

**US Youth Soccer Region III
Southern Regional Premier League
Policies and Rules – 2017-18 Season**
(Effective August 15, 2017)

LEAGUE POLICIES

Name

US Youth Soccer Region III Southern Regional Premier League (“SRPL”). This League is a fully sanctioned US Youth Soccer competitive league.

Mission

To provide an opportunity for the most competitive play possible for the highest level teams from each State Association within US Youth Soccer Region III (“Region III”) and to aid in the development of the US Youth Soccer players.

Administrator

US Youth Soccer Region III.

Management

US Youth Soccer Region III Southern Regional Premier League (SRPL) shall be managed and supervised by the US Youth Soccer Region III Southern Regional Premier League Commission (Commission). The US Youth Soccer Region III Chair shall appoint the Commission’s Chairperson and Commissioners.

Region III Premier League Commission shall consist of up to five (5) Commissioners, one of whom shall be the Commission’s Chairperson. The Commission has authority over the SRPL and it shall administer and adopt all SRPL rules and policies.

The Commission has a duty and an obligation to uphold and enforce the rules of the SRPL and the authority to act in the best interest of the League. The Commission will meet with interested parties at the US Youth Soccer Workshop and other sites to be determined.

Territories

Any US Youth Soccer State Association may request entry into the SRPL, but US Youth Soccer Region III State Associations will have priority.

Sub-Regions

The SRPL will consist of three (3) Sub-Regions: West, Central, and East. The West Sub-Region will be comprised of teams from North Texas, South Texas, and Oklahoma. The Central Sub-Division will be comprised of teams from Alabama, Arkansas, Louisiana, Mississippi, west-Tennessee, and west-Florida. The East Sub-Region will be comprised of teams from east-Florida, Georgia, North Carolina, South Carolina and east-Tennessee.

Divisions

The West and Central Sub-Regions will consist of a Premier Division. The East Sub-Region will consist of a Premier and a First Division.

The Premier Divisions of each Sub-Region shall be considered to be the highest level of play within SRPL. The First Division of the East Sub-Region may be divided geographically by the states within the East Sub-Region.

The numbers of teams in each division will be determined by the Commission with no more than twelve teams per Premier Division and no more than twelve teams per playing group in the First Division.

The SRPL Commission reserves the right to modify the formats based on final team participation.

For the 13U and 14U age groups the Commission will determine the format based on the participating teams.

Teams

Each US Youth Soccer Region III State Association may allow teams to apply for acceptance in the following age categories for SRPL Boys and Girls: 13U, 14U, 15U, 16U, 17U, 18U and 19U.

2017-2018, the SRPL will have league play in Boys and Girls age groups as follows:

- 13U (2005's) – for players born on January 1, 2005 or later
- 14U (2004's) – for players born on January 1, 2004 or later
- 15U (2003's) – for players born on January 1, 2003 or later
- 16U (2002's) – for players born on January 1, 2002 or later
- 17U (2001's) – for players born on January 1, 2001 or later
- 18U (2000's) – for players born on January 1, 2000 or later
- 19U (1999's) – for players born on January 1, 1999 or later

Participation is open to any properly registered competitive team in good standing with the applicable State Association.

Each State Association will determine which of its teams may apply for acceptance. The State Association will verify that for each of their teams in the Premier Division that the team has met all the State Association's requirements for a returning team from the previous season.

The Commission shall have the final authority to accept teams that have submitted approved applications from their applicable State Association. A team may be rejected as a participant based upon the team's prior performance in the SRPL (i.e. repeated failure to play games, failure to comply with league rules, excessive misconduct, etc.).

Application for Participation

Participation by a team requires approval of the team's State Association.

Participation is open to any properly registered competitive team which is in good standing with its applicable State Association.

Applications for participation will be through GotSoccer and must be received by the deadline dates established for each season.

Registration must be paid either through the GotSoccer application via credit card or e-check or State Associations ONLY may pay Region III for all teams by check. Checks made payable to US Youth Soccer – Region III should be sent to US Youth Soccer, 9220 World Cup Way, Frisco, TX 75033. Checks should be accompanied with a list of teams which are being paid for.

Schedule

Each team will play games scheduled by the SRPL. The SRPL will establish dates, sites and game participants.

Travel/Hosting

For the purposes of SRPL competition, a “Notification to Travel” form is not needed unless required by a team’s State Association rules. The SRPL does not require a Notification of Travel to be submitted to the league. A permission to host form is not required for SRPL play.

Discipline

SRPL Discipline & Protest Committee - The Commission’s Chairperson shall appoint a chairperson to the SRPL Discipline & Protest Committee. This Chairperson shall select the members of the committee.

The SRPL Discipline & Protest Committee shall have authority to enforce all SRPL rules and policies and shall administer disciplinary matters arising within SRPL, including the assessment of suspensions and fines.

The Commission shall have authority to review and confirm, reverse, and/or modify decisions of the SRPL Discipline and Protest Committee.

Fees

Each team playing in the SRPL will pay the fees established by the Commission.

Individual teams are responsible for their own cost of travel, housing, coaching, referee fees and uniforms.

State Associations will be required to guarantee the performance bond for each team participating in the SRPL from their State. The performance bond will be in the amount of \$1500 per team and will be payable to USYS Region III should a team act in a manner that results in the surrender of said bond. Failure to pay a forfeited performance bond will result in all state association’s teams forfeiting their place in the SRPL, advancement to the regional championship, and recommendations for the National League.

Housing

Participating teams may be required to lodge in a hotel selected by the Commission while attending SRPL events away from home.

Rights

Each participating team shall have all rights and privileges of any team playing in a league operated by its US Youth Soccer State Association. SRPL will be a “Qualifying League” for US Youth Soccer National Championship Series competition. SRPL will be the highest level league competition provided by Region III.

National League Recommendations

The 1st place in each Sub-Region (West, Central and East) Premier Division will earn National League berths for the upcoming season (2018-19). The 4th National League spot will be by application process. At 13U there are two National League spots which will be by application process. No team lower than 4th place will receive a National League recommendation.

| National League (2-4 spots) - 2018/19 | | | | | |
|--|-------------------------------|---------|------|-----|--------|
| | 1 | 2 | 3 | 4 | |
| <u>13U</u> | 2 spots - application process | | | | as 14U |
| 14U | East | Central | West | App | as 15U |
| 15U | East | Central | West | App | as 16U |
| 16U | East | Central | West | App | as 17U |
| 17U | East | Central | West | App | as 18U |

US Youth Soccer Region III Championships

The teams in 1st place in each Sub-Region (West, Central and East) Premier Division will receive an invitation to the US Youth Region III Championships. The 4th US Youth Region III Championship spot will alternate between the West and East Sub-Regions. See chart below:

**US Youth Region III Championships - SRPL
Qualifiers**

| | 1 | 2 | 3 | 4 | |
|---------------------------|---------|------|------|------|------------------------|
| Even Years - Boys | Central | West | East | East | 2018, 2020, 2022, etc. |
| Even Years - Girls | Central | East | West | West | |
| | | | | | |
| Odd Years - Boys | Central | East | West | West | 2019, 2021, 2023, etc. |
| Odd Years - Girls | Central | West | East | East | |

The team receiving the invitation must accept or decline no later than May 1st or the date when a determination can be made as to which team will receive the invitation, whichever is later. If a team declines the offer, then the next highest finishing team from the division will receive the invitation to the US Youth Soccer Region III Championships and so forth until the top four finishing teams have declined. If the top four teams decline the invitation, then the slot will revert to the US Youth Soccer Region III Championships Tournament Committee.

In the event a team declines the automatic invitation to participate in the US Youth Soccer Region III Championships they will forfeit their bond. The amount equal to the declining team’s bond will be awarded to the team that replaces them and represents the Southern Regional Premier League at the US Youth Soccer Region III Championships.

West Sub-Region

Fall SRPL play (mid-August through early December): 14U, 15U, 16U, 17U, 18U, 19U

Spring SRPL play (January through April): 13U

Premier division only offered

SRPL Play: SRPL will offer only offer a Premier Division in 13U-19U for the 2017-18 season. League placement for 2018-2019 is based on approval from each respective State Association (STX, NTX, and OK) and is based on SRPL, National League, State Cup, or State League results from the previous season of play. 19U ages out of SRPL for 2018-2019.

Central Sub-Region

Fall SRPL play (mid-August through early December): 15U, 16U, 17U, 18U, 19U

Spring SRPL play (February through April): 13U, 14U
Premier division only offered

SRPL Play: SRPL will only offer a Premier Division in 13U-19U for the 2017-18 season. Teams finishing in 1st place through 6th place will retain their Premier Division status with SRPL in 2018-2019 at the next age category (i.e. 14U to 15U, 15U to 16U, etc.). All other teams relegated back to their US Youth Soccer state association. Remaining spots for the 2018-2019 seasonal play will be filled by application process pending approval of the SRPL selection committee. 19U ages out of SRPL for the next season.

East Sub-Region

Fall 2017 SRPL play (mid-August through early December): 14U, 15U, 16U, 17U, 18U, 19U

Spring 2018 SRPL play (January through April): 13U

The East Sub-Region will offer the following tiers of competition in each age group:

- 13U: Premier (north) and Premier (south)
- 14U, 15U, 16U, 17U: Premier, 1st Division-North, 1st Division-South
- 18U: Premier, 1st Division (Note, in 2018/19 a North & South will be added to 1st Division)
- 19U: Premier

East Sub- Region Promotion and Relegation

13U Competition: SRPL will offer two sub divisions (North and South) within the Premier tier. After the 2017-2018 season, teams from each of the two sub-divisions will be allocated as follows:

Teams finishing in 1st place through 5th place will retain their Premier tier status within SRPL in 2018-2019 at 14U. All other teams will be relegated to the First Division tier in 2018-2019 at 14U within the SRPL subject to review by their State Association, who are solely responsible for establishing the criteria for endorsement from their State Association to the SRPL.

14U, 15U, 16U, & 17U Competition: SRPL will offer a Premier Division and 1st Division with two sub divisions (North and South) within the 1st Division tier.

After the 2017-2018 season, teams from each of the Premier and 1st Divisions will be allocated as follows:

Teams finishing in 1st place through 6th place in Premier Division will retain their Premier tier status within SRPL in 2018-2019 at the next age category (i.e. 14U to 15U, 15U to 16U, etc.). All other teams will be relegated to the First Division tier in 2018-2019 at next age category within the SRPL subject to review by their State Association, who are solely responsible for establishing the criteria for endorsement from their State Association to the SRPL.

Teams finishing 1st and 2nd place in their respective 1st Division-North and South will be promoted to Premier. All other teams will be relegated to back to their State Association in 2018-2019 subject to review by their State Association, who are solely responsible for establishing the criteria for endorsement from their State Association to the SRPL.

18U Competition: SRPL will offer a Premier Division and 1st Division. After the 2017-2018 season, teams from each of the Premier and 1st Divisions will be allocated as follows:

Teams finishing in 1st place through 6th place in Premier Division will retain their Premier tier status within SRPL in 2018-2019 at the next age category, 19U. All other teams will be relegated to back to their State Association in 2018-2019 subject to review by their State Association, who are solely responsible for establishing the criteria for endorsement from their State Association to the SRPL.

Teams finishing 1st place through 4th place in the 1st Division will be promoted to Premier. All other teams will be relegated to back to their State Association in 2018-2019 subject to review by their State Association, who are solely responsible for establishing the criteria for endorsement from their State Association to the SRPL.

19U Competition. *SRPL Play:* SRPL will offer a Premier Division. After the 2017-2018 season the 19U ages out of SRPL.

LEAGUE RULES

The SRPL is a program of US Youth Soccer Region III. Participation in the SRPL is governed by the rules adopted by the United States Soccer Federation (“US Soccer”), US Youth Soccer and the Federation International de Football Association (“FIFA”) except where modified for youth soccer and except as otherwise provided below.

SECTION 1. FORMATION OF DIVISIONS

1) Supervision/Management

- a) Each age and gender level of play in SRPL will be under the supervision and management of the Commission or its designees.

2) Age Groups

- a) Age groups as defined by US Youth Soccer (i.e. 16 Under) will be divided into single age divisions whenever there are sufficient teams participating in the SRPL.

SECTION 2. OPERATIONAL PROCEDURES

1) Scheduling

- a) The League Administrator will perform the required scheduling for regular SRPL play in consultation with Premier League State reps. Premier League State Representatives do not have the authority to make schedule changes without prior approval of the League Administrator.
- b) SRPL scheduled game results will be used for SRPL standings. A team which participates in SRPL and a state league can elect to have the SRPL game count for the league standing or their state league may choose to schedule another match for league standings.
- c) Each team is required to play all games scheduled for that team as shown in the official SRPL schedule. The initial schedule may be revised by SRPL as needed for the successful conclusion of SRPL play. It is the responsibility

of each team to frequently check the official schedule as shown on the SRPL website. In the event of situations that may require reschedules on a game day or a game weekend, each team should check with the appropriate site coordinator as needed to be aware of same day/weekend changes for a particular game site.

- d) The schedule listed on the SRPL web page is the OFFICIAL schedule (with the exceptions described in Section 3.1.c).
- e) Rescheduling of games is at the sole discretion of SRPL. Teams may not reschedule or cancel scheduled games. Both teams in violation of this section will be fined and forfeit the game. The SRPL Discipline & Protest Committee may also take applicable disciplinary action.

2) Qualifying Games

- a) Qualifying games of a team are those scheduled SRPL games against other teams in the team's age group and gender. SRPL will schedule each team to play all teams within its division at least once.
- b) Only qualifying games will be used to determine SRPL standings.

3) Reporting of Scores

- a) All scores will be reported in accordance with applicable SRPL requirements.
- b) In the event of a forfeit, the forfeiting team shall notify SRPL within 48 hours of the scheduled starting time of the relevant game. Failure to do so may result in additional sanctions.

4) Standings

- a) The champion of each age group/gender will be the team with the highest number of points upon the conclusion of the applicable SRPL season. Points will be awarded as follows:
 - i) Three (3) points for a win.
 - ii) One (1) point for a tie.
 - iii) Zero (0) point for a loss.

- b) In the event two teams are tied on the basis of points at the end of a SRPL season, the following tiebreakers will be considered in order until the tie is broken.
 - i) Winner of head to head competition (this criterion is not used if more than two teams are tied).
 - ii) Most wins.
 - iii) Team with greatest net goal difference (“NGD”) which is computed as goals for minus goals against with a maximum of four NGD in each game.
 - iv) Team with least goals against (there is NO limit on the number of goals that will be counted to determine this tiebreaker).
 - v) Team with the most goals (maximum of four goals in each game).
- c) In the event more than two teams are tied on the basis of points, the following would be used to break the tie:
 - i) The sequence of tie breakers will begin with 4.b.ii and be followed until a team is eliminated.
 - ii) Once a team has been eliminated the sequence of tie breakers will begin again with 4.b.ii and be repeated starting over after each team is eliminated until one team remains.
- d) In the event that after having applied the tie-breaker rules above teams remain tied, the winner of a coin toss will be adjudged to have placed higher in the standings than the loser of the coin toss. The coin toss will be performed by the League Administrator.
- e) Forfeited matches will be reported as 4-0 for scoring purposes. In circumstances in which a forfeited match is (or forfeited matches are) involved with determination of advancement, all tie breaking criteria will be determined on a per match average (to the nearest tenth of a point) excluding the results of the forfeited match.

SECTION 3. GAMES

1) Frequency of Play

- a) It is the intent of SRPL to schedule one game per day.

2) Failure to Play as Scheduled

- a) Scheduled games may be re-scheduled as a result of inclement weather; otherwise all games must be played as scheduled.
- b) Failure to play a game as scheduled will result in forfeiture of the game for SRPL standings. The opposing team will be awarded a 4-0 win.
- c) Any team that forfeits a scheduled game shall be fined \$1,500, plus the referee fees for that game. The fine must be paid to SRPL within five business days from the scheduled date of the game.
- d) Any team that surrenders its bond due to failure to comply with SRPL rules will not be allowed to continue in SRPL play until a performance bond in the amount established by SRPL is posted with the SRPL. Teams may also be subject to further discipline by their State Association. The Commission may award all or part of a forfeited bond to the team's opponent(s) in the forfeited game(s). Also, the SRPL Discipline and Protest Committee may issue further sanctions including, but not limited to, banning coaches, teams, and/or clubs/associations from further participation in the SRPL.
- e) Any team which fails to play two or more officially scheduled games shall be considered to be disqualified. Its games will not count to determine SRPL standings nor shall they be considered in the standings as forfeits. The team shall not be eligible to receive a US Youth Soccer Region III Championships slot award and shall not advance from the SRPL into other competitions.

SECTION 4. RULES OF PLAY

Games

Games will be played under the applicable rules of US Youth Soccer. Teams are responsible for obtaining and being familiar with these Policies and Rules, the US Soccer Federation Official Administrative Handbook and the FIFA Laws.

1) Substitutions ** see appendix

- a) For the 13U and 14U and age groups, unlimited substitutions may be used. A player may leave the field, and be substituted for, and then return to replace another player an unlimited number of times.
- b) For 15U – U19U age groups, a maximum of 7 substitutions for each team shall be allowed in each game during each half of play. After leaving the game during a half of play, the substituted player may not re-enter the game during that same half of play. After leaving the game during overtime play, the substituted player may not re-enter the game.
- c) Substitutions may be made when the team is in possession of the throw in, or by either team when there is a goal kick, after a goal is scored, or there is an injury situation.
- d) If a player is removed from a game and no substitute enters the game for the player (team plays short), the original player may reenter the game. Entry shall be at a normal substitution point (with approval of the referee) or at any point during game if the referee signals for the player's reentry.
- e) Under the US Soccer Recognize to Recover recommendations a player who is substituted for to be evaluated for a head injury may reenter the game for the player that replaced them during the same half without penalty.

2) Game Length, Ball Size

| <u>Age Group</u> | <u>Length of Half</u> | <u>Ball Size</u> |
|------------------|-----------------------|------------------|
| 17U, 18U, 19U | 45 min. | 5 |
| 15U & 16U | 40 min. | 5 |

| | | |
|-----------|---------|---|
| 13U & 14U | 35 min. | 5 |
|-----------|---------|---|

3) Fields

- a) Fields for all age groups must meet the FIFA requirements of full size fields: Minimum 100 x 60 and Maximum 130 x 80.

4) Official Game

- a) A game shall be considered official after one full half of play (the second half does not have to start). If less than one half is completed and the game is called, the entire game must be replayed to become an official game.
- b) The SRPL Discipline and Protest Committee will decide the disposition of any game which is terminated for gross misconduct by a team or its coaches or parents.
- c) Scheduled games are to wait a minimum of one (1) hour before a forfeit can be assessed.

5) Player Passes/Rosters

- a) Each team playing in the SRPL must have an official stamped State Association roster at each game. A copy of the roster must be made available to the opposing team manager/coach upon request.
- b) Each team playing in the SRPL may have a 'Club Pass Roster' that is approved by the team's State Association.
- c) A Club Pass Roster may have up to eight players listed who are eligible for participation in the team's SRPL games. An eligible player (club pass player) is one who is properly rostered to a team that is from the same club.
- d) Players once listed on the Club Pass Roster may not be removed until the SRPL season of play is declared complete. A player may play for only the SRPL team to which he is rostered in section 5 a (primary team) and for one other SRPL team in an age group other than the player's primary team.
- e) A participating SRPL team may list players, including Club Pass players, on the roster at any time during the SRPL season but must do so no later than

the close of business three days prior to the scheduled game or the close of business Wednesday prior to the game, whichever is earlier, so that the team's State Association has the opportunity to approve the roster or the roster change.

- f) Once a player participates in a SRPL game that player may not participate on another SRPL team until the end of that team's play in that current SRPL event. In other words, a player may not play on a different SRPL team on the same day, weekend, or event in the case of more than two consecutive days of play.
- g) Each team must present at the game site its laminated and pictured US Youth Soccer Member Passes for players and coaches. Electronic player passes will only be accepted on an emergency basis if member passes are not available for each participating coach and player. They must be provided by the appropriate State organization and validated according to the State's procedures/policies. Additionally, each team must present an approved Game Day roster of no more than 22 players. Prior to kick off, the Game Day roster, if it contains more than 18 players, must be reduced to show the match active 18 players. Additional players must be crossed out with a line. The Game Day Roster must include all players serving suspensions for prior ejections (**Note:** the player is not required to be present at the game and does not count towards one of the 18 match active players). Team players not on the active 18 player Game Day roster may sit on the team bench in street clothing.
- h) Team players not on the Game Day Roster may sit on the team bench in street clothing. The referee shall collect player passes for any non-participating player prior to the match to insure that player does not participate. These passes will be returned at the end of the game.
- i) If a team does not present its US Youth Soccer Member Passes, a copy of its approved Game Day Roster as provided in section 5.g, and have available on site an official stamped State Association roster as provided in section 5.a above prior to the end of the game, the opposing team will be awarded a 4 - 0 win. However, the game will not count as a forfeit for the losing team. ** see appendix
- j) **NO GUEST PLAYERS ARE ALLOWED.** Only players who are properly registered with the same club and are listed on either the official State

Association roster or players who are properly rostered to the Club Pass Roster are eligible to participate.

- k) Playing of an ineligible player will result in automatic forfeiture of the game and possible suspension of the coach, possible expulsion of the team from the SRPL with forfeiture of all bonds and fees, and notification to the team's State Association.

US Youth Soccer Member Passes shall be presented to the referee upon entering the field of play. Passes will be returned to the team representative at the end of the game.

6) Other

a) Uniform Color Conflict

- i) The team listed first (HOME) on the schedule is to wear white or light colored uniforms and socks. The team listed second (AWAY) is to wear colored or dark uniforms. And socks.
- ii) When there is a conflict in uniform color, the team not in compliance with the above colors must change.
- iii) The referee's judgment is final.

b) Coaching from Sidelines

- i) Limited coaching is permitted only from one touch-line from the center-line to the 18 yard line.
- ii) Coaches may not enter the field without permission from the referee. Violation of this rule may result in a caution.

7) Inclement Weather

- a) Once a referee has jurisdiction of a game, the game may be terminated only by the referee as provided by the FIFA "Laws of the Game".
- b) Each hosting association or club is responsible for notifying all participating teams as soon as possible if its fields are closed due to inclement weather.
- c) All reasonable efforts must be made to complete the game on the scheduled date.

- d) If a game is called after one full half of play (the second half does not have to start) for inclement weather, the final score will be the score at the time the game is called.
- e) If fields are closed and/or games are cancelled and the referees are not notified prior to their arrival at the site, the officials will be paid for their first scheduled game only.

SECTION 5. GAME CONTROL

1) Three Person System

- a) Games must be officiated by the three person FIFA/USSF Referee System.
- b) In the event the assigned referee fails to appear (after 10 minutes have elapsed from the time scheduled to begin the game), a certified official must be found to officiate the game. If no substitute certified official is found to officiate the game, then the competition will not count as an official SRPL game even if played with uncertified officials officiating.
- c) The referee may appoint replacements for assistant referees who fail to appear by the game time. In the event certified USSF officials are not available, the referee may appoint club assistant referees. Club assistant referees shall be limited to decisions only on touchlines and possession as specified by FIFA.

2) Payment of Referees

- a) Payment of referees may vary by the division of play in SRPL. Please refer to the “Game Day Instructions” for each division of SRPL play for the manner by which referees will be paid. Officials are to be paid only for their work. If there is only one assistant referee, he or she shall receive only his or her payment. The other assistant referee fee may be paid to a club assistant referee, if he or she is a registered USSF official.

3) Termination of Games

- a) Referees may terminate games for lack of crowd control, poor team behavior or other unsportsmanlike circumstances. (Note - each coach is responsible for the behavior of his or her players. Each coach is responsible to assist the referees, when asked, in the control of parents, fans, and spectators).
- b) The referee shall issue a written USSF Referee Report for any game which is terminated to the Chairperson of the SRPL Discipline and Protest Committee within 48 hours of the time the game ends.
- c) The SRPL Discipline and Protest Committee shall ascertain the facts and determine appropriate disciplinary action.
- d) Disciplinary action may include:
 - i) Reprimand
 - ii) Forfeiture
 - iii) Suspension from one or more SRPL games or
 - iv) Decision to apply a more severe penalty.

SECTION 6. EJECTIONS AND DISCIPLINE

1) Ejections and Removals

- a) Except as provided in section 6.1.b below, any player ejected from a SRPL game will be suspended from his or her next SRPL game in the division from which the ejection occurred. If there are not enough games left to be played in the division from which the ejection occurred, then he or she will serve the suspension in a lower division of SRPL play. If there are not enough games left to be played in a lower division of SRPL play, then he or she will serve the suspension in his or her next US Youth Soccer National Championship Series State, Regional, or National level competition, whichever comes first. If a player is playing on a Club Pass in a SRPL game when he or she is ejected, the player will be suspended from his or her next SRPL game in any division. If there are not enough SRPL games left to be played then he or she will serve the suspension in his or her next US Youth Soccer National Championship Series State,

Regional, or National level competition, whichever comes first.

- b) Any player ejected for Violent Conduct as recorded on the official game report shall be suspended from his or her next two SRPL games at a minimum as specified in section 6.1.a above.
- c) The referee shall file a USSF Referee Supplemental Report with the SRPL Discipline and Protest Committee within 48 hours of the game for every coach, player, or trainer ejected or sent-off during the game.
- d) All player passes of red carded players will be returned to the team at the end of the game and a copy of the referee's report will be sent to the State Association Disciplinary Chairperson of the team and player involved by the Chairperson of the Discipline and Protest Committee.
- e) Any coach, trainer, or other person in the technical area who is removed or "sent-off" from a SRPL game by a game official shall receive a minimum one game suspension from his or her next SRPL game. If his or her SRPL season has ended, he or she will be suspended from his or her next scheduled US Youth Soccer National Championship Series State, Regional, or National Cup competition, whichever comes first. Any coach, trainer, or other person ejected or "sent-off" from the technical area, who is not a player, is not allowed at the complex while serving his or her suspension.
- f) Any spectator who is removed or "sent off" from a SRPL game by a game official shall be barred from his or her team's next scheduled SRPL game. If that team's SRPL season has ended, he or she will be suspended from the team's next scheduled US Youth Soccer National Championship Series State, Regional, or National Cup competition, whichever comes first.
- g) A player is allowed to serve his or her suspension at the game on the team bench, provided he or she is not in uniform.

2) Discipline

- a) The team manager or coach of a team whose parent or spectator has been asked to leave the game area shall complete the US Youth Soccer Region III SRPL - 'Ejection Report'. The team manager or coach must

forward a copy of the 'Ejection Report' to the Chairperson of the SRPL Discipline and Protest Committee within 48 hours of the end of the game.

- b) All ejections of players and removal of coaches, assistant coaches, managers, or spectators from the game area may be reviewed by the SRPL Discipline and Protest Committee, who may impose additional penalties.
- c) A team failing to submit an Ejection Report as defined in Section 2a above, within 5 calendar days of the game in question, may be subject to the forfeiture of its performance bond. A team's forfeited performance bond must be replaced before their next SRPL game is played.
- d) A team that falsifies information on an Ejection Report shall forfeit its performance bond and must replace the forfeited performance bond before their next SRPL game is played.
- e) A team that allows a suspended individual to participate in a game prior to that individual serving his or her full suspension shall forfeit the game and the opposing team shall be awarded a win with a score of 4-0. This game will not be considered as a game in which the suspended individual served his or her suspension. The individual will sit out his or her next scheduled game as noted in section 6.1.a or 6.1.b. The team will also forfeit their performance bond and must replace the performance bond before their next SRPL game is played. For event style play the performance bond must be replaced prior to the next scheduled event.
- f) Any player who has received a total of five cautions in one season shall be suspended and shall not participate in the next regularly scheduled SRPL game, including postseason games. Three additional cautions shall result in an additional one-game suspension. Each two additional cautions shall result in additional one game suspension.

3) Authority

Any violations of this Section 6 shall be reported directly to the SRPL Commissioner and may be considered by the Commission or the SRPL Discipline & Protest Committee for adjudication.

SECTION 7. PROTEST & APPEALS

1) Filing of Protest

- a) A protest of a game (“Protest”) must be registered, in writing, with the referee of the game and the coach of the opposing team at the game site. The Protest must be mailed by certified mail with a return receipt within 48 hours of game completion to the Chairperson of the SRPL Discipline and Protest Committee.
- b) Judgment decisions of the referee are not subject to protest.
- c) All protests must include the following before they will be considered:
 - i) A fee of \$500.00 (certified check, or money order) payable to US Youth Soccer Region III. If the Protest is upheld, \$250.00 would be refundable.
 - ii) A written statement describing the specific grounds for the Protest.
 - iii) All information necessary to make a fair and just decision on the Protest.
 - iv) A clear and concise statement of the relief or action sought by the protesting party.
 - v) Five (5) copies of all documents relevant to the Protest.

2) Consideration of Protest

- a) A Protest may not be allowed if the Protest:
 - i) Does not allege violation of policies and rules applicable to SRPL competition;
 - ii) Concerns a matter of “referee judgment”;
 - iii) Is incomplete or does not contain the required information;
 - iv) Is not filed in a timely or proper manner.
- b) The SRPL shall issue a written decision within thirty (30) days of its receipt of the Protest.

2) Filing an Appeal

- a) All appeals must be properly submitted within ten (10) days of the

notification of the decision being appealed to the appropriate authority listed in 7.3) below.

- b) Judgment decisions of the referee are not subject to appeal.
- c) All appeals must include the following before they will be considered:
 - i) A fee of \$500.00 (certified check or money order) payable to US Youth Soccer Region III. If the Appeal is upheld, \$250.00 would be refundable.
 - ii) A written statement describing the specific grounds for the appeal.
 - iii) All information necessary to make a fair and just decision.
 - iv) A clear and concise statement of the relief or action sought by the appealing party.
 - v) Five (5) copies of all documents relevant to the appeal.

3) Consideration of an Appeal

- a) An appeal may not be allowed if the appeal:
 - i) Does not allege violation of policies and rules applicable to SRPL competition;
 - ii) Concerns a matter of “referee judgment”;
 - iii) Is incomplete or does not contain the required information;
 - iv) Is not filed in a timely or proper manner.
- b) The decisions of the SRPL Discipline & Protest Committee may only be appealed to the Commission.
- c) The decisions of the Commission are final and may not be appealed.
- d) The SRPL shall issue a written decision within thirty (30) days of the receipt of the appeal.
- e) An appeal does not defer the action or stay the decision of any SRPL authority.

APPENDIX

Southern Regional Premier League Limited Substitution Procedure for 15U–19U teams (unlimited substitutions are allowed for 13U and U14U)

Prior to the beginning of the match, each team official is to hand the Referee or AR the starting 11 player passes for their respective team.

FIRST HALF OF PLAY

- Upon approval by the Referee, a substitute player will enter the field at the mid-field line. Prior to entering the game, the player must hand his/her player pass to the Referee or AR. The player being replaced will return to his/her team bench. The substituted player is NOT permitted to re-enter the game for the remaining half of play.
- A team may have NO more than seven (7) substitutions per half.
- At the conclusion of the half, the Referee or AR will return the player passes to the team's official.

SECOND HALF OF PLAY

- Prior to the beginning of the second half, each team's official is to hand the Referee the starting 11 player passes from their respective team.
- Upon approval by the Referee, a substitute player will enter the field at the mid-field line. Prior to entering the game, the player must hand his/her player pass to the Referee or AR. The player being replaced will return to his/her team bench. The substituted player is NOT permitted to re-enter the game for the remaining half of play. A team may have NO more than seven (7) substitutions per half.
- At the conclusion of the game, the Referee or AR will return the player passes to each team's official.
- Each team's official is responsible for ensuring they have received all their player passes prior to leaving the field.

In the event a team fails to bring their player passes, the Referee or AR will collect the Game Report from BOTH teams, using one report for each half of the game to track substitutions for the team without player passes. The Referee or AR will place a check by the name of the starting 11 players prior to the start of the game. As substitutes are made, the Referee or AR will place a check by the name of the entering player. The second Game Report will be used for the second half of play using this same procedure for tracking.

*****Should a team not present their player passes at the beginning of the game and fail to do so prior to the end of the game, the game will be scored as a 4-0 win for the opposing team, but will not be considered a "forfeit"***