistance coach, Athletic Trainer, or other official bench personnel is prohibited from assuming any official duty at or near the team bench while serving a suspension. Any infringement of this rule may result in the forfeiture of the game and will include discipline for each infraction. (Any Athletic Trainer sent off during a game should remain in the locker room area through the end of the game and may only return to the field with the permission of the referee in the event of an emergency).

Coaches serving suspensions are allowed to communicate with players pre- and postgame only. Suspended coaches may NOT communicate with the team at halftime. Suspended coaches must NOT be on the field during warm-ups and may NOT stand or in any way be in close proximity to the field of play. Following a game, a coach serving a suspension may enter the locker room but must NOT be in or around the field of play. Coaches must sit in the press box or in some location other than in the grandstand or on the sideline. If this is not possible, then the coach is prohibited from attending the game.

Extending a Suspension

In any case, the LEAGUE reserves the right to impose suspensions beyond any of these parameters for offenses deemed to be particularly violent and against the spirit of the game.

Rule 803 - Suspension during Super Y League Finals

Cautions

Any player accumulating three (3) cautions during the LEAGUE championship event group play will be prohibited from participating in the team's next game. Yellow cards are erased after group play and players start clean in the next round unless a player receives his/her third yellow card on the last game of group play and advance to the next round, the player will have to serve the suspension on the next game.

Sending-Offs

Any player who is sent off during the LEAGUE championship event group play will be suspended from the next game, unless the season is over. In that case, the suspension will be served in the team's first LEAGUE game the following season.

Rule 804 - Commencement of Suspensions

Suspensions shall commence on the first day following the date of the last offense. However, the LEAGUE office reserves the right to review all suspensions for misconducts that are especially violent or severe in nature.



League Regulations and Standards

A player or coach that was suspended in a game must serve the suspension of the game with the age group with whom they were suspended. No player or coach may participate with another team within the CLUB until suspension has been served with said team.

Rule 805 - LEAGUE Office Discretionary Power on Suspensions

The LEAGUE office may, at its discretion, rule that a specific game shall not count toward the completion of a suspension, if satisfied that the game has been purposely arranged by the CLUB with a view toward enabling the player in question to complete his/her suspension at a specific time in order to qualify him/her to play in another specific game.

The LEAGUE office may, at its discretion, waive all suspensions for the accumulation of cautions against players and coaches prior to a LEAGUE championship game.

Rule 806 - LEAGUE Disciplinary Committee

A panel of individuals from the LEAGUE office shall conduct the review of disciplinary issues. Such a panel will consist of at least three (3) people on the USL staff, one of which includes the Senior LEAGUE Director.

Rule 807 - U.S. Soccer Fine for Serious Incidents

The Secretary General of U.S. Soccer has the power to impose fines up to \$10,000 for any incident bringing the game into disrepute.

Conduct of Teams

Rule 901 - Intentional Throwing of Games

Agreeing or promising to lose a game is in strict violation of LEAGUE rules. Any CLUB or personnel associated with a CLUB who agrees to lose, attempts to lose, or otherwise adversely affects the outcome of any game with which he/she is or may be in any way associated, or who shall solicit or attempt to induce any player or other person associated with a member CLUB to lose, attempt to lose, or otherwise adversely affect the outcome of any soccer game, will be immediately declared ineligible and may be subject to expulsion from the LEAGUE.

Likewise, any person from a member CLUB that is solicited to commit or has knowledge of any of the foregoing acts and fails to inform the LEAGUE office immediately of all facts and circumstances connected with the solicitation shall be declared by the LEAGUE to be permanently ineligible and may be subject to suspension and expulsion from the LEAGUE.

Additionally, any player who, in the opinion of the referee and/or the LEAGUE office, attempts to purposefully lose a game by intentionally scoring an own goal as a field player, or intentionally allowing an own goal to occur while playing as a goalkeeper, will be subject to disciplinary action.

Rule 902 - Illegal Incentives for Winning a Game

Any person connected with a member CLUB or team who shall offer or give any gift or reward to a player or other person connected with another member CLUB for services rendered, supposed to be rendered, or to have rendered in defeating or attempting to defeat a competing team or



League Regulations and Standards

otherwise adversely affect the outcome of any game shall be declared by the LEAGUE office to be ineligible for a period of not less than three (3) years.

Likewise, any person with knowledge of such an incident, who fails to inform the LEAGUE office immediately of such an offer and of all facts and circumstances connected therewith, shall be declared by the LEAGUE office to be ineligible for a period of not less than three (3) years.

Rule 903 - Gifts to Referees or Assistant Referees

Any person connected with a member CLUB who shall give or offer to give any gifts or reward to a referee or assistant referee for services rendered or supposed to be rendered in defeating or attempting to defeat a competing CLUB, or otherwise adversely affect the outcome of any part of a game shall be declared by the LEAGUE office to be permanently ineligible.

Likewise, any referee or assistant referee who shall render, or promise or agree to render, any such decision otherwise than on its merits, or who shall solicit or accept such a gift or reward for any such service or decision, shall be declared permanently ineligible by the LEAGUE. Any referee or assistant referee who, having been offered any such gift or reward, or having been solicited to render any such decision otherwise than on its merits, shall be obligated to inform the LEAGUE immediately of such an offer or solicitation and all facts and circumstances connected therewith. Failure to report such solicitation shall be cause for the LEAGUE to declare the official permanently ineligible to work LEAGUE games and will recommend a USSF / CSA suspension from all games.

Rule 904 - Betting on Soccer Games

Betting on LEAGUE games by any insider, manager, coach, referee, assistant referee, owner, employee, LEAGUE officer, or LEAGUE official is strictly prohibited. Any person associated with the LEAGUE or individual CLUB who bets any sum on any USL affiliated LEAGUE shall be declared persona non-gratis by the LEAGUE and permanently banned from all LEAGUE activities.

Rule 905 - Scandalous Conduct

The LEAGUE office may suspend for an indefinite period and/or impose a fine on any officer, director, player, or employee of a member CLUB guilty of gross misbehavior in public, including intoxication, drug use, fighting, quarreling, indecency, or other scandalous conduct whether on or off the playing field when such conduct is, in the LEAGUE's opinion, prejudicial to the best interests of the sport of soccer or the LEAGUE.

Rule 906 - Moral Turpitude

Any employee, player, or official of any member CLUB or the LEAGUE who shall be convicted of a felony or who shall have been found by the LEAGUE office to have conducted themselves in a manner detrimental to the best interests of soccer or the LEAGUE may be declared by the LEAGUE office to be suspended for such period of time as the LEAGUE shall deem to be appropriate.

Rule 907 - Tampering

During the regular season, playoffs, and Super Y League Finals, no manager, officer, or representative of a CLUB shall approach a registered player, coach, or staff member of another



League Regulations and Standards

CLUB regarding employment, unless that contracted party's employing CLUB gives written permission to the requesting CLUB to make such contact. Violations of this rule shall subject the offending party to disciplinary action from the LEAGUE office.

Rule 908 - Vandalism/Destruction of Property

No player, manager, officer, or representative of a CLUB shall intentionally damage or destroy the physical property of another CLUB or LEAGUE partner. This prohibition shall extend to the damage and destruction of locker rooms or other area of a leased or owned stadium or facility. **A violation of this rule will result in a fine of \$100.00 USD.**

Rule 909 - Other Misconduct

Nothing contained in this rule shall be construed as exclusively defining or otherwise limiting conduct, acts, transactions, or practices that are not in the best interests of the sport of soccer or of the LEAGUE. Any and all other conducts, acts, transactions, or practices which are not in the best interests of soccer or the LEAGUE are prohibited and shall be subject to such penalties imposed by the LEAGUE office such as permanent ineligibility, ineligibility for a period of time, suspension of voting rights, suspension from playing, or suspension of an individual from sitting on committee or advisory board, as the facts in the particular case may warrant.

Rule 910 – Reporting False Scores

Any reporting of false scores to the LEAGUE office will result in immediate action and CLUB could face fines and other sanctions as deemed necessary by the LEAGUE. This will NOT be tolerated.

Governing Bodies and Committees

Rule 1001 - Authority of the LEAGUE Director

The LEAGUE Director will have the power to:

- Prepare the schedule for the LEAGUE season and LEAGUE championship events.
- Propose and interpret the rules.
- Exercise disciplinary powers conferred upon him/her by the LEAGUE regulations.
- Conduct the day-to-day affairs of the LEAGUE and shall employ administrative and clerical staff necessary to carry on the business of the LEAGUE.
- Have full authority to take any action that in his/her judgment is necessary or desirable to prevent or discourage any conduct by a member(s) or any other person(s) which is not, in the Directors opinion, in the best interest of the LEAGUE or which is not, in the Directors judgment, necessary or desirable to preserve or protect the integrity or reputation of the LEAGUE, its members, or the sport of soccer.
- Make known and enforce the provisions of these LEAGUE regulations and the rules of the LEAGUE.
- Be responsible for all funds and securities of the LEAGUE: shall receive all duties, fines, assessments, and other revenues paid to the LEAGUE. He/she shall deposit all such revenues in the name of the LEAGUE in such depositories as may be elected by the Chief Operating Officer of USL. He/she shall keep an accurate account of all LEAGUE funds for payment of accounts, fees, and dues and shall make such payments as shall be due by the LEAGUE.



League Regulations and Standards

- Authority to hire LEAGUE employees as may be necessary to carry out these rules, LEAGUE operations, and any other business germane to LEAGUE.

Rule 1002 - Chief Operating Officer

The LEAGUE Director(s) shall report to the USL President, who shall have supervision, direction, and control of all LEAGUE staff.

Rule 1003 – United Soccer LEAGUES, LLC Board of Directors

The Board of Directors consists of five (5) members who are appointed by United Soccer LEAGUES, LLC. The Board of Directors of United Soccer LEAGUES, LLC manages, oversees and implements policy for all LEAGUES of the USL system.

Rule 1004 - LEAGUE Advisory Committee

The LEAGUE Advisory Committee may be established to provide assistance in the development and direction of the LEAGUE. Each Division may be represented by an official that serves on the Executive Committee. These committee members will be appointed by the LEAGUE Director.

Rule 1005 - Standing Committees

The LEAGUE office shall have the discretion to appoint and disband a National RAD Committee, Competition Committee, Divisional Strategic Input Committees, Minimum Standards Committee, Referee Committee, and any other special committee deemed necessary for the welfare of the LEAGUE. The LEAGUE Director shall also prescribe the duties of each committee, which shall report directly to the LEAGUE Director, who shall be an ex-officio member of all standing committees.



Registration Procedures & Roster Regulations



Registration Procedures & Roster Regulations

General Registration

Rule 1101 - Registration Deadline

All player, coach, and staff registrations must be submitted and approved at least two (2) weeks prior to the beginning of each team's individual season. Failure to comply will result in the individual being ineligible. New team members being added to rosters during the season must be registered by **July 17th**. There will be no registrations after Fridays at 5:30 PM EST for a given weekend. **A fine of \$250 will be charged for a violation of the initial registration deadline.**

Rule 1102 – Master Roster

The LEAGUE Team Roster, located on the official LEAGUE website, is the official player roster of the CLUB. There is no limit to the number of foreign players on the roster, as long as they have the proper international clearance, when applicable. Only 18 players from the CLUB roster can be used for games on each team (16 players for U11 and U12), and these players must also be on the official game report for the game. Players can only be on one roster during the season. If a player is playing “up” on a club pass, they must be listed as a guest player on the official game report. Player and team information must be updated and kept current for each game. For Super Y League Finals, the match roster of 18 players must contain a minimum of 25% of players that participated in at least two (2) matches for that team during the regular season. Exceptions to this rule must be evaluated by the LEAGUE office. **Only players of the same gender under which the team is registered are eligible to play for that specific team.**

Team Rosters & Player Eligibility

The CLUB may have unlimited players on its master roster (26 for U11 and U12) and shall have a minimum of 11 (minimum of 9 for U11 and U12) and a maximum of 18 players dressed in uniforms, present, and eligible to participate in each game (maximum of 16 players for U11 and U12). CLUB must comply with all LEAGUE and USSF/CSA rules regarding use of foreign players. CLUB must register all players prior to participation in the LEAGUE. The only official roster of eligible players will be located on the LEAGUE website and is the responsibility of the CLUB to manage. LEAGUE may require proof of citizenship or legal residency of each player.

Rule 1103 - Eligible Player

A player who is properly registered with the LEAGUE, is of the proper age for that team, and who is not subject to any kind of suspension by the LEAGUE, USSF or CSA, is considered an eligible player. The LEAGUE office will produce updated discipline reports weekly that specify the eligibility of suspended players.

Rule 1104 - 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.**



Registration Procedures & Roster Regulations

Rule 1105 - 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.

Rule 1106 - LEAGUE Registration

All players, coaches, and staff members must present their official SYL Game Report to the referee prior to the game. If the individual's picture is not on the SYL Game Report, the individual will not be eligible for the game. Teams will be notified by LEAGUE of any missing requirements for obtaining approval for players. Teams can also view any missing documents for players through U.S. Soccer Connect. Players will not be made available to add to a roster until they have been approved by the League. Until these requirements are met, the individual cannot participate. Additionally, an individual is not considered registered until the team can roster the player onto the team and the player's photo appears on the game report. **Other organization player passes may not be used as a form of identification.**

Rule 1107 - Roster Freeze

The regular season roster freeze will be on **July 17th**. Once the season concludes, teams who qualify for the Super Y League Finals will be given until **November 13th** to add additional players. These dates are firm. No CLUB will be permitted to add players to the Official CLUB Roster after the roster freeze dates without LEAGUE approval. All teams are limited to the 26 players on the Official Team Roster for LEAGUE championship events.

Player Registration

Rule 1201 - Player Registration Dates

U-11 Player => Players born in 2010

U-12 Player => Players born in 2009

U-13 Player => Players born in 2008

U-14 Player => Players born in 2007

U-15 Player => Players born in 2006

U-16/17 Player => Players born in 2005/2004

U-18/19 Player => Players born in 2003/2002

***6 Players born in 2001 permitted for U18/19 age group.**

The regulations governing all players competing in the Super Y League along with the status, rights, and privileges of these players are set by U.S. Soccer and the Canadian Soccer Association, the national governing bodies for the sport in the United States and Canada. Both are affiliated with FIFA, soccer's international governing body.



Registration Procedures & Roster Regulations

Please note that player registration cost will be \$25 per player. Registration cost will be \$16 per coach/manager. The costs include all federation fees along with Insurance coverage.

The following contains registration information for the LEAGUE. CLUBS in the U.S. are required to register their players and staff through SYL's online system each playing season. SYL has an agreement with Bollinger Sports & Leisure for the LEAGUE to administer the registration of players through SYL's system. Bollinger Sports & Leisure will be the insurance provider to all SYL LEAGUE players.

LEAGUE Registration Contact

Please reach out to these individuals regarding player and coaching staff registration matters.

Katie Middleton

katie.middleton@uslsoccer.com

813-269-1345

Rule 1202 - Player Registration Terminologies

Amateur Player

An amateur player is defined by the following: A player who does not receive payment for playing soccer and who has signed an amateur registration form with U.S. Soccer or Canadian Soccer Association. Amateur players may be reimbursed for certain expenses as allowed by USSF/CSA/NCAA rules.

Registered Player

A registered player is a professional or amateur player who has filed the proper forms as required by USSF/CSA, paid the proper fees, and has secured any necessary clearances (foreign or domestic) from the player's former CLUB.

International Clearance

An international clearance is an official release from a foreign national association.

For US based teams:

US Soccer Federation Clearance - any player who has ever lived outside of the United States or was born in a foreign country will need to be cleared by the US Soccer Federation prior to receiving a player pass. Citizenship is irrelevant. The guidelines and ages used below determine what category a player fits into and what method must be used to obtain the international clearance. **ALL FORMS REFERENCED BELOW FOR US BASED PLAYERS CAN BE OBTAINED THROUGH THE ADMINISTRATIVE SECTION OF THE LEAGUE WEBSITE.**

Listed below are the new procedures for each instance, and this information is also updated on the LEAGUE website under CLUB Admin, then Handbook & Forms. The same detailed explanation can also be found by visiting the following address: <http://www.usoccer.com/About/Federation-Services/Intl-Clearance.aspx>

ITC Options

Under FIFA's rules, there are four options by which a player born outside of the U.S. can register with an affiliated LEAGUE:



Registration Procedures & Roster Regulations

1. Entry Prior to Age 10 - Players who entered the U.S. prior to the age of 10 (regardless of their current age) can supply a copy of an official document to prove that fact (e.g. – report cards, immunization records, doctor records).
- 2.

Players who were born outside of the U.S. but entered the country to live prior to their 10th birthday simply need to provide proof in order to be cleared to register with U.S. Soccer. The document being used as proof should have the player's name, a date that is prior to the player's 10th birthday, and show that the player was taking part in day-to-day life in the United States.

Acceptable forms of proof documentation include, but are not limited to, the following:

- School report cards
- Doctor records
- Immunization records
- Certificate of Baptism
- Previous registration history with a sports program

Unacceptable forms of proof documentation include, but are not limited to, the following:

- Passport entry page
- Class Photo from 3rd Grade that does not individually identify each student
- Letter from player/parents verifying the date they moved to the country

In order to be cleared via this method, the player should complete the following steps:

1. Complete the Prior to 10 Submission Form (.pdf)
2. Obtain a copy of some form of official document that proves the player was living in the United States prior to their 10th birthday, per examples listed above
3. Send a copy of both the P-10 Form and proof document to LEAGUE/State Association and U.S. Soccer Federation
4. Player's documentation is reviewed by U.S. Soccer and approval sent to LEAGUE/State Association. Players should communicate with their State Associations to verify whether clearance has been granted.

2. First Registration

U.S. Citizens – U.S. citizens born outside of the U.S. (regardless of current age) may simply complete and sign the First Registration form attesting that the player has never been registered at any level to play soccer in any other country. U.S. Soccer can immediately clear the player.

U.S. Citizens born outside of the U.S. may be cleared to register by simply completing and signing the First Registration Form. This process is available to all players, regardless of current age and skill level. The player (and guardian, if player is under the age of 18) should complete and sign the First Registration Form and forward the document to their affiliated member and U.S. Soccer. U.S. Soccer will review the document and notify the affiliated member within 5 days whether the player is free to register or not via the First Registration process.

Summary

U.S. Citizens born outside of the U.S. complete the following steps:



Registration Procedures & Roster Regulations

1. Fill out the First Registration Form (.pdf)
2. Submit the completed form to State Association/LEAGUE and U.S. Soccer
3. U.S. Soccer reviews the paperwork and will notify affiliated member if player is clear to register

3. Minors – Any player currently between the ages of 12 to 17 who is NOT eligible for one of the proceeding methods must prove to U.S. Soccer that he/she meets one of the exceptions above. Once verified, U.S. Soccer will request the ITC from the former federation. Per FIFA regulations, that federation has up to 30 days to respond after which U.S. Soccer can issue a provisional international transfer clearance.

FIFA's Regulations, state that international transfers of players are only permitted if the player is over the age of 18. There are three exceptions to the rule:

1. The player's parents move to the country in which the new CLUB is located for reasons not linked to football.
2. The transfer takes place within the territory of the European Union
3. Where the player lives and the CLUB wishing to register the player are both located no further than 50km (roughly 30 miles) of an international border

U.S. Soccer will use exceptions #1 and #3, as the second exception deals only with players in Europe.

In 2009, FIFA instituted the FIFA TMS system. It is an online method to provide FIFA with documentation to prove that a player fits either of the two exceptions above. Documents are uploaded into their system and are reviewed by FIFA, who would make the final determination on whether an ITC request could be requested for a minor player. However, U.S. Soccer has received a limited exemption from the requirement to use the electronic FIFA TMS system. U.S. Soccer is now responsible for the document review and determination on whether any player meets either of the two exceptions above. Although required to uphold the same standards as FIFA, U.S. Soccer is able to much more quickly review the documents and determine whether an ITC request could be requested for a minor player.

In order to get registered under this process, the minor player (and parents) should follow these steps:

1. Collect required documentation to prove that the player meets the first of the above-given exceptions:
 - i. Player's Passport
 - ii. Player's Birth Certificate
 - iii. Player's Parents' Passports
 - iv. Player's Parents' Work Visas (if available)
 - v. Player's Parents' Proof of Residence (Water bill, lease agreement, etc.)
 - vi. Player's Parents' Proof of Employment (Pay Stub, Employment Verification Letter, etc.)



Registration Procedures & Roster Regulations

*** FORMS SHOULD BE SUBMITTED TO:

U.S. Soccer Federation
Attn : Federation Services Department
1801 South Prairie Avenue
Chicago, IL 60616
312-808-9263 fax
(E-mail) player_registration@ussoccer.org

For Canadian based teams:

Canada Soccer Association Clearances - All Canadian CLUBS with players requiring international clearances must be cleared by their provincial association and must send proof of clearance to the LEAGUE office. CLUB may need to go through the District office to accomplish this. The District/Provincial authority will forward the requests to the Canadian Soccer Association who will then notify the LEAGUE.

Rule 1203 - Registered Players/Release of Players and Club Pass

Once a CLUB player has played one match of its team's schedule, a player may not participate with another LEAGUE CLUB in any age group, regardless of whether the new CLUB competes in that age group. A player may be issued a "Club Pass" that will allow the player to participate in all age groups and teams for a single CLUB, in which that individual would be eligible (A player is not eligible for another team in the same age group). Until a player has played in one match of their LEAGUE schedule, a player may move to another CLUB. The player, however, may not be registered with two (2) or more CLUBS at any given time. Special circumstances regarding a player's release will be reviewed by the LEAGUE. Such circumstances include a player that is moving his/her residence or being dropped from a roster by the team. This request must be put into writing and submitted to the LEAGUE office for review.

Because amateur players are not held to contracts, they are free to leave a CLUB at any time, provided he/she returns the team's equipment and financial matters between parties are resolved. The LEAGUE office will reserve the right to review a player's appeal if he/she is denied permission to play for another team. **A player may not play with more than 2 CLUBS throughout any given season. **This rule does not apply to players who guest play for another club at the Super Y League Finals; The players original club must not have advanced to the event in order to guest play for another club.**

Rule 1204 - Guidelines for Resolution of Disputes

In the case of a dispute between player and CLUB or between CLUBS, the LEAGUE Office, upon receiving written evidence from the CLUB or the player, shall evaluate the evidence submitted and allow seven (7) business days for player or CLUB to respond (if they choose to do so). The LEAGUE Office shall render a decision on the status of the player's registration within seven (7) business days from the last receipt of evidence from either party. The LEAGUE's decisions on these matters may be appealed to USSF by US based teams.

Rule 1205 - Player Liability

Players shall assume all risks, responsibilities, and liabilities for loss, damage, injury, or death to himself/herself while engaged as a player for a CLUB or as a player on a representative team of the LEAGUE subject to applicable state laws and regulations.



Registration Procedures & Roster Regulations

Player and Staff Insurance coverage is for ALL LEAGUE events. The insurance coverage does not extend to any external events. Please be aware of this when competing in outside competition

2020 Super Y League Table of Fines

This document is a highlighted list of Minimum Standard Fines for which ALL CLUBS are accountable. However, this list does not encompass all potential situations and CLUBS are still responsible for reading over and knowing the Handbook. Clubs will be notified by the LEAGUE of any violations of the Minimum Standards. CLUBS have 7 (seven) days from the time of the notification to protest weekly fines. After 7 (seven) days, a fine can no longer be protested. One time fees listed are per season.

100 - Membership

Rule #	Rule Name	Home Team	Visiting Team	Additional Information	Fine
122	Telephone / Email Communications Requirements	X	X	Dedicated club phone number available year-round. Must have 24-hour answering machine, website, and e-mail address. Must check daily. Club must also respond to LEAGUE/OPPOSING CLUB correspondence within 72 hours.	\$50 Per Violation
124	Bench Dress Code	X	X	Coaches and Athletic Trainers must have a professional appearance. Collared shirt and dress shorts or dress pants preferred. Jeans and sandals are not permitted. Team warm-ups are permitted.	\$10 Per Violation
125	Super Y League Finals Attendance	X	X	A club will be fined for any team that rejects bid to North American Finals. Should an alternate bid be accepted and then declined, fine shall apply.	\$2,000
125	Super Y League Finals Attendance	X	X	Should a bid be accepted and then declined within 14 days of the tournament, fine shall apply.	\$3,000
125	Super Y League Finals Attendance	X	X	Club will be fined for any team that does not compete in consolation match following commitment to participate by having too few players or not reporting to field.	\$1,000
125	Super Y League Finals Attendance	X	X	Teams must remain available to serve as a replacement team for thirty (30) days following the North American Finals bid announcements in the event that the original qualifying club declines the bid.	\$1,000



Registration Procedures & Roster Regulations

200 – League Structure

206	Schedule Changes	X	X	Any changes being made to the schedule clubs must provide updated dates, times, and venues. Fine applies to any change. If the change is mutual, fine will be split.	\$35 Per Violation
206	Referee Payment	X	X	Payment not submitted within 7 days of the games original date.	\$50 Per Violation
213	Game Delays and Postponements	X	X	Notify opposing team of game day transportation problems that may delay arrival and start time.	\$25 Per Violation
214	Forfeits	X	X	Team forfeiting any match during the season.	\$600 Per Violation/possible expulsion.

300 – Playing/Practice Field \$50 per violation

301	Playing Venues	X		Benches/seating to accommodate no fewer than 10 persons per team. Only applies at club's privately owned facility.
301	Playing Venue	X		Water Provided to both teams.
301	Playing Venues	X		Grass cut to proper height.
301	Playing Venues	X		Playing surface dimensions (106 x 66 yards, 75 x 47 for U11/U12)
301	Playing Venues	X		Corner flags, nets, and goal posts free of publicity.
301	Playing Venues	X		Flags not less than 5 feet tall.
301	Playing Venues	X		Field markings according to standard FIFA regulations.

400 – Uniforms \$25 per violation

401	Uniforms	X	X	Both teams must have both jerseys (light and dark) available for all games.
401	Uniforms	X	X	Players must have legible numbers on back of uniforms.
401	Uniforms	X	X	Goalkeeper jersey must be distinct for both teams.



Registration Procedures & Roster Regulations

500 – Game Day Staff

504	Personnel Allowed on Bench	X	X	Maximum of 10 individuals permitted in bench area to include: substitutes, coaches, Athletic Trainers, Physicians, and ball persons. Management staff not permitted. Maximum of 3 non-playing personnel are permitted in bench are with SYL issued pass.	\$25 Per Violation
-----	----------------------------	---	---	--	--------------------

600 – Game Preparation and Presentation

606	Pre-Game Responsibilities of Host Club	X		Ice and water in clean coolers and cups must be provided for both benches (replenish at halftime).	\$25 Per Violation
606/607	Pre-Game Responsibilities of Home/Visiting Club	X	X	Report to game facility at least 60 minutes before kick-off time.	\$10 Per Violation
606/607	Pre-Game Responsibilities of Home/Visiting Club	X	X	Teams must provide opposing team and referees a copy of team roster with numbers at least 30 minutes prior to kick-off.	\$10 Per Violation
613	Game Conduct	X	X	Team must dress a minimum of ELEVEN (11) eligible players 7 and 9 respectively for U10/U11 for each game.	\$25 Per Violation
613	Game Conduct	X	X	Neither team nor their supporters shall approach game officials in unsporting manner before, during, or after a game.	\$100 Per Violation



Registration Procedures & Roster Regulations

700 – Post-Game Reporting

701	Post-Game Responsibilities for Home Club	X	X	SCORE SHEET PROPERLY AND COMPLETELY FILLED OUT. Score sheet must be LEGIBLE and have a complete scoring summary, player nominations, jersey numbers, positions and signatures sections completed.	\$10 Per Violation/\$25 for No Scoresheet
701	Post-Game Responsibilities for Home Club	X		E-mail or Fax score sheet to League Office within 24 hours after completion of game (forms must be completed and legible). E-fax: 1-813-963-3807.	\$10 Per Violation/\$25 for No Scoresheet
701	Post-Game Responsibilities for Home Club	X	X	Clubs must complete their portion of the Minimum Standards Form within 24 hours of game.	\$10 Per Violation

800- Disciplinary Regulations

801	League Disciplinary System	X	X	Coaching staff member sent-off TWICE during a season will be suspended for ONE (1) additional game and club will be fined.	\$50 Fine
801	League Disciplinary System	X	X	Coaching staff member sent-off THREE times during a season will be suspended indefinitely upon review.	\$100 Fine
801	League Disciplinary System	X	X	Any individual player sent-off for spitting at or on an opponent or other person will be suspended a minimum of TWO (2) games.	\$150 Per Violation



Registration Procedures & Roster Regulations

900 – Conduct of Teams

908	Destruction of Property	X	X	No player, manager, officer, or representative of a club shall intentionally damage or destroy the physical property of another club.	\$100 Per Violation and subject to further investigation by the league office
-----	-------------------------	---	---	---	---

1100 – General Registration

1101	Registration Deadline	X	X	Team must complete initial registration process FOURTEEN (14) days prior to start of its individual season. July 17th Regular Season Roster Freeze.	\$250 One Time Fine Per Team
1102	Master Roster	X	X	Club must maintain current rosters throughout the season on the league website. Player and team information must be updated and current for each match. Rosters must be on the league website prior to first match and taken to each subsequent match to ensure validity.	\$25 Per Violation
1104	Ineligible Players	X	X	All players/coaches must have SYL issued and branded passes. Must have picture and be laminated to be valid.	\$50 Per Violation and Forfeit
1104	Ineligible Players	X	X	Ineligible player – using a player on the Roster that is not eligible but competes in a match. Includes roster limitations, illegal substitutions, suspensions, and/or players without a player pass.	\$50 Per Violation and Forfeit
1105	Illegal Player	X	X	Illegal player – using a player who does not appear on the Roster, has not registered and received a player pass and/or is not age eligible (even if on Roster) and also competes in a match.	\$150 Per Violation and Forfeit (including fee)



Registration Procedures & Roster Regulations

2020 Super Y Player Registration

<http://www.sylsoccerconnect.com/home.php?layout=10816881>

Step 1: Login to your Stack Sports account

Step 2: Once logged in, select the current registration year (2020-2021 SYL Registration)

Step 3: Select the *Registrants Tab* and click *Add Player*

Step 4: Fill out the information requested including

- Parent/Guardian contact information

Step 5: Once the parent/guardian information is completed, select *I need to add a new family member or player*

- Proceed with entering the players contact information, address, email address, gender and DOB

Step 6: Once player information is entered, you must upload the following documents:

- Photo
- Valid Form of ID (Passport, Birth Certificate, Green Card)
- SYL Waiver
- COPPA Form – Players U14 (2007) or Younger

Display 30 per page | 1 TOTAL RESULTS | SHOWING PAGE 1 OF 1 | 1 1

Name	Registration Status	DOB	Jersey#	Gender	AssetID	Organization	RegYear	RegCat	Team	Age/ID Verified
PLAYER 3 TEST	Confirmed	02/01/2008		M	PLAYTEST333101	Test Club	2019-2020 SYL Registration - U12 Boys	TEST TEAM U12B		● ● ● ● ●

Display 30 per page | 1 TOTAL RESULTS | SHOWING PAGE 1 OF 1 | 1 1

Step 7: Complete payment for players: Insert Credit/Debit Information

Step 8: Once the steps above are completed, League staff will review the player documents.

Step 9: Once all player information is reviewed by the League, you must assign eligible players to the correct roster



Registration Procedures & Roster Regulations



Media



Media

The information below summarizes the responsibilities and duties of those who serve as public relations contacts for teams affiliated with the LEAGUE.

Having a successful community-based team is much more than wins and losses. How well your city embraces your team, regardless of its record on the field, affects attendance, sponsorships, and ultimately, your organization's bottom line. The LEAGUE office provides a wide variety of media services and SYL media reaches many collegiate coaches, national team staff, and other soccer media throughout North America.

Many tools are at your disposal to help you stay in contact with the general public. One of the least expensive and most effective ways to do this is to utilize the media: newspapers, internet, television, and radio. Taking advantage of opportunities with the news media starts with your ability to deliver your news to the media outlets in a consistent and professional way. If you have questions or need advice, please call or e-mail us. We are here to help you.

Sound Bites of Public Relations Advice

- Know what kind of stories fit in a particular newspaper and which stories will never have a chance to make it. For example, does your newspaper have room for feature stories or is hard news your only chance for coverage?
- What do media want the most? Our experience tells us the media want compelling stories, especially those with some interesting twists. With soccer, many times your best opportunity for placing a story is not soccer itself but an activity off the field, which makes for an interesting feature that can run in a part of the newspaper other than sports.
- Make the media's job as easy as possible. Above all, success in dealing with the media depends on you. Do everything in your power to make their job easier so that the media know they can rely on your help. Chances are you'll be able to get that desired coverage or place that big story.

News Releases

Press releases are a good starting point for building media interest in your team and studies have shown that nearly 60 percent of the editorial content of two of the nation's most respected newspapers, the New York Times and the Washington Post, were generated by news releases and other public relations efforts.

Do Checklist

1. Put yourself in a reporter's role. What facts would you want for a story?
2. Write a news release only when you have something important to announce.
3. Write a headline that is to the point. (One line – two maximum)
4. Write your release in the "inverted pyramid" style with the most important facts at the beginning to the least important toward the end.
5. Try to anticipate most of the questions the media would ask about your announcement.
6. Attribute the announcement to an official source (i.e. GM or Owner) other than yourself.
7. Triple-check all the facts and other information for accuracy.
8. Include a release date, contact name, phone number, and e-mail address.
9. Edit your final draft so it's free of spelling and grammatical errors.
10. Release news only after you have obtained all the necessary approvals.
11. Issue the release on professional looking company letterhead with team logo and address.



Media

Don't Checklist

1. Do not underline quotes. To draw attention to quotes, set them off in their own paragraph.
2. Do not use overblown headlines. Two lines are standard either with a two-line headline or a headline with a sub-head. Four lines are too much.
3. Editorialize or sensationalize. That is the reporter's job. In other words, do not write the story for them. Promoting or "pumping up" your team is to be expected, but a release should simply present the facts in an interesting way.
4. Criticize referees or LEAGUE management. This action reflects on your CLUB negatively.

News Release Terms

Disclosure: Your team's public relations director will often be privy to information that may never be disclosed. Make sure to ask what should not be publicized. A news release must be a complete story, because some publications may run it in its entirety.

Contact Info: Include information on whom to contact (usually the public relations director) with a phone number and e-mail address so you can be reached if the media has questions or needs more details than your news release provides.

Dateline: Include the date the release was issued (and a date indicating when the information may be made public if the dates differ). If the dates coincide, you may type: FOR IMMEDIATE RELEASE somewhere above the body of the release. A dateline (i.e. "TAMPA, Fla. (Nov. 13, 2020)--"), which tells the reader where and when the information is being generated, should open all releases.

Headlines: Unless the headline is obvious, you may want to write the news release first, and then add the headline to the top. Remember to keep it succinct and to the point. It should grab the attention of the media without having to sensationalize. Cuteness and puns are not always appropriate and can often be confusing.

Quotes: Quotations should be used in releases for a variety of reasons: 1) to lend authority to a statement you make or facts you submit in your release; 2) to add opinion to an announcement; and 3) to gain insight from an individual speaker. Some officials give their public relations director the authority to make up quotes for them. If you do, make sure all quotes are approved before sending out the final draft.

Style/Grammar: Grammatical mistakes can have as negative an effect on an article's appearance as factual mistakes. There are a number of stylebooks available, but since your news releases are most often directed at the media, we recommend the Associated Press Stylebook, which is available in major bookstores. Consistency in format and grammatical style will enhance your professional credibility and help you avoid the many pitfalls inherent in the English language. You may wish to develop and regularly update your own style sheet so that someone working in your absence will have a guideline and not stray from the norm.

Distribution: Each team is required to fax or e-mail all news releases to the LEAGUE office. If it's big news, we can send it out via fax and e-mail to our extensive national media list for wider readership. On the local level,

find out if your media prefer receiving releases via fax or e-mail and compile a complete list for each for quick reference.

Content: Get to the point. Members of the media do not want to read a whole page or more to find out what your news is. Give them the basic news story in the first paragraph. If they want more, they will read on. The most important details should come first with the least important last. In the first or "lead" paragraph, address the "five



Media

W's" - who, what, where, when and why ("how" is often called the sixth W) of the announcement. The reader should be able to get all of the basics by simply reading the opening paragraph.

LEAD PARAGRAPH CONTENT

<u>POST-GAME</u>	<u>PRE-GAME</u>	<u>GENERAL</u>
Opponent	Where & when	What Happened
Score	Opponent	Who was involved
Outstanding Individual performance	Both teams' records	When did it happen
Attendance	Key past meetings	

Internet

E-Mail

It is mandatory that every team have an e-mail address that is checked daily and can be used to send press releases. Media receive hundreds to thousands of faxes per day. E-Mail allows you to be certain that your release actually gets to the specific person covering your team and allows you to establish a web presence.

Website

A team website is the ultimate in media and fan service. Being graphically pleasing to the eye is good, but it is by far not the most important aspect of a website. The following items and features should be present on your site:

- Contact Info – address, phone, fax and e-mail
- Schedule with promotions (and scores as season rolls on)
- Link to the LEAGUE website
- Ticket prices
- News / Press Release Archive
- Statistics / Stats Archive from past years/postseasons
- Player bios
- Stadium information - Directions
- Link to <http://sylsoccer.com/>
- Photos
- Merchandise info (pictures & prices with a mailing address)

Your website can be a fantastic source for updated team information for the media who need to look something up quickly or for the team's fans. Fans are more likely to become involved if they are up to date on team news and details.

Submitting Changes to the LEAGUE Website

The internet is the number one source of information for soccer. Our intent is to provide as much information as possible accurately on our website. The details about teams often change and we will gladly update things for you. Please be patient and remember that there are often numerous projects or changes on a waiting list for the website. We will make the changes as soon as possible.

Submit the Change in Writing

Send an e-mail to Cameron Koubek Cameron.Koubek@uslsoccer.com clearly stating what should be changed.



Media

Statistics

In order to get maximum coverage from media outlets, you should update team and player statistics the day after each game and make copies available. All key statistics (goals, assists, cautions, ejections, and goalkeeper information) should be generated from the official game score sheets. Teams have the ability to use their CLUB page on www.sylsoccer.com to track player statistics.

At a minimum, player statistics should include games played, goals, assists, points scored, minutes played, goals allowed/goals-against average for goalkeepers, but you can expand your statistical report as you see fit. While the LEAGUE keeps official statistics, each team should keep its own statistics to compare against those produced by the Communications Department to ensure accuracy.

You may want to ask your media outlets for their requirements, because different outlets will go into more depth than others. Set up the statistics in a table that is easy to read, preferably using a computer spreadsheet application.

Assists: An assist is simply defined as any pass that directly leads to a goal. The key here is the word “directly.” The pass must lead directly to a shot that results in a goal. An assist is not given following a pass where a player dribbles on his own to elude several defenders before scoring. [Note: SYL does not recognize double assists and will not include them in official LEAGUE statistics]

Scorekeeper: Since most of the important statistics come from the game day score sheet, it is important that the following guidelines are followed:

- Select a competent scorekeeper whose sole responsibility on the day of the game is to complete the media report.
- The scorekeeper should also have a firm grasp of the rules of the game.
- The team scorekeeper must print clearly and legibly.
- The scorekeeper should use a copy of a scoresheet for tallies during the game.
- The official scorekeeper should have a "spotter" who acts as another pair of eyes and consults with the scorekeeper on marginal calls.
- When in doubt, the team coaches should be consulted.

Final Check: Check the final score sheet thoroughly and fill in any missing information before sending it to the LEAGUE office.

Calculating Goals-Against Average: One of the easiest but most unfamiliar statistics to calculate is goals-against average. It's a simple formula and it has nothing to do with the number of games, but is a function of actual minutes played in goal:

$$\frac{\text{Goals Allowed} \times 90}{\text{Minutes Played}} \text{ (or the total number of minutes the age group plays)}$$

Here's an example: John Swallen has allowed 29 goals in 2,397 minutes, so we calculate his GAA as $29 \times 90 = 2,610 \div 2,397 = 1.09$. (Round off the answer to two figures to the right of the decimal)



Code of Conduct



Code of Conduct



Code of Conduct

The LEAGUE will follow FIFA's Code of Conduct. It is just as important for parents and fans to know the Code of Conduct as it is the players and coaches. It is also important that every player on the field understands this Code of Conduct before competing in their first match.

FIFA's Code of Conduct encapsulates all the sporting, moral, and ethical principles for which FIFA has always stood for and which it will continue to fight for in the future regardless of the influences and pressures that may be brought to bear. The ten golden rules not only serve as a credo for FIFA as the world football governing body, but they also reinforce the sense of fraternity and cooperation among the members of the worldwide football family.

1. Play to Win

Winning is the object of playing any game. Never set out to lose. If you do not play to win, you are cheating your opponents, deceiving those who are watching, and also fooling yourself. Never give up against stronger opponents but never relent against weaker ones. It is an insult to any opponent to play at less than full strength. Play to win, until the final whistle.

2. Play Fair

Winning is without value if victory has been achieved unfairly or dishonestly. Cheating is easy, but brings no pleasure. Playing fair requires courage and character. It is also more satisfying. Fair Play always has its reward, even when the game is lost. Playing fair earns you respect, while cheaters are detested. Remember: It's only a game. Games are pointless unless played fairly.

3. Observe the Laws of the Game

All games need rules to guide them. Without rules, there would be chaos. The rules of football are simple and easy to learn. Make an effort to learn them so that you understand the game better. This makes you a better player or coach. It is just as important to understand the spirit of the rules. They are designed to make the game fun to play and fun to watch. By sticking to the rules, you will enjoy the game more.

4. Respect Opponents, Teammates, Referees, Officials and Spectators

Fair Play means respect. Without opponents there can be no game. They have the same rights as you have, including the right to be respected. Your teammates are your colleagues. You form a team in which all members are equal. Referees are there to maintain discipline and Fair Play. Always accept their decisions without arguing and help them to help you enjoy the game more. Officials are also part of the game and must be respected accordingly. Spectators give the game atmosphere. They want to see the game played fairly, but must also behave fairly themselves.

5. Accept Defeat with Dignity

Nobody wins all the time. You win some, you lose some. Learn to lose graciously. Don't seek excuses for defeat. Genuine reasons will always be self-evident. Congratulate the winners with good grace. Don't blame the referee or anyone else. Determine to do better next time. Good losers earn more respect than bad winners.

6. Promote the Interests of Football

Football is the world's greatest game. But, it always needs your help to keep it as Number One. Think of football's interests before your own. Think how your actions may affect the image of the game. Talk about the positive things in the game. Encourage other people to watch it or play it fairly. Help others to get as much fun from football as you do. Be an ambassador for the game.

7. Reject Corruption, Drugs, Racism, Violence and other dangers to our sport. Football's huge popularity sometimes makes it vulnerable to negative outside interests. Watch out for attempts to tempt you into cheating or using drugs. Drugs have no place in football or in our society. Say no to drugs. Help kick racism out of football.



Code of Conduct

Treat all players and everyone else equally, regardless of their skin color or origin. Show that football does not want violence, even from your own fans. Football is sport, and sport is peace.

8. Help Others to Resist Corruptive Pressures

You may hear that teammates or other people you know are being tempted to cheat in some way. They need your help. Don't hesitate to stand by them. Give them the strength to resist. Remind them of their commitment to their teammates and to the game itself. Form a block of solidarity like a solid defense on the field of play.

9. Denounce those who Attempt to Discredit our Sport

Don't be ashamed to show up anybody who you are sure is trying to make others cheat. It's better to expose them and have them removed before they can do any damage. It often takes more courage to denounce what is wrong than to go along with a dishonest plan. Your honesty will be admired but your complicity will not. Don't just say no. Denounce the culprits who are trying to spoil our sport before they can persuade somebody else to say yes.

10. Honor those who Defend Football's Good Reputation

The good name of football has survived because the vast majority of people who love the game are honest and fair. Sometimes somebody does something exceptional that deserves our special recognition. They should be honored and their fine example made public. This encourages others to act in the same way. Help promote football's image by publicizing its good deed



INSURANCE



Insurance



INSURANCE

Bollinger Sports & Leisure (Super Y League)

CLAIMS FILING INSTRUCTIONS FOR Bollinger Sports & Leisure ACCIDENT POLICIES

Note: This coverage is EXCESS of other insurance. Please be sure to submit other insurance information (if available) when requested.

1. You have been provided with a claim form that is designed specifically for Bollinger Sports & Leisure. Please use only this form. Do not delay submitting this form. It must be received within 90 days from the date of the accident or benefits may be denied due to untimely filing.
2. **The form must be approved and verified by your League and State Association/National Affiliate Verification Officer** then sent to RPS Bollinger Sports & Leisure National Office, 150 John F Kennedy Pkwy, Short Hills, NJ 07078.
3. Submit itemized insurance billing forms. These forms are available from your health care provider and include the patient's name, condition (diagnosis), type of treatment and date the expenses were incurred. "Balance due" statements are not acceptable.
4. If you have medical coverage under another policy you must submit the bills to your primary insurer first and submit a copy of your primary insurer's Explanation of Benefits statement (EOB) to RPS Bollinger & Sports Leisure. **IF YOU HAVE OTHER INSURANCE, YOUR CLAIM CANNOT BE PROCESSED BY RPS Bollinger & Sports Leisure Benefits WITHOUT YOUR PRIMARY CARRIER'S EOB.**
5. Once the completed form is received by RPS Bollinger & Sports Leisure, you and your State/National Affiliate Verification Officer will receive a claims acknowledgement letter.
6. AFTER you receive your Acknowledgement Letter, you may contact RPS Bollinger & Sports Leisure.

Registration and Player Passes

Katie Middleton
Katie.middleton@uslsoccer.com
813-269-1345

Insurance Questions

Zach Morgan
zach@monumentsports.com
804-441-7408



Elite Player Programming



Elite Player Programming

Overview

The Super Y League Elite Player Pathway exists to give players unique and exclusive opportunities to be scouted by elite coaches from throughout the league, universities and US Soccer. This is accomplished through the Super Y League Scouting network designed to identify the league's top talent, eventually offering the very elite players a chance to experience American professional soccer.

In 2020, the pathway consists of these levels below.

2020 Regular season play

The regular season stands as the initial environment where players are scouted and identified. The League believes in player identification during regular match play, where the natural abilities of players can be seen.

Selection Process

Top performers throughout the regular season are identified through various ways. SYL Scouting Network, coaches from each division will be selected to track players throughout the regular season and report back to the league office. The second primary way for player identification during the season is through a qualified individual from a club. Members serving as the Technical Director or Director of Coaching are reserved this right. These individuals are encouraged to notify the league of deserving players from either their club or another Super Y League member club. These criteria provide the proper information in order to best identify who should be invited to the USL Experience.

Super Y League Scouting Network

The Super Y League Scouting Network provides those elite standouts a platform to showcase their individual abilities to National Scouting staff members and college coaches.

The League will identify scouts in each division who will recommend top players to the league throughout the regular season and at the Super Y League Finals.

Selection Process

Players will be identified by selected scouts in each division and also recommended by top club officials. Players are evaluated in the keys pillars of Technical, Tactical, Psychological and Physical. SYL staff will contact players that have been identified and request more information (Evaluations, video, recommendations, etc.) SYL staff will select 72 players for the USL Experience in January of the events calendar year.

USL Experience

The Super Y League exists to show and provide players a more professional experience. One of the key ways the League has this ability is through the USL Experience. This behind the scenes look at American professional soccer will ignite player's interest in what it means to play professional soccer in America. For the elite player, seeing the pinnacle level a player can reach is vital for their development. Each year, a new USL franchise will be selected to host these players.



Super Y League Finals



Super Y League Finals



Super Y League Finals

Competition Details

The Super Y League Finals will take place at the completion of the regular season. The LEAGUE office will make the final decisions on location and dates of each championship event. Once a CLUB's team qualifies for the Super Y League Finals, then CLUB must make travel arrangements with the LEAGUE designated travel/housing coordinator within **10 business days** of clinching a spot in the event. All other travel, such as ground or air transportation, may be done independently or with the designated USL travel/housing coordinator.

Coach Requirements

For Super Y League Finals, teams must have a minimum of two (2) registered coaches at the event to ensure coverage of teams in the event of a scheduling conflict. Teams participating in Finals matches without a registered coach will be subject to sanctions to be determined upon review by the LEAGUE office. **The League staff cannot guarantee that coaching conflicts will be avoided.**

Super Y League Finals Attendance

It is critical to the LEAGUE that teams who qualify for the Super Y League Finals attend the event. Therefore, a CLUB will be fined for any individual team that rejects a bid to the Super Y League Finals. **This fine will be equivalent to \$2000.00 USD per team that rejects a bid. Should an alternate bid be accepted and then declined at a later date, the same \$2000.00 USD fine shall apply unless the decline is within two weeks of the event. At that point the fine is equivalent to \$3,000.00 USD.** Also, all teams are required to stay for their consolation games, should they commit to participating in them ahead of the event. If they do not do so, teams **face a \$1000.00 USD fine** and the individual team will receive -3 points (applied to the following season) for any team that does not compete in their consolation game by way of not enough players or failing to report to the fields. Teams at Finals must wear the appropriate team uniforms, i.e. the uniforms of the CLUB registered with the LEAGUE.

Bid Rejection

CLUB that has individual teams reject a bid to the Super Y League Finals will be **fined \$2000.00 USD**. If a bid is accepted and then declined within two weeks of the event, **the fine is \$3,000.00 USD**. Bid declines will be evaluated on a case by case basis.

Teams must remain available to serve as a replacement team for thirty (30) days following end of the regular season, in the event that the original qualifying team declines the bid. A violation of this rule will result in a fine of \$1000.00 USD.

Roster Requirements

For Super Y League Finals, the 18 player match roster must contain a minimum of 25% of players that have participated in at least two (2) matches for that team during the regular season. Exceptions to this rule must be evaluated by the LEAGUE office.

Once a CLUB player has played twenty-five percent (25%) of its team's schedule, a player may not participate with another LEAGUE CLUB in any age group, regardless of whether the new CLUB competes in that age group. **Players at Finals may only participate in a single age group for which they are registered at the event.** Any player found to be participating on a team with which he/she is not rostered will be considered an ineligible player, resulting in the team incurring all applicable sanctions per LEAGUE regulations. Until a player has played 25% of their LEAGUE schedule, a player may move to another CLUB. The player, however, may not be registered with two (2) or more CLUB in any given season. Special circumstances regarding a players release will be reviewed by the LEAGUE. This includes a player that is moving his/her residence or being dropped from a roster by the team. This must be put into writing and submitted to the LEAGUE office for review. Because



Super Y League Finals

amateur players are not held to contracts, they are free to leave a CLUB at any time provided he/she returns the team's equipment. The LEAGUE office will reserve the right to review a player's appeal if he/she is denied permission to play for another team. **A player may not play with more than 2 CLUBS throughout any given season.**

Housing Policy

The North American Finals is a "Stay to Play" event. All housing must be booked through the USL designated housing department. Outside travel reservations are subject to a bid forfeiture or additional penalties.

Roster Freeze

The regular season roster freeze will be on **July 17th**. Once the season concludes, teams who qualify for the Super Y League Finals will be given until **November 13th** to add additional players. **These dates are firm.** No CLUB will be permitted to add players to the Official CLUB Roster after the roster freeze dates without LEAGUE approval. All teams are limited to the 26 players on the Official Team Roster for LEAGUE championship events.

Guidelines for sending off (current game)

Players and coaches sent off from the field are not permitted to watch the game. They must remain in the locker room for the remainder of the game or be outside of the facility premises. Additionally, coaches are not permitted to communicate with their team, staff, or players during the remainder of the game. The type of communication prohibited would include: cellular phones, 2-way radios, electronic/digital, written, hand signals, or verbal. Players or coaches returning to the field of play during or directly following the game are subject to additional sanctions.

Final Regular Season Game Sending-off

Any player or coach sent off in a final regular season game must serve the suspension in the first playoff or Super Y League Finals.

Suspension during the Playoffs or Super Y League Finals

Cautions

Any player accumulating three (3) cautions during LEAGUE championship event group play will be prohibited from participating in the team's next game. Yellow cards are erased after group play and players start clean in the next round unless a player receive his/her third yellow card on the last game of group play and advance to the next round, the player will have to serve the suspension on the next game.

Sending-Offs

Any player or coach who is sent off during LEAGUE championship event group play will be suspended from the next game, unless the season is over. In that case, the suspension will be served in the team's first LEAGUE game the following season.

Uniform Requirements

Teams at Finals must wear the appropriate team uniforms, i.e. the uniforms of the CLUB registered with the LEAGUE.

Trophies & Awards

LEAGUE shall provide trophies or other awards to the championship team of the LEAGUE at the Super Y League Finals. LEAGUE shall coordinate an awards presentation/ceremony for CLUB and their members at the end of each Season at the Super Y League Finals.



Super Y League Finals

Guest Player Pool

Players that participated in the LEAGUE during the season but were on teams that did not qualify for the Super Y League Finals are allowed to submit their information to the LEAGUE to be part of a guest player pool. The ability for teams that did qualify for Finals to utilize these players will be on a first come, first serve basis. This rule is an exception to the LEAGUE regulation stating that a player may not play for another CLUB during the season. Players in the guest player pool are responsible for arranging their travel and accommodations for the Finals.



U11 - U12 AGE GROUPS



U11 - U12 AGE GROUPS



U11 - U12 AGE GROUPS

All competition rules and minimum standards that are applicable in the U-13 through U-19 age groups apply to the U-11 and U-12 age groups. Any exceptions or alterations to those rules and standards are included in the following guidelines:

Competition Details

U11

Format: 9v9

Birth Year 2010

Field Size: 75 Yards x 47 Yards

Game Length: 2 x 30 minute halves

Ball Size: 4

Max Game Day Roster: 16

U12

Format: 9v9

Birth Year 2009

Field Size: 75 Yards x 47 Yards

Game Length: 2 x 30 minute halves

Ball Size: 4

Max Game Day Roster: 16

Field Specifications

All specifications pertaining to the playing field are uniform with what exist in the U-13 through U19 age groups, with the exception of those listed below that are specific to U-11 and U-12 fields.

- The playing surface should be a natural grass/artificial turf surface in good playing condition.
- Acceptable goal sizes are 6 x 18 feet or 7 x 21 feet (preferred), with both goals being the same size
- Center circle is 8 yard radius

Roster Size

Game day rosters will consist of a maximum of sixteen (16) players for U-11 and U-12, with a minimum of nine (9) players for U-11 and U-12. For these age groups, the player pool is limited to a maximum of twenty-six (26) players. There is NOT an unlimited player pool for the U-11 and U-12 age group.

Technical Guidelines

Goalkeepers in U-11 and U-12 age groups are not allowed to punt the ball past midfield. If a punt lands in the opponent's half of the field, an indirect free kick will be awarded to the opponent at midfield.

Heading

USSF has recommended the following guidelines for players in the U11 & U12 Age groups. Please note, SYL Policies regarding these matters may change as new developments occur.

For the 2020 Season When a player (U11 and U12 Age Group) deliberately heads the ball in a game, an indirect free kick (IFK) should be awarded to the opposing team from the spot of the offense. If the deliberate header occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred.



U11 - U12 AGE GROUPS

Super Y League Finals

There will NOT be a Super Y League Finals competition for the U-11 and U-12 age groups. Divisional champions will be determined based on regular season results.



REVIEW, APPEALS, & DISCIPLINE (RAD)



Review, Appeals & Discipline (RAD)



REVIEW, APPEALS, & DISCIPLINE (RAD)

Complaint

A complaint is a request for assistance including, but not limited to, rules interpretation, a rule that may need to be created because facts require it, or a belief that something wrong has been done that requires correction.

All Complaints must:

Filing a Complaint

The process for a Type 1 RAD Complaint is:

A complaint about events that occur on the field of play during a game, pre-game or post game, affecting some component or outcome of the game.

A complaint may involve:

- a) Players, field, and/or technical or bench area including coaching and/or statistical or other persons supportive of the game itself.
- b) Management, coaches, trainers and related personnel.
- c) Fans, spectators or camera-media persons.

These complaints have a direct bearing on the game, a future game, and/or the outcome of a game.

- a) The complaint must be completed and reduced to writing including a required proposed outcome within two (2) workdays of the event. A Friday game requires a complaint by Tuesday at 5:00 PM, local team entity time. A Saturday or Sunday game would require a complaint (at the latest) also by Tuesday at 5:00 PM. All times are local to the person making the submission. Early submission is requested.
- b) The complaint must be accompanied by a Cashier's Check in the amount of \$100.00 to cover administrative cost for the complaint. This must be postmarked within two (2) workdays of the event.
- c) The only extension of time will be for an event or events that are not discovered until later, in this case, 48 hours from the time when the event could or should have been discovered. This should be a very rare occurrence. An extension can be granted only in writing and only after a detailed written request is sent to the LEAGUE office.
- d) The complaint and other available documentation needs to be faxed prior to the deadline (before 5:00PM as indicated in item (a) above) to all of the following persons. Use the form below, which can be supplemented as needed by additional sheets.
 - 1) LEAGUE Office
 - 2) Party (Parties) and/or Team (Teams) complained about. In the case of a complaint about any team personnel, notify the employing team by fax.
- e) A video, DVD format, of the game must accompany (follow) the fax, sent overnight to the LEAGUE office. Only if the complaint is pre-or post-game related and no video exists with any game tie-in will there not be a need to send a video. A video must accompany all other complaints. No complaint will be considered without the best possible video available.
- f) The Team complained about will have 24 hours after receipt of the complaint to communicate a position, written response, and/or objections to the same parties referenced in Item (d) above. A return fax needs to go to the original complaining party, of course, so they know the response.
- g) The LEAGUE office will make a decision within seven (7) working days following receipt of the original complaint.

Note: This is a fast process. It needs to be because discipline, if warranted, must be immediate and impact the next game, if possible.



REVIEW, APPEALS, & DISCIPLINE (RAD)

Should either party desire a continuance, one may only be granted by the LEAGUE office. A fax detailing the requested continuance, with an agreed-upon time frame and clear reasons why adherence to the regular policy is not possible or not advisable is required.

Nothing precludes the parties privately and/or at the direction of the LEAGUE office from mutual attempts at resolution. Teleconferencing may be required when beneficial.

- h) If more than one team entity, player, etc. is involved in the complaint or there are similar complaints, one representative shall be selected to represent the others involved and proceed on behalf of all of them. All parties represented will be bound by the final decision.

Failure to properly proceed during the process shall be treated as an acceptance of the previous written decision. Points from LEAGUE standings may be deducted due to disciplinary decision.

The process for a Type 2 RAD Complaint is:

A complaint between your team management and opposing team management and/or players that is not about events upon the field or surrounding a game. These complaints are purely business and have no direct impact on a game's outcome.

- a) The complaint must be completed and reduced to writing, including a required proposed outcome, within ten (10) days of the event, faxed not later than 5:00 PM on the 10th day. All times are local to the person required to make the submission. Early submission is requested.
- b) The complaint must be accompanied by a Cashier's Check in the amount of \$100.00 to cover administrative cost for the complaint. This must be postmarked within two (2) workdays of the event.
- c) The only extension of time will be for an event or events that are not discovered until later. In this case, that is ten (10) days from discovery or the time when the event could or should have been discovered. This should be a very rare occurrence. An extension can be granted only in writing and only after a detailed written request is received by the LEAGUE office.
- d) The complaint and other available documentation needs to be faxed prior to the deadline (5:00 PM as indicated in item (a) above) to all of the following persons. Use the attached form, which can be supplemented as needed by additional sheets:
 - 1) LEAGUE Office
 - 2) Party (Parties) and/or Team (Teams) complained about. In the case of a complaint about any team personnel, notify the employing team by fax.
- e) A video, DVD format, of the game must accompany (follow) the fax, sent overnight to the LEAGUE office. Only if the complaint is pre- or postgame related and no video exists with any game tie-in will there not be a need to send a video. A video must accompany all complaints unless such an inclusion is not needed based upon the complaint. No complaint will be considered without the best possible video available, if applicable.
- f) The Team complained about will have 72 hours after receiving the complaint to communicate a position, written response, and/or objections to the same parties referenced in Item (d) above. A fax also needs to be sent to the original complaining party, of course, so they know the response.
- g) The LEAGUE office will either make a decision within seven (7) working days following receipt of the original complaint or refer the complaint to a RAD committee who shall render a decision within seven (7) days of consideration of evidence.

Note: This is a deliberate process. It needs to be because discipline, if warranted, must be immediate and impact appropriate.



REVIEW, APPEALS, & DISCIPLINE (RAD)

- h) If more than one team entity, player, etc. is involved in the complaint or there are similar complaints, one representative shall be selected to represent the others involved and proceed on behalf of all of them. All parties represented will be bound by the final decision.

The process for a Type 3 RAD Complaint is:

A complaint about the LEAGUE office (All complaints regarding actions or inaction on the part of LEAGUE Officers, employees, staff members, and Owner's Committee members acting in their official capacity as LEAGUE officials are to be brought as complaints against the LEAGUE office).

- a) The complaint must be completed and reduced to writing including a required proposed outcome within two (2) workdays of the event. A Friday game requires a complaint by Tuesday at 5:00 PM, local team entity time. A Saturday or Sunday game would require a complaint (at the latest) also by Tuesday at 5:00 PM. All times are local to the person making the submission. Early submission is requested.
- b) The complaint must be accompanied by a Cashier's Check in the amount of \$100.00 to cover administrative cost for the complaint. This must be postmarked within two (2) workdays of the event.
- c) The only extension of time will be for an event or events that are not discovered until later, in this case, 48 hours from the time when the event could or should have been discovered. This should be a very rare occurrence. An extension can be granted only in writing and only after a detailed written request is sent to the LEAGUE office.
- d) The complaint and other available documentation needs to be faxed prior to the deadline (5:00 PM as indicated in item (a) above) to all of the following persons. Use the attached form, which can be supplemented as needed by additional sheets.
- 1) LEAGUE Office
 - 2) Party (Parties) complained about
- e) The person complained about will have 7 days from receiving the complaint to communicate a position, written response, and/or objections to the same parties referenced in Item (d) above.
- f) The LEAGUE office will make a decision within seven (7) working days following receipt of the original complaint.

Note: This is a fast process. It needs to be because discipline, if warranted, must be immediate and impact the next game, if possible.

Should either party desire a continuance, one may only be granted by the LEAGUE office. A fax detailing the requested continuance with an agreed-upon time frame and clear reasons why adherence to the regular policy is not possible or not advisable is required.

Nothing precludes the parties privately and/or at the direction of LEAGUE office from mutual attempts at resolution. Teleconferencing may be required when beneficial.

- g) If the complaint has not been satisfactorily settled with the LEAGUE or committee response, the Complainant and/or Respondent (party complained about) has up to a maximum of seven (7) days to request a final determination by a LEAGUE Arbitration panel chosen from a list of disinterested CLUB owners and general managers within the particular LEAGUE of the complainant agreed upon by the parties. A request for arbitration shall be accompanied by a cashier's check in the amount of \$200.00.

The process for a Type 4 RAD Complaint is:

A complaint about a referee, linesman, or related person.



REVIEW, APPEALS, & DISCIPLINE (RAD)

- a) The complaint must be completed and reduced to writing including a required proposed outcome within two (2) workdays of the event. A Friday game requires a complaint by Tuesday at 5:00 PM, local team entity time. A Saturday or Sunday game would require a complaint (at the latest) also by Tuesday at 5:00 PM. All times are local to the person making the submission. Early submission is requested.
- b) The complaint must be accompanied by a Cashier's Check in the amount of \$100.00 to cover administrative cost for the complaint. This must be postmarked within two (2) workdays of the event.
- c) The only extension of time will be for an event or events that are not discovered until later, in this case, 48 hours from the time when the event could or should have been discovered. This should be a very rare occurrence. An extension can be granted only in writing and only after a detailed written request is sent to the LEAGUE office.
- d) The complaint and other available documentation needs to be faxed prior to the deadline (5:00 PM, as related in Item (a) above) to all of the following persons. Use the attached form, which can be supplemented as needed by additional sheets.
 - 1) LEAGUE Office
- e) A video, DVD format, of the game must accompany (follow) the fax, sent overnight to the LEAGUE office. No complaint will be considered without the best possible video available.
- f) The LEAGUE office will either make a decision within seven (7) working days following receipt of the original complaint or refer the complaint to a RAD committee who shall render a decision within seven (7) days of consideration of evidence

Note: This is a fast process. It needs to be because discipline, if warranted, must be immediate and impact the next game, if possible.

Should either party desire a continuance, one may only be granted by the LEAGUE office. A fax detailing the requested continuance with an agreed-upon time frame and clear reasons why adherence to the regular policy is not possible or not advisable is required.

Nothing precludes the parties privately and/or at the direction of LEAGUE office from mutual attempts at resolution. Teleconferencing may be required when beneficial.

RAD Panel

The LEAGUE office shall have the authority to convene a three person RAD panel from the pool of owners and general managers of disinterested LEAGUE teams to hear Type 2 or Type 4 complaints when it deems referral to be in the best interests of the LEAGUE or parties being considered.

Multi-Use Form For All Complaints

Person or Team making Complaint: _____

Date Written: _____

Date of Complaint-Events: _____
(If more than one event date, explain in fact narrative)

Specifically state the Rule/Minimum Standard/Page Number violated and describe violation:



REVIEW, APPEALS, & DISCIPLINE (RAD)

Is a video of the event available? _____

Fact Narrative

Explain the nature of your Complaint:

(Remember, explain who, what, why, when, where, and how. Use additional sheet, if necessary)

Your proposed outcome/resolution:

(Be specific and complete - no complaint will be considered without a proposed resolution)

Submitted by: _____

Signed by CLUB Management

Print Name: _____

Team Name: _____

\$100 Cashier's Check must accompany this form.