A. AUTHORITY AND PRIORITY OF RULES

1. The South Carolina Youth Soccer Association (SC Youth Soccer) is a State Association member of the United States Youth Soccer Association (US Youth Soccer) and of the United States Soccer Federation, Inc. (Federation). The Federation is the national association member of the Federation Internationale de Football Association (FIFA) for the United States, having been a member of FIFA since 1913. The Federation is recognized as the national governing body for the sport of soccer in the United States by the United States Olympic Committee as provided for by the Amateur Sports Act.

2. The Constitution, Rules, Policies and Procedures of the Federation have evolved over a period of time to govern the game of soccer and protect the interests of all participants, players, officials, administrators, clubs, leagues, national state associations and the Federation. Therefore, they must be accepted and observed by all members of the Federation until changed in accordance with the procedures provided.

3. These rules and other procedures and policies relating to them for the registration of affiliated organizations, their officers, coaches and players are adhered to by the South Carolina Youth Soccer Board of Directors and are to be used in conjunction with the Rules and Bylaws of South Carolina Youth Soccer. The priority of the interpretation of rules is (1) South Carolina Youth Soccer, (2) US Youth Soccer, (3) USSF, and (4) FIFA.

B. AFFILIATED ORGANIZATIONS (Structure and South Carolina Youth Soccer membership requirements)

1. AN AFFILIATED ORGANIZATION is a club or league that is properly registered with and recognized by South Carolina Youth Soccer and which pays dues to, and receives benefits or services from, South Carolina Youth Soccer.

   a. A CLUB is an organization operating within a specified community or other defined geographical area that is a member of South Carolina Youth Soccer and that has an identifiable membership of at least one hundred (100) youth soccer players. This organization is in place to carry out South Carolina Youth Soccer’s programs for youth players. Groups seeking membership in South Carolina Youth Soccer and fulfilling all other requirements for same but having fewer than one hundred (100) youth players may be granted annual provisional affiliation status for a seasonal year by a majority vote of the Board of Directors but will not be eligible to vote at any annual general meeting until such time as its membership equals at least one hundred (100) players. Each club is assigned by South Carolina Youth Soccer a permanent club number, which is a three (3)-digit control number. New clubs containing competitive teams, applying for membership into SC Youth Soccer must have a “60/40” split between recreation players and competitive players upon making application. Sixty percent (60%) of the players must be recreation, while no more than forty percent (40%) may be competitive. Any current member club that either fails to maintain “good standing” or interrupts its membership by failing to re-affiliate in the future will be treated as a “new club or organization and the 60/40 rule will apply. New Clubs must meet with the Director of Coaching twice during their first year to review club development.

   b. A LEAGUE is a structured organization consisting of four (4) or more teams joined for the purpose of play under a common set of administrative and competition rules. Each league is assigned by South Carolina Youth Soccer a permanent league number, which is a three (3)-digit control number.

2. A DISTRICT is a structured organization operating within a defined geographical area and is represented on the South Carolina Youth Soccer Board of Directors by the District Commissioner, who is elected by the affiliated organizations within the district and given the authority to enforce the rules and bylaws of South Carolina Youth Soccer within its geographical area. South Carolina Youth Soccer currently has three (3) districts.

3. Any youth soccer group within the State of South Carolina may apply for AFFILIATION in South Carolina Youth Soccer by applying in writing to the Board of Directors through the SC Youth Soccer State Office and by submitting for approval of the South Carolina Youth Soccer Board of Directors properly executed Bylaws and Operating Rules and a properly filled out and executed South Carolina Youth Soccer Affiliated Organization Registration Form.
4. **TO REMAIN IN GOOD STANDING WITH SOUTH CAROLINA YOUTH SOCCER**, all affiliated organizations are required to:

   a. abide by South Carolina Youth Soccer, US Youth Soccer/USSF and FIFA rules;
   b. submit to South Carolina Youth Soccer by April 1st of each year a properly filled out and signed [South Carolina Youth Soccer Affiliated Organization Form](#) listing all board members and at large members, maintaining this information and providing South Carolina Youth Soccer with updated information as changes occur. An initial application shall also have with it a copy of the organization’s Bylaws and Operating Rules, which are to be resubmitted with renewals only if any changes occur or if an organization exists under probationary membership status;
   c. be current with all fees and amounts due to South Carolina Youth Soccer, the Board of which shall set membership dues and other fees prior to each seasonal year; and
   d. in addition, all affiliated clubs are required to have a Registrar, certified by South Carolina Youth Soccer, who performs the following:
      
      i. registers via the current state approved on-line computer program with South Carolina Youth Soccer and US Youth Soccer (through South Carolina Youth Soccer) every individual player, coach, team and administrator who participates in any South Carolina Youth Soccer(Club) program;
      
      ii. verifies player information and is able to provide copies of birth certificates for all players;
      
      iii. properly fills out, maintains copies of, and submits all required player and coach registration forms to South Carolina Youth Soccer via the State Registrar/designee before any deadline or before the player’s first game of the season, whichever comes first; and
      
      iv. Advises the clubs that player passes must have attached a current photograph, without a hat or headband, and that the pass must be laminated or digitally recorded. All coach passes must also have a picture attached prior to lamination or be digitally recorded. Any pass not satisfying these requirements is invalid. No signature is required.

5. **SOUTH CAROLINA YOUTH SOCCER DOES NOT AUTHORIZE THE USE OF NON-OWNED 15 PASSENGER VANS** for any sanctioned events, approved travel, or any affiliated activities of South Carolina Youth Soccer due to a history of rollover accidents associated with this specific vehicle type. The South Carolina Youth Soccer liability insurance underwriter prohibits the use of non-owned 15 passenger vans for any South Carolina Youth Soccer activities or events under any circumstances.

6. **RISK MANAGEMENT** all volunteers/employees (i.e. boards, coaches, managers) must complete the Volunteer Disclosure Form. It is the responsibility of the club to ensure that this has been accomplished.

7. **ALCOHOL POLICY** - It is the policy of SC Youth Soccer and US Youth Soccer that no alcohol be sold at or brought to US Youth Soccer games. It is the responsibility of the organizers of US Youth Soccer events to ensure that this policy is strictly adhered to. This includes local, state, private tournaments and friendlies. Future tournament approvals will not be granted where this policy is violated.

8. **ANY MEMBER OF SOUTH CAROLINA YOUTH SOCCER** that is not in compliance with those rules listed above shall be placed in Bad Standing with South Carolina Youth Soccer.

C. **DEFINITIONS** (Affecting all South Carolina Youth Soccer divisions of play)

1. **ADD** is the addition of a player to a team’s roster.

2. **AFFILIATED PLAY AND UNAFFILIATED PLAY**

   a. **AFFILIATED PLAY** - Any matches, competitions or events with organizations affiliated with SC Youth Soccer or US Youth Soccer shall be considered affiliated play.
   
   b. **UNAFFILIATED PLAY** - Any matches, competitions, or events with organizations NOT affiliated with SCYS or other State Associations of USYS shall be considered unaffiliated play with the exception of international competitions, at home or abroad.
   
   c. **SANCTIONED TRAVEL** is any out of state travel approved by South Carolina Youth Soccer to matches, competitions and events with organizations affiliated with US Youth Soccer so the benefits of affiliation with South Carolina Youth Soccer apply to the travel. Only a team in good standing with South Carolina Youth Soccer and traveling to a tournament or games that have been approved by an affiliated National State Association of US Youth Soccer will be sanctioned to travel.
   
   d. **NON-SANCTIONED TRAVEL** is any out of state travel to matches, competitions, or events with organizations NOT affiliated with USYS or any of its State Associations. This does not apply to international competitions at home or abroad.
3. AGE GROUP – the grouping of players by age into levels of permitted play. A player is permitted to play in the age group in which the player belongs or an older group but is not permitted to play in a younger age group.

4. BOARD – is a group of administrators organized to operate a particular club or league. South Carolina Youth Soccer requires an affiliation form and listing of all board members of all clubs and leagues by the designated affiliation deadline noted on the SC Youth Soccer calendar. Failure to do so could result in that particular organization being placed in bad standing.

5. CERTIFIED REGISTRAR – is a person who has attended a registration workshop as required by South Carolina Youth Soccer for the seasonal year during which the registrar will handle registration transactions. All affiliated organization registrars serve under the jurisdiction of the South Carolina Youth Soccer State Registrar. A certified registrar must make a best effort to insure registration transactions conform to the requirements of the South Carolina Youth Soccer registration rules, procedures, and policies. Failure to comply could result in the registrar’s certification being revoked and the affiliated organization facing such sanctions and penalties as South Carolina Youth Soccer deems appropriate.

6. CLUB PASS PLAYER – a player who can move as outlined in each level of play within their own club based on player development needs and specific team needs without additional administrative paperwork and cost.

7. DIVISION - groups consisting of either recreation, junior academy or classic players (Classic I, Classic II, challenge or premier).

8. DUAL/MULTI ROSTERING - a player who is rostered on more than one youth team in a seasonal year. SC Youth Soccer does not recognize Dual/Multi Rostering.

9. ELIGIBLE TO PLAY – a registered player not under suspension or in bad standing.

10. EVALUATION – an occasion at which a Junior Academy player attends a session that will directly result in that player playing in the Junior Academy Division. South Carolina Youth Soccer member organizations may not conduct any evaluations involving any players registered with another South Carolina Youth Soccer member organization until the evaluation dates specified on the South Carolina Youth Soccer calendar.

11. FRIENDLY GAMES are games with no fees charged, monies collected or awards given.

12. FROZEN ROSTER – a South Carolina Youth Soccer Official Team Roster that can have no movement of players on to or off of the roster through adds, transfers or releases for the period of time that the roster is frozen.

13. GAME DAY ROSTER - is an official South Carolina Youth Soccer Team Roster that lists a maximum of 18 and a minimum of 7 eligible players for a particular competition that is prepared and signed by the club registrar of that team’s club. All players on a game day roster must be registered with the club prior to being assigned to the game day roster.

14. GUEST PLAYER ROSTER – an Official Guest Player Roster is to be used by teams seeking permission to take to an event, such as a tournament or friendly games, US Youth Soccer-registered players not registered with their club.

15. IMPROPER REGISTRATION – results from any team playing a player who is over age or who is not registered or who is not properly entered on the team’s roster, if applicable, causing the forfeit of the game(s) in which that player takes part. Any affiliated organization failing to properly register and/or roster all players shall face such sanctions and penalties as the South Carolina Youth Soccer Board of Directors deems appropriate.

16. An IN-HOUSE PROGRAM (19U and younger) is intrACLub play which exists within a club and should consist of four (4) or more teams from that club to allow competition which may consist of one game against at least three (3) different teams participating in the intrahouse program, thereby allowing teams from that program to qualify for certain cups as outlined in the cup rules.

17. An INTERHOUSE PROGRAM (12U and younger) may exist within a club, may allow other South Carolina Youth Soccer clubs to participate with that club’s 12U and younger in-house program.

18. INTERNATIONAL CLEARANCE – The Federation and FIFA have international clearance requirements and procedures for players coming to the United States to play soccer. The failure of a player to obtain the international clearance or to follow the Federation’s procedures of this rule does not affect the player’s eligibility in regard to any US Youth Soccer program or activity, or any program or activity of a member of US Youth Soccer unless the Federation provides otherwise.
19. **LEAGUE ROSTER** – a computer generated recreational or junior academy roster signed and sealed by the state registrar/designee that lists all the nonrostered players and coaches for that age group. This roster is for league play and instate friendly games only.

20. **NONROSTERED PLAYER** – a registered recreational or junior academy player not assigned to an South Carolina Youth Soccer Official Team Roster. A player who has been registered but never rostered onto an South Carolina Youth Soccer Official Team Roster may be added to a roster. A player who was rostered to an South Carolina Youth Soccer Official Team Roster at any time during the current seasonal year and then released from all South Carolina Youth Soccer Official Team Rosters becomes a nonrostered player but shall be a transfer if added to another club’s South Carolina Youth Soccer Official Team Roster.

21. **OFFICIAL STATE CUP ROSTER** – a current Official Game Day Roster made up of at least nine (9) players from the frozen league roster and any eligible club pass player which is signed and sealed by the State Registrar/designee by a date prior to their first cup match.

22. **OFFICIAL TEAM ROSTER** – the South Carolina Youth Soccer document, signed and sealed by the South Carolina Youth Soccer State Registrar/designee listing the eligible players and coaches of a properly registered team. There may be up to four (4) names of coaches/assistants on a roster. Each team roster must have a coach designated as a head coach while all others are assistant coaches. Only four people holding coaching passes may be on a team bench with players during a South Carolina Youth Soccer sanctioned event.

23. **PLAYER'S ADDRESS** – the player’s residence address including street (or p.o. box), city, state, zip code and a household email address.

24. **PLAYER'S BIRTHDAY** – the date of birth listed on the player’s birth certificate or other acceptable document proving player’s name and age.

25. **PLAYER IDENTIFICATION NUMBER** – the numeric control number used to identify the player in all registration transactions with South Carolina Youth Soccer.

26. **PLAYER'S NAME** – for South Carolina Youth Soccer purposes is the player’s full first, middle and last name as listed on the player’s birth certificate or other acceptable government document proving the player’s name and age.

27. **PLAYER/MEMBER PASS** - the US Youth Soccer Pass issued to all registered players, managers, and coaches that serves as the primary means of identifying them at competitions. The pass must have the members current photograph; be signed by the SC Youth Soccer registrar/designee, have the SC Youth Soccer seal stamped on it and must be laminated or digitally recorded. This member pass is valid only for activities and events approved by SC Youth Soccer, US Youth Soccer and its State Associations, and USSF international tournaments.

   * **CLUB COACH PASS** - this US Youth Soccer Pass may be issued, upon request, to any classic coach in your club that holds a minimum of a “D” license. This pass allows any club coach the ability to coach one of their club’s teams during SC Youth Soccer league play and state cup competitions without having to be listed on the official South Carolina Youth Soccer team’s roster. There may be no more than (4) coaches on the player’s bench at any one time. **Club Coaches may use hard copy passes or digital passes as identification in league matches.**

   * **DIRECTOR OF COACHING (DOC) PASS** – this US Youth Soccer Pass may be issued, upon request, to a maximum of three registered Directors of Coaching (DOC) per club that holds a minimum of a “D” license. This pass also allows any DOC the ability to coach one of their club’s teams during SC Youth Soccer league play and state cup competitions without having to be listed on the official South Carolina Youth Soccer team’s roster. There may be no more than (4) coaches (including DOC’s) on the player’s bench at any one time. **This pass allows the DOC to sign any of their club’s paperwork in place of the head coach.** **DOC’s may use hard copy passes or digital passes as identification in league matches.**

   * **MANAGER PASS** – this US Youth Soccer Pass may be issued, upon request, to any team manager that pays the fee for a background check so that he/she can coach their team for the completion of a match if their coach is ejected and no other rostered coach or DOC is available. **Managers may use hard copy passes or digital passes as identification in league matches.**

28. **POOL TEAM** – a group of recreation or junior academy players who are properly registered by an affiliated organization using a certified registrar and under the guidance of one or more coaches.

29. **REASSIGNMENT** - Any recreation or junior academy non-rostered player who releases from one club to another shall complete the transfer/release form and return their player card to their present club registrar who will destroy before the reassignment will be considered complete. The player will not be allowed to move to another club until their present club’s documented financial obligation has been completely satisfied. The only exception to this rule is that non-rostered recreation players may move
between clubs from December 1 until February 15 without completing the transfer/release form but clubs must notify the State Registrar/designee. No paperwork is required for players to move within the same club.

30. **RECRUITING** – A player may only be recruited after the completion of the State Cup competition applicable to that player’s team regardless of whether their team qualifies, until such time as the player/parent has completed registration paperwork and paid fees (this does not include tryout fees) to a club for the upcoming seasonal year. (State Cup competition includes: Open Cup, President’s Cup, State Cup; and on an individual team basis, Regional Cup and National Cup.) **Players will be considered as registered to a club for the next seasonal year as of July 1 of that seasonal year.**

31. **REGISTERED PLAYER** - is one who has been properly entered and placed on a rostered or nonrostered team in the current state approved on-line computer program by a certified club registrar and submitted to the State Registrar/designee. Players, whether rostered or nonrostered, may only be registered with one SC Youth Soccer team at any given time during the seasonal year. There is NO dual rostering.

32. **RELEASE** – the withdrawal of a player from a roster without reassignment to another roster. A player may voluntarily release him/herself from a team for any reason. A player may be involuntarily released from a team for one of the following reasons:

   a. The player has violated the rules of South Carolina Youth Soccer, US Youth Soccer/USSF or his/her club;
   b. The player has moved beyond a reasonable travel distance as defined by the South Carolina Youth Soccer Board of Directors; or
   c. The player is injured in such a manner that the player will not be able to participate for the remainder of the season.

   All explanations and signatures are required before the state registrar/designee will sign.

33. **ROSTERED PLAYER** – a registered player assigned to an South Carolina Youth Soccer Official Team Roster. Any player rostered to a team is bound to the team for the entire seasonal year unless the player/club requests a transfer, a release, or is involuntarily released.

34. **SEASONAL YEAR** – the time period from September 1 of any year to August 31 of the next year.

35. **STATE CUP** – an individual, separately conducted competition under US Youth Soccer/South Carolina Youth Soccer rules which leads to a state, regional and national competition.

36. **SUSPENSION** –the temporary withdrawal of rights and privileges, including but not limited to playing, volunteering, coaching, managing, and spectating, or otherwise participating (directly or indirectly) in soccer. The suspension is for the entire term of the suspension with ALL rights and privileges withdrawn unless specifically stated otherwise by the suspending authority.

37. **TEAM** – a group of soccer players properly registered by an affiliated organization using a certified registrar and under the guidance of one or more coaches playing on the same side in soccer games. US Youth Soccer recognizes two (2) types of teams: 1) teams with females only are girl’s teams, and (2) all other teams are boy’s teams.

38. **TEAM NUMBER** – a four (4)-digit control number assigned by South Carolina Youth Soccer to a team for the current seasonal year.

39. **TOURNAMENT TEAM ROSTER** the South Carolina Youth Soccer Official Tournament Team Roster shall be used by nonrostered players brought together for the sole purpose of playing friendly games involving out of state teams or in a tournament. This form is valid only for the tournament and dates indicated on the form and players are bound to the roster only during the designated event. Tournament teams are not eligible for South Carolina Youth Soccer State Cup play. The form will have the State Registrar/designee signature for either in- or out-of-state competitions.

40. **TRANSFER** – a player who is currently or was previously rostered on an Official Team Roster requesting and being moved onto the South Carolina Youth Soccer Official Team Roster of another club’s team within the current seasonal year. All requests for transfer must have the explanation portion of the form properly filled out by the player’s receiving coach, and the transferring player’s current pass should be returned to the club registrar for proper handling. No transferred player may compete with a new team until he/she receives a new player pass for that team and appears on that team’s roster.

41. A **TRYOUT** is an occasion at which a player attends a selection process that may directly result in that player being selected to play for a classic/challenge/premier team within a club for the next seasonal year. South Carolina Youth Soccer member organizations may not conduct any tryouts involving any players registered with another South Carolina Youth Soccer member organization until the tryout dates specified on the South Carolina Youth Soccer calendar.
42. **19U RULE** – allows 19U players to play on 18U rosters during SC Youth Soccer league play. These players must be dropped from the roster if the team is a Challenge Cup team and elects to play in state cup competitions as a 18U team. If these players remain on a Challenge Cup roster, then the team must compete as a 19U team for state cup. The team is registered as 19U and would be re-carded for cup play. This rule applies to recreation, PMSL, Open and SCSCL play. Recreation, Open and PMSL teams may play cup as 19U teams. 18U teams with true 19U players must check with invitational tournaments to see if the 19U players will be allowed to participate.

43. **UNETHICAL RECRUITING** is defined as any intentional act whereby coaches or parents contact a player who is registered or rostered on a South Carolina Youth Soccer team to entice that player to leave the club with which that player is registered or rostered before the completion of the State Cup competition applicable to that players’ team, regardless of whether their team qualifies. (State Cup competition includes: Open Cup, President’s Cup, State Cup; and on an individual team basis Regional Cup and National Cup.) A coach, who coaches a team playing 13U or above, who leaves a club shall not be allowed to coach any players rostered on a team he coached in a seasonal year immediately preceding his departure for one (1) seasonal year without the written consent of an authorized representative of the club he is leaving.

44. **YOUTH PLAYER** is an individual who is an amateur player and has not reached nineteen (19) years of age prior to August 1 immediately before the start of any seasonal year. A player who reaches nineteen (19) years of age during a seasonal year is allowed to complete that seasonal year. A player who reaches nineteen (19) years of age during August of one seasonal year shall be allowed to complete all of the next seasonal year.

D. **PROCEDURES FOR OUT-OF-STATE PLAY/PLAYERS**

1. Any out-of-state player, with the exception of the following Region III states: AL, AR, GA, LA, NTX, OK and TN residents, wishing to play for the seasonal year in South Carolina, shall register in the state of residence and then, using a US Youth Soccer Interstate Region III Permission Form, request to be released from that state. Permission and a statement that the player is registered and in good standing shall be sent to the South Carolina Youth Soccer Registrar/designee before South Carolina Youth Soccer will give permission for the player to play in South Carolina. Player must register in the state where he/she resides, with the exception of Georgia players, and again register in South Carolina. This permission must be obtained each and every seasonal year. The player may participate in ODP in either state but must request permission from both states and is eligible for the program in one state only. This ODP declaration should be a part of the original Interstate Release request. Any Georgia resident must inform the South Carolina club they are wishing to play for that they are not registered in Georgia for the current seasonal year.

2. If a South Carolina resident wishes to play out of state for the seasonal year in any state other than the following Region III states: AL, AR, GA, LA, NTX, OK and TN residents, the player’s parent/guardian shall submit a US Youth Soccer Interstate Region III Permission Form. Player’s wishing to play in the following Region III states: AL, AR, GA, LA, NTX, OK and TN residents, are free to do so without completing this form. The form shall be filled out and sent, along with the player’s birth certificate, international paperwork as necessary and the fee set by the Board of Directors, to the South Carolina Youth Soccer State Registrar/designee, who will approve the transaction and forward the form, with the necessary signatures and dates of approval, to the state where the player wishes to play. The other state will then give permission for the player to play in that state. South Carolina will register the player, but the player pass will be issued in the state where the player plays. This permission must be obtained each and every seasonal year. The player may participate in ODP in either state but must request permission from both states and is eligible for the program in one state only. This ODP declaration should be a part of the original Interstate Release request.

E. **PROCEDURES FOR INTERNATIONAL PLAY**

1. FIFA requires all players over the age of 10, regardless of their ability or citizenship, to receive an international transfer clearance (“ITC”) from their former country when they are attempting to register to play soccer in a different country (i.e., the United States). U.S. Soccer (USSF) is responsible for obtaining that ITC on behalf of all players in the U.S. participating in affiliated leagues. FIFA, however, prohibits the transfer of players between the ages of 10 to 17 (minors) unless the player meets one of two exceptions:
   a. The player has moved with his/her parents to the U.S. for reasons other than playing soccer (e.g. work); or
   b. The player and prospective club are both located within 30 miles of an international border.

If the player can prove to FIFA that either of the two exceptions above has been met, U.S. Soccer would be permitted to request the ITC for that minor player. If the player does not meet one of the two exceptions above, the available options to register are listed below. In 2009, FIFA instituted the FIFA TMS system. TMS 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 FIFA’s system and are reviewed by FIFA, who then makes the final determination on whether an ITC request could be fulfilled for a minor player. However, U.S. Soccer has received a limited exemption from FIFA from the requirement to use the electronic FIFA TMS system. U.S. Soccer is
now responsible for the documentation, review and determination of whether a player meets either of the two exceptions above. Although required to uphold the same standards as FIFA, U.S. Soccer is able to review the documents on an expedited basis and determine whether an ITC request could be made for a minor player.

2. **International Transfer Clearance 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:

   a. **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). If you have a US Citizenship form and it includes the address where he/she resided when they became a citizen, this may also be used as proof.
   
   b. **First Registration**
      
      i. 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.
      
      ii. Non-U.S. Citizens – A player born outside of the U.S., who is currently over the age of 18, may also complete and sign the First Registration form. U.S. Soccer will contact the foreign federation for confirmation, and once that is received, U.S. Soccer can clear the player.

   c. **Minors** – Any player currently between the ages of 10 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 (a) or (b) 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.

   **ITC Request** – Players 18 years of age and over who are not eligible for the Entry Prior to Age 12 or First Registration options, will need to fill out the ITC Request Form and submit it to U.S. Soccer. U.S. Soccer will then 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.

   Further information regarding international clearance can be found at: [http://www.ussoccer.com/About/Federation-Services/Intl-Clearance.aspx](http://www.ussoccer.com/About/Federation-Services/Intl-Clearance.aspx)

**F. RULES AFFECTING THE RECREATION DIVISION**

1. **A RECREATION PLAYER** is a registered player who has never been officially rostered on a junior academy, Classic II, Classic I, challenge or premier team during the current seasonal year and has not been placed on a team based on talent or ability (i.e. not tryouts or evaluations).

2. **RECREATION AGE GROUPS** shall be comprised of players by birth year:

   a.) under 19 years of age
d. ) under 16 years of age
b.) under 18 years of age
c.) under 17 years of age
d.) under 16 years of age

   e.) under 15 years of age
f.) under 14 years of age
g.) under 13 years of age
h.) under 12 years of age

   i.) under 11 years of age
j.) under 10 years of age
k.) under 9 years of age
l.) under 8 years of age

   m.) under 7 years of age
n.) under 6 years of age
o.) under 5 years of age
p.) under 4 years of age

3. **REGISTRATION TRANSACTIONS** – for rostered or nonrostered players must be properly documented on the correct South Carolina Youth Soccer form(s) and submitted to the South Carolina Youth Soccer State Registrar/designee before any deadline or before the player’s first game of the season whichever comes first. All information requested must be provided and all fees due must be paid. The computer generated information must be read from the club level program into the approved state program. All clubs are recommended to use the on-line system. Those not using the current approved on-line system sponsored by the state will be charged a board approved input fee for each player. Any form that cannot be read, that is incorrectly filled out or that attempts to violate the South Carolina Youth Soccer registration rules will be returned and an extra processing fee may be charged.

   Players who have made a financial commitment to a club will be considered as registered to that club for the upcoming seasonal year as of July 1.

4. **PROOF OF AGE** – shall consist of a birth certificate, a Uniformed Services Identification and Privilege Card (DD Form 1173) issued by the uniformed services of the United States, a birth registration issued by an appropriate government agency, or board of health records, a passport, an alien registration card issued by the United States Government, a certificate issued by the Immigration and Naturalization Service attesting to age, a current driver’s license, an unexpired federal, state or local government identification card (If documentation of date of birth is required), or a certification of an American citizen born abroad and issued by the appropriate government agency. Hospital, baptismal, or religious certificates will not be accepted. Player proof of age for traveling teams shall be available upon request.
5. **RESIDENCY REQUIREMENTS** - state that any player who is a South Carolina resident may register in an affiliated organization. A resident is a player living or residing in the State of South Carolina with his or her parent(s) or guardian(s) or a student in residence at a boarding school, college or university located in South Carolina. Any other questions of residency may be determined by the state in which the player is registered to vote or holds a current driver’s license. Any player or team residing in a state other than South Carolina or Georgia wishing to register and play in an affiliated organization of South Carolina Youth Soccer must receive written permission each seasonal year from South Carolina Youth Soccer and the State Association where he/she resides.

6. **REGISTRATION FEES** – are set by the South Carolina Youth Soccer Board of Directors. All fees will be billed electronically, and must be paid within 30 days of invoicing (late fees will apply to all bills not received within the specified period as stated on your invoice).

7. All players registering in any affiliated organization of South Carolina Youth Soccer must have an approved PLAYER IDENTIFICATION NUMBER.

8. **DEADLINE DATES** – mean that a document must be in the hands of the appropriate state officer by midnight of the published date.

9. **OFFICIAL TRANSACTION** - is a registration transaction which becomes official only after being signed by the South Carolina Youth Soccer State Registrar/designee.

10. **UNIFORMS** for all field players shall include a unique and identifiable number on the jersey. Shin guards covered by socks are mandatory for all players during any play and any practice.

11. A **RECREATION TEAM** is a team registered and playing in the Recreation Division

   a. may not use tryouts, invitations, recruiting or any like process to roster players selectively to the team on the basis of talent or ability.
   b. may have no more than three (3) classic players or junior academy players transferred to it; otherwise, the team has unlimited transfers, releases and adds for the seasonal year.
   c. each player must play at least one-half (1/2) of each game except for reasons or injury, illness, or discipline
   d. 13U-19U rostered recreation teams may have no fewer than 7 nor more than 18 players. No dual rostering is allowed.
   e. 12U and younger roster size are outlined on “South Carolina Youth Soccer Players and Playing Rules for Small-Sided games”.
   f. The initial registration of a team with a Club must continue their association with that particular Club for the seasonal year, including that no team in its entirety or majority may move to another club during the seasonal year.

12. For **ALL RECREATIONAL TEAMS** (8U and above requesting passes or attending tournaments who have uploaded player/coach photos), the US Youth Soccer player/coach passes shall be issued. Any recreation player/coach participating in an interhouse or league game are required to have either their state signed and sealed roster or their player/coach pass (hard copy or digital) at the game site. It is the responsibility of the referees to check player and coach passes or rosters before each game. The passes must have a current photograph without a hat or headband, be signed by the South Carolina Youth Soccer State Registrar/designee, have the South Carolina Youth Soccer seal stamped on it, and be laminated or digital. Any pass not meeting these requirements is invalid.

13. **ALL PLAYERS AND COACHES** entering a competition must be listed on an Official South Carolina Youth Soccer State Team Roster, Tournament Guest Player Roster, or Official Tournament Team Roster. The roster(s) and/or US Youth Soccer player/coach passes must be available at the game site at all times.

14. **ALL 6U AND OLDER COACHES** are required to be either licensed or certified. Recreation coaches 6U-12U must have a minimum of a youth module certification or “F” License. Recreation Coaches 13U-19U and must have a minimum of a “E” Certification. All new coaches to SC Youth Soccer have a one(1) season grace period to meet their license/certification requirements. All recreation assistant coaches must have a minimum of a youth module certification.

15. **POOL PLAY** - No player can play more than 2 games on any one day (i.e. A player can play 2 games with Team A or he/she can play 1 game with Team A and 1 game with Team B or 2 games with Team B) Two game maximum per day.
16. **CLUB PASS** (Pertains to non pool and rostered recreation teams only)

   a. Players cannot play down in level and cannot play for multiple teams in the same day. The player may play for no more than one team per day. A team may use a maximum of five club pass players in any one game. The club pass is not necessary for pool play.

   b. Use of the club pass is permitted in the SCsCL, PMSL, 13U and above recreational and junior academy divisions. Game Day Rosters must be used in conjunction with the club pass.

   c. A player can play up an age group above the current age group as long as it is at the same level or higher division of play.

   d. A club pass player can be used during any regular season league game, Recreation Cup or Open Cup.

   e. Recreation players may also be club passed for State Cup, Southern Regionals and Nationals as defined in the rules governing these events.

17. **GUEST PLAY**

   a. The guest play roster must be used in conjunction with the team’s Official State Roster or Tournament Team Roster and is valid only for the tournament and dates indicated on the form. The form is completed and signed by the seasonal team coach/DOC and the guest team coach/DOC. Guest play rosters are not required players in your club, they may simply be added to the tournament team roster.

   b. The State Registrar/designee must approve the form.

   c. Guest players are not permitted in South Carolina Youth Soccer Cup competitions or league play.

   d. A guest player is allowed to play with State Cup teams that have frozen rosters if the event allows guest players.

   e. A player desiring to guest play shall inform his/her coach and fulfill obligations to the seasonal team before leaving to guest play.

   f. No player may play for more than one team in a tournament.

   g. If the requested player is from a state other than South Carolina, a form from that State Association shall be sent to the South Carolina Youth Soccer State Registrar/designee declaring that this player is in good standing and has permission to play with the 1) team named, 2) coach named, and 3) at the tournament indicated, giving location and date. The out-of-state seasonal player pass and this form shall accompany the player.

   h. If a South Carolina player wants to guest play out of state, a Region III Interstate form shall be sent to the state inviting the player, and the seasonal player pass shall accompany the player, to be returned to his/her coach as soon as the player returns.

   i. Players who guest play for another club shall not be allowed to transfer to the team with whom he/she has been a guest player for the remainder of the seasonal year unless written permission is granted by the seasonal team coach who signed the Guest Player Roster.

   j. Playing a guest player without proper permission may result in a charge of playing an ineligible player.

18. **TRANSFER**

   a. The player’s present (releasing) coach/DOC may approve and sign the transfer form and the player will be released from their current team and be eligible to be registered/rostered to another team immediately upon the completion of the transfer form by the South Carolina Youth Soccer State Registrar/designee.

   b. Any player changing their primary residence by a minimum of 50 miles or across state lines may request to be transferred to another team without their present coach’s approval or a 30 day waiting period but must meet their financial obligations to the releasing club.

   c. In scenario a or b, the releasing team coach’s/DOC’s signature releases the player from their team and their financial obligations.

   d. Any player transferring to another club, without their present (releasing) coach/DOC’s signature on the transfer form, will be required to wait 30 days from the date the transfer form was received by the South Carolina Youth Soccer State Registrar/designee before they can be rostered to another team.

   e. Without the releasing coach/DOC’s signature, a player will not be allowed to transfer to another club until their present club’s documented financial obligation has been completely satisfied by either the player or by the receiving club and proof of said satisfaction is verified and agreed to by the releasing club. If the releasing club refuses to accept the agreed payment then the financial obligation will be considered forgiven and the 30 day waiting period will commence. Financial obligations must be determined prior to any action by the State Registrar/designee or any member of the state’s Board of Directors.

   f. Any recreation non-rostered player who releases from one club to another during the seasonal year shall complete the transfer/release form and return their player card to their present club registrar for proper handling before the release will be considered completed. The only exception to this rule is that non-rostered recreation players may move between clubs from December 1 until February 15 without completing the transfer/release form but clubs must notify the State Registrar/designee.
A RECREATION TEAM MAY CONVERT TO A JUNIOR ACADEMY OR CLASSIC TEAM if, prior to conversion, the recreation team has conformed with all rules pertaining to junior academy/classic teams. A recreation team must convert to junior academy or classic status (unless invited to participate by the tournament) in order to enter the South Carolina Youth Soccer Publix Palmetto Cup, Publix Open Cup or Publix President’s Cup and must do so and pay the appropriate fees by the roster freeze date for junior academy or classic teams.

TO PARTICIPATE IN AN INVITATIONAL TOURNAMENT, a recreation team must be officially rostered or must use a Tournament Team Roster. A League Roster is NOT considered an official roster for tournament play. The tournament team roster may have no more than three (3) previously registered junior academy, classic, challenge or premier players listed on it.

- SCYS team/players choosing to participate in unaffiliated play do not need permission or travel forms from SCYS and will not be representing SCYS nor carrying any SCYS insurance coverage, unless SCYS or other State Associations of USYS have approved the Permission to Host Agreement as an “unrestricted tournament.”
- SCYS teams/players choosing to travel out of state to participate in unaffiliated play do not need permission or travel forms from SCYS and will not be representing SCYS nor carrying any SCYS insurance coverage, UNLESS the State Association of USYS has approved the Permission to Host Agreement as an “unrestricted tournament.” No person, group, or entity shall by affirmative misrepresentation or by the failure to disclose material facts mislead any other person into believing that travel to or participation in non-sanctioned events or travel is authorized, approved, or otherwise sanctioned by SCYS or USYS.

A youth player will be permitted to play an unlimited number of AMATEUR GAMES without losing his or her youth eligibility. The youth player must obtain permission from his/her youth coach and must file an Amateur Play Notification and Clearance Form with South Carolina Youth Soccer. In the event of a conflict between an amateur game and a youth game, the youth game shall take precedence.

RECREATION TEAMS desiring to enter cup play must obtain either an official state roster or official tournament team roster from the State Registrar/designee by the roster deadline date which is 48 hours prior to cup play.

The SOUTH CAROLINA YOUTH SOCCER RECREATION CUP and PUBLIX RECREATION CUP are individual, separately conducted competitions for all eligible recreation teams. (Click on appropriate cup to link to the cup rules.)

TO BE ELIGIBLE FOR SOUTH CAROLINA YOUTH SOCCER CUP PLAY,

- a team must be comprised of properly registered and rostered youth players and the team and its affiliated organization must be registered and in good standing with South Carolina Youth Soccer.
- a team must be officially rostered (state signed/stamped Game Day roster w/ tournament name) no later than 48 hours prior to cup.
- State Select/ODP Teams may not compete.
- a player who has been suspended may play after the player’s term of suspension has expired.

ROSTERS DEADLINE SHALL BE 48 hours prior to cup and this roster shall remain frozen with no movement of players on or off of the roster until the team is eliminated from the competition or is declared a champion. If playing in the SC Youth Soccer Publix Recreation or Kohls American Cup the champion is declared at the end of cup play.

RULES VARY for each of the South Carolina Youth Soccer Cup competitions. The cup manual and any updates and the South Carolina Youth Soccer Board of Directors’ minutes shall be the final authority for these rules. During any South Carolina Youth Soccer cup play competition, the rules set forth in the appropriate cup manual take precedence over any other set of rules.

RECREATION PLAYERS on official state rosters are allowed to use a Tournament Team Roster after their season (i.e. league play or cup) is over.

SOUTH CAROLINA YOUTH SOCCER TEAMS THAT ARE TRAVELING WITHIN Region III for any affiliated play to matches, competitions, or events with organizations affiliated with US Youth Soccer shall complete a South Carolina Youth Soccer “Notification to Travel” form and pay appropriate fees. This “Notification to Travel” and fees shall be completed in the SC Youth Soccer database program or sent to the SC Youth Soccer State Office for approval.

SOUTH CAROLINA YOUTH SOCCER TEAMS TRAVELING OUTSIDE of Region III for any affiliated play to matches, competitions, or events with organizations affiliated with US Youth Soccer shall complete a US Youth Soccer “Application to Travel” form and pay appropriate fees. This “Application for Travel” and fees shall be completed in the SC Youth Soccer database program or sent to the SC Youth Soccer State Office for approval.
30. **ALL TEAMS TRAVELING TO INTERNATIONAL MATCHES** or international tournaments shall complete a US Youth Soccer Application to Travel, [USSF Application for Foreign Travel](https://www.usasoccer.com), a [Ted Stephens Olympic and Amateur Sports Act form](https://www.ussf.org) and a [Application form for participating in an international match or competition](https://www.usasoccer.com). These forms shall be sent to the South Carolina Youth Soccer State Registrar for verification and who will then send to the USSF for final approval prior to the team’s departure. See [Procedures for Foreign Travel](https://www.usasoccer.com) in the South Carolina Youth Soccer Manual for further details.

**G. RULES AFFECTING THE JUNIOR ACADEMY DIVISION**

1. **A JUNIOR ACADEMY PLAYER** is a registered 8U-12U player participating in a developmental soccer program which required an [evaluation](https://www.usasoccer.com).

2. **SOUTH CAROLINA YOUTH SOCCER MEMBER ORGANIZATIONS** may not conduct any evaluations involving any players registered with another South Carolina Youth Soccer organization until evaluation dates specified on the South Carolina Youth Soccer calendar.

3. **JUNIOR ACADEMY AGE GROUPS** shall be comprised of players by birth year: [Birth Year Registration Matrix](https://www.usasoccer.com)
   - a) 12 under years of age
   - b) 11 under years of age
   - c) 10 under years of age
   - d) 9 under years of age
   - e) 8 under years of age
   - f) 7 under years of age
   - g) 6 under years of age

4. **REGISTRATION TRANSACTIONS** – for rostered or nonrostered players must be properly documented on the correct South Carolina Youth Soccer form(s) and submitted to the South Carolina Youth Soccer State Registrar/designee before any deadline or before the player’s first game of the season whichever comes first. All information requested must be provided and all fees due must be paid. The computer generated information must be read from the club level program into the approved state program. All clubs are recommended to use the on-line system. Those not using the current approved on-line system sponsored by the state will be charged a board approved input fee for each player. Any form that cannot be read, that is incorrectly filled out or that attempts to violate the South Carolina Youth Soccer registration rules will be returned and an extra processing fee may be charged.

   **Players who have made a financial commitment to a club will be considered as registered to that club for the upcoming year as of July 1.**

5. **PROOF OF AGE** – shall consist of a birth certificate, a Uniformed Services Identification and Privilege Card (DD Form 1173) issued by the uniformed services of the United States, a birth registration issued by an appropriate government agency, or board of health records, a passport, an alien registration card issued by the United States Government, a certificate issued by the Immigration and Naturalization Service attesting to age, a current driver’s license, an unexpired federal, state or local government identification card (If documentation of date of birth is required), or a certification of an American citizen born abroad and issued by the appropriate government agency. Hospital, baptismal, or religious certificates will not be accepted. Player proof of age for traveling teams shall be available upon request.

6. **RESIDENCY REQUIREMENTS** - state that any player who is a South Carolina resident may register in an affiliated organization. A resident is a player living or residing in the State of South Carolina with his or her parent(s) or guardian(s) or a student in residence at a boarding school, college or university located in South Carolina. Any other questions of residency may be determined by the state in which the player is registered to vote or holds a current driver’s license. Any player or team residing in a state other than South Carolina or Georgia wishing to register and play in an affiliated organization of South Carolina Youth Soccer must receive written permission each season from South Carolina Youth Soccer and the State Association where he/she resides.

7. **REGISTRATION FEES** – are set by the South Carolina Youth Soccer Board of Directors. All fees will be billed electronically, and must be paid within 30 days of invoicing (late fees will apply to all bills not received within the specified period as stated on your invoice).

8. All players registering in any affiliated organization of South Carolina Youth Soccer must have an approved [PLAYER IDENTIFICATION NUMBER](https://www.usasoccer.com).

9. **DEADLINE DATES** – mean that a document must be in the hands of the appropriate state officer by midnight of the published date.

10. **OFFICIAL TRANSACTION** - is a registration transaction which becomes official only after being signed by the South Carolina Youth Soccer State Registrar/designee.

11. **ALL REGISTERED** Junior Academy players/coaches shall have the word “JA” on their player/coach pass.
12. **UNIFORMS** for all field players shall include a unique and identifiable number on the jersey. Shin guards covered by socks are mandatory for all players during any play and any practice.

13. Any team playing **SMALL-SIDED GAMES** should refer to the Player and Playing Rules adopted by South Carolina Youth Soccer.

14. **SOUTH CAROLINA YOUTH SOCCER REQUIRES EACH NON-ROSTERED JUNIOR ACADEMY PLAYER** to play at least one-half (1/2) of each game except for reasons of injury, illness or discipline.

15. **EACH JUNIOR ACADEMY PLAYER/COACH** participating in an interhouse or league game are required to have either their game day roster, state signed and sealed roster or their player/coach pass (pdf or hard copy) at the fields. It is the responsibility of the referees to check player and coach passes or rosters before each game.

16. **EACH PLAYER AND COACH** entering a cup competition must carry a US Youth Soccer pass. The passes must have a current photograph without a hat or headband, be signed by the South Carolina Youth Soccer State Registrar/designee, have the South Carolina Youth Soccer seal stamped on it, and be laminated. Any pass not meeting these requirements is invalid.

17. **ALL PLAYERS AND COACHES** entering a cup competition must be listed on an Official South Carolina Youth Soccer Team Roster, Game Day Roster, Tournament Guest Player Roster, or Official Tournament Team Roster. The roster(s) and US Youth Soccer player/coach passes must be available at the game site at all times.

18. **ALL COACHES** are required to be either licensed or certified. Junior Academy coaches 8U-12U must have a minimum of a “E” Certification. All new coaches to SC Youth Soccer have a one(1) season grace period to meet their license/certification requirements. All junior academy assistant coaches must have a minimum of a youth module certification.

19. **POOL PLAY** - No player can play more than 2 games on any one day. (Example: A player can play 2 games with Team A or he/she can play 1 game with Team A and 1 game with Team B or may play 2 games with Team B.) 2 game maximum per day.

20. **CLUB PASS**
   a. Players cannot play down in level and cannot play for multiple teams in the same day. The player may play for no more than one team per day. A team may use a maximum of five club pass players in any one game. **The club pass is not necessary for pool play.**
   b. Use of the club pass is permitted for a Junior Academy player to play in the SCSCL, PMSL and qualifying junior academy matches. **Game Day Rosters** must be used in conjunction with the club pass.
   c. A player may not play up an age group but in a lower division. (Example: A 12U Junior Academy player may not play on a 13U recreation team.)
   d. A player can play up an age group above the current age group as long as it is at the same level or higher division of play. A player cannot play down in a division below his current level of play.
   e. A club pass player can be used during any regular season league game.
   f. Jr. Academy players may be club passed at the Palmetto Academy Cup and may club pass to 13U & 14U Open Cup, PMSL State Cup & Publix Bob Brantley Challenge Cup teams.

21. **GUEST PLAY**
   a. The form must be used in conjunction with the team’s Official State Roster or Tournament Team Roster and is valid only for the tournament and dates indicated on the form. The form is completed and signed by the seasonal team coach/DOC and the guest team coach/DOC. Guest play rosters are not required for players in your club, they may simply be added to the tournament team roster.
   b. The State Registrar/designee must approve the form.
   c. Guest players are not permitted in South Carolina Youth Soccer Cup competitions or league play.
   d. A guest player is allowed to play with State Cup teams that have frozen rosters if an event allows guest players.
   e. A player desiring to guest play shall inform his/her coach and fulfill obligations to the seasonal team before leaving to guest play.
   f. No player may play for more than one team in a tournament.
   g. If the requested player is from a state other than South Carolina, a **form** from that State Association shall be sent to the South Carolina Youth Soccer State Registrar/designee declaring that this player is in good standing and has permission to play with the 1) team named, 2) coach named, and 3) at the tournament indicated, giving location and date. The out-of-state seasonal player pass and this form shall accompany the player.
h. If a South Carolina player wants to guest play out of state, a Region III Interstate form shall be sent to the state inviting the player, and the seasonal player pass shall accompany the player, to be returned to his/her coach as soon as the player returns.

i. Players who guest play for another club shall not be allowed to transfer to the team with whom he/she has been a guest player for the remainder of the seasonal year unless written permission is granted by the seasonal team coach who signed the Guest Player Roster.

j. Playing a guest player without proper permission may result in a charge of playing an ineligible player.

22. **TRANSFER**

   a. The player’s present (releasing) coach/DOC may approve and sign the transfer form and the player will be released from their current team and eligible to be rostered to another team immediately upon the completion of the transfer form by the South Carolina Youth Soccer State Registrar/designee.

   b. Any player changing their primary residence by a minimum of 50 miles or across state lines may request to be transferred to another team without their present coach’s approval or a 30 day waiting period but must meet their financial obligations to the releasing club.

   c. In scenario a or b, the releasing team coach’s signature releases the player from their team and their financial obligations.

   d. Any player transferring to another club, without their present (releasing) coach/DOC’s signature on the transfer form, will be required to wait 30 days from the date the transfer form was received by the South Carolina Youth Soccer State Registrar/designee before they can be rostered to another team.

   e. Without the releasing coach/DOC’s signature, a player will not be allowed to transfer to another club until their present club’s documented financial obligation has been completely satisfied by either the player or by the receiving club and proof of said satisfaction is verified and agreed to by the releasing club. If the releasing club refuses to accept the agreed payment then the financial obligation will be considered forgiven and the 30 day waiting period will commence. Financial obligations must be determined prior to any action by the State Registrar/designee or any member of the state’s Board of Directors.

   f. Any junior academy non-rostered player who releases from one club to another shall complete the transfer/release form and return their player card to their present club registrar for proper handling before the release will be considered completed.

   g. Transfer paperwork is not required for reassignment within your own club.

23. **WHEN A JUNIOR ACADEMY TEAM** is rostered on an official tournament team roster by the State Registrar/designee, they play in a Junior Academy Division or Classic Division (not recreation). Upon completion of the tournament, the team will return to Junior Academy pool status. Junior Academy teams must use an official state roster or official tournament team roster for invitational tournaments. A League Roster is NOT considered an official roster for tournament play. The initial registration of a team with a Club must continue their association with that particular Club for the seasonal year, including that no team in its entirety or majority may move to another Club during the seasonal year.

24. **THE JUNIOR ACADEMY PLAYER** may play on a recreation team or a recreation tournament team roster if the number of junior academy players allowed on the recreation team is not exceeded. A recreation team roster may not have more than a total of 3 transferred/reassigned junior academy and/or classic/challenge/premier players. A recreation tournament team roster may not have more than a total of three (3) junior academy and/or classic/challenge/premier players.

25. A youth player will be permitted to play an unlimited number of **AMATEUR GAMES** without losing his or her youth eligibility. The youth player must obtain permission from his/her youth coach and must file an Amateur Play Notification and Clearance Form with South Carolina Youth Soccer. In the event of a conflict between an amateur game and a youth game, the youth game shall take precedence.

26. **TO BE ELIGIBLE FOR SOUTH CAROLINA YOUTH SOCCER CUP PLAY,**

   a. a team must be comprised of properly registered and rostered youth players and the team and its affiliated organization must be registered and in good standing with South Carolina Youth Soccer.

   b. a team must be officially rostered or on a signed and sealed tournament team roster no later than 48 hours prior to the cup.

   c. State Select/ODP Teams may not compete.

   d. A player who has been suspended may play after the player’s term of suspension has expired.

27. **ROSTERS DEADLINE SHALL BE** 48 hours prior to cup and this roster shall remain frozen with no movement of players on to or off of the roster until the team is eliminated from the competition or is declared a champion. If playing in the SC Youth Soccer Publix Palmetto Junior Academy Cup, the champion is declared at the South Carolina Youth Soccer Publix Palmetto Junior Academy Cup.
28. The SOUTH CAROLINA YOUTH SOCCER PUBLIX PALMETTO JUNIOR ACADEMY CUP is an individual, separately conducted competition for all eligible junior academy teams 8U-12U which leads to a Publix Palmetto Junior Academy Cup Champion. (Click on link for cup rules.)

29. JUNIOR ACADEMY players on official state rosters are allowed to use a Tournament Team Roster after their season (i.e. league play or cup) is over.

30. SOUTH CAROLINA YOUTH SOCCER TEAMS THAT ARE TRAVELING WITHIN Region III for any affiliated play to matches, competitions, or events with organizations affiliated with US Youth Soccer shall complete a South Carolina Youth Soccer “Notification to Travel” form and pay appropriate fees. This “Notification to Travel” and fees shall be sent to the SC Youth Soccer State Office for approval.

31. SOUTH CAROLINA YOUTH SOCCER TEAMS TRAVELING OUTSIDE of Region III for any affiliated play to matches, competitions, or events with organizations affiliated with US Youth Soccer shall complete a US Youth Soccer “Application to Travel” form and pay appropriate fees. This “Application for Travel” and fees shall be sent to the SC Youth Soccer State Office for approval.

32. ALL TEAMS TRAVELING TO INTERNATIONAL MATCHES or international tournaments shall complete a US Youth Soccer Application to Travel, USSF Application for Foreign Travel, a Ted Stephens Olympic and Amateur Sports Act form and an Application form for participating in an international match or competition. These forms shall be sent to the South Carolina Youth Soccer State Registrar for verification and then to the USSF for final approval prior to the team’s departure. See Procedures for Foreign Travel in the South Carolina Youth Soccer Manual for further details.

33. RULES VARY for each of the South Carolina Youth Soccer Cup competitions. The cup manual and any updates and the South Carolina Youth Soccer Board of Directors’ minutes shall be the final authority for these rules. During any South Carolina Youth Soccer cup play competition, the rules set forth in the appropriate cup manual take precedence over any other set of rules.

H. RULES AFFECTING THE SOUTH CAROLINA OPEN DIVISION

1. A OPEN DIVISION PLAYER is a registered player who is or has been selected to be a member of an officially rostered team playing in the South Carolina Open division during the current seasonal year. The player remains a classic player for the remainder of the current seasonal year.

2. OPEN DIVISION/CLASSIC II AGE GROUPS shall be comprised of players by birth year. (Birth Year Age Matrix)
   
   a.) 19 under years of age   d.) 16 under years of age   g.) 13 under years of age
   b.) 18 under years of age   e.) 15 under years of age
   c.) 17 under years of age   f.) 14 under years of age

3. REGISTRATION TRANSACTIONS – players must be properly documented on the correct South Carolina Youth Soccer form(s) and submitted to the South Carolina Youth Soccer State Registrar/designee before any deadline or before the player’s first game of the season whichever comes first. All information requested must be provided and all fees due must be paid. The computer generated information must be read from the club level program into the approved state program. All clubs are recommended to use the on-line system. Those not using the current approved on-line system sponsored by the state will be charged a board approved input fee for each player. Any form that cannot be read, that is incorrectly filled out or that attempts to violate the South Carolina Youth Soccer registration rules will be returned and an extra processing fee may be charged.

   Players who have made a financial commitment to a club will be considered as registered to that club for the upcoming year as of July 1.

4. PROOF OF AGE – shall consist of a birth certificate, a Uniformed Services Identification and Privilege Card (DD Form 1173) issued by the unified services of the United States, a birth registration issued by an appropriate government agency, or board of health records, a passport, an alien registration card issued by the United States Government, a certificate issued by the Immigration and Naturalization Service attesting to age, a current driver’s license, an unexpired federal, state or local government identification card (If documentation of date of birth is required), or a certification of an American citizen born abroad and issued by the appropriate government agency. Hospital, baptismal, or religious certificates will not be accepted. Player proof of age for traveling teams shall be available upon request.

5. RESIDENCY REQUIREMENTS - state that any player who is a South Carolina resident may register in an affiliated organization. A resident is a player living or residing in the State of South Carolina with his or her parent(s) or guardian(s) or a student in residence at a boarding school, college or university located in South Carolina. Any other questions of residency may be determined by the state in which the player is registered to vote or holds a current driver’s license. Any player or team
residing in a state other than South Carolina or Georgia wishing to register and play in an affiliated organization of South Carolina Youth Soccer must receive written permission each seasonal year from South Carolina Youth Soccer and the State Association where he/she resides.

6. **REGISTRATION FEES** – are set by the South Carolina Youth Soccer Board of Directors. All fees will be billed electronically and must be paid within 30 days of invoicing (late fees will apply to all bills not received within the specified period as stated on your invoice).

7. All players registering in any affiliated organization of South Carolina Youth Soccer must have an approved **PLAYER IDENTIFICATION NUMBER**.

8. **DEADLINE DATES** – mean that a document must be in the hands of the appropriate state officer by midnight of the published date.

9. **OFFICIAL TRANSACTION** - is a registration transaction which becomes official only after being signed by the South Carolina Youth Soccer State Registrar/designee.

10. **UNIFORMS** for all field players shall include a unique and identifiable number on the jersey. Shin guards covered by socks are mandatory for all players during any play and any practice.

11. **A OPEN DIVISION/CLASSIC II PLAYER MAY REASSIGN/TRANSFER TO A RECREATIONAL TEAM** if the number of classic players allowed on a recreational team is not exceeded. A recreation team may have no more than three (3) classic/junior academy players transferred to it.

12. **A OPEN DIVISION/CLASSIC II PLAYER MAY TRANSFER TO ANOTHER TEAM** if the number of transfers allowed a team is not exceeded. A Open Division/Classic II team is limited to a total of five (5) previously rostered players from another club at the time of the roster deadline date. Players reassigning within their own club are committed to the new roster for a minimum of 3 weeks before they can be placed back on the team they were reassigned from. The player may move to an entirely different team at which time they would again need to meet the three week reassignment period. They could still not be moved back to the original team they were reassigned from until the original 3 week reassignment period is met.

13. **A OPEN DIVISION/CLASSIC II TEAM** is a South Carolina Youth Soccer officially rostered team in the 13U or older age group, registered and playing in the PMSL Classic II Division.
   a. 13U -19U classic II teams may have no fewer than 7 nor more than 22 players. Due to continuity of rosters for cup, clubs are required to register at least 11 players on each team. Game day rosters will have a maximum of 18 and a minimum of 7 players.
   b. The initial registration of a team with a Club must continue their association with that particular Club for the seasonal year, including that no team in its entirety or majority may move to another club during the seasonal year.

14. For **ALL OPEN DIVISION/CLASSIC II TEAMS**, the official South Carolina Youth Soccer State Roster and US Youth Soccer player/coach passes must be available at the game site at all times and shown to the referees prior to each game match. It is the responsibility of the referees to check the player and coach passes before each game. The passes must have a current photograph without a hat or headband, be signed by the South Carolina Youth Soccer State Registrar/designee, have the South Carolina Youth Soccer seal stamped on it, and hard copy passes must be laminated. Any pass not meeting these requirements is invalid.

15. **ALL PLAYERS AND COACHES** entering a competition must be listed on an Official South Carolina Youth Soccer State Team Roster, Game Day Roster, Tournament Guest Player Roster, or Official Tournament Team Roster. The roster(s) and US Youth Soccer player/coach passes must be available at the game site at all times whether in digital or hard copy format.

16. **ALL CLASSIC COACHES** are required to be either licensed or certified. Classic coaches 13U-19U must have a minimum of a “State D” License. All new coaches to SC Youth Soccer have a one(1) season grace period to meet their license/certification requirements. In addition, all coaches that have taken Part 1 of the “D” License have one year to obtain Part 2. All assistant classic coaches must have a minimum of an “E” certification

17. **CLUB PASS**
   a. Players cannot play down in level and cannot play for multiple teams in the same day. The player may play for no more than one team per day. A team may use a maximum of five club pass players in any one game.
   b. Use of the club pass is permitted in the SCSCL, PMSL, Open League, 13U and above recreational and junior academy divisions. **Game Day Rosters** must be used in conjunction with the club pass.
c. A player may not play up an age group but in a lower division (Example: A 14U player on a team in the Open Division may not play on a 15U recreation team.)

d. A player can play up an age group above the current age group as long as it is at the same level or higher division of play. A player cannot play down in a division below his current level of play. (Example: 14U classic II player may play on their clubs 14U classic II or higher level team.)

e. A club pass player can be used during any regular season league game. Club passes may also be used for Open Cup, as defined in the Publix Open Cup rules. Club passes are not used for tournament play.

18. GUEST PLAY

   a. The form must be used in conjunction with the team’s Official State Roster or Tournament Team Roster and is valid only for the tournament and dates indicated on the form. The form is completed and signed by the seasonal team coach/DOC and the guest team coach/DOC.

   b. The State Registrar/designee must approve the form.

   c. Guest players are not permitted in South Carolina Youth Soccer Cup competitions or league play.

   d. A guest player is allowed to play with State Cup teams that have frozen rosters if an event allows guest players.

   e. A player desiring to guest play shall inform his/her coach and fulfill obligations to the seasonal team before leaving to guest play.

   f. No player may play for more than one team in a tournament.

   g. If the requested player is from a state other than South Carolina, a form from that State Association shall be sent to the South Carolina Youth Soccer State Registrar/designee declaring that this player is in good standing and has permission to play with the 1) team named, 2) coach named, and 3) at the tournament indicated, giving location and date. This form and the out-of-state seasonal player pass shall accompany the player.

   h. If a South Carolina player wants to guest play out of state, a Region III Interstate form shall be sent to the state inviting the player, and the seasonal player pass shall accompany the player, to be returned to his/her coach as soon as the player returns.

   i. Players who guest play for another club shall not be allowed to transfer to the team with whom he/she has been a guest player for the remainder of the seasonal year unless written permission is granted by the seasonal team coach who signed the Guest Player Roster.

   j. Playing a guest player without proper permission may result in a charge of playing an ineligible player.

   k. Classic teams taking guest players from within their club may use a game day roster w/tournament information listed in lieu of the guest player roster. This game day roster must be signed by the state registrar/designee.

19. TRANSFER

   a. The player’s present (releasing) coach/DOC may approve and sign the transfer form and the player will be released from their current team and be eligible to be rostered to another team immediately upon the completion of the transfer form by the South Carolina Youth Soccer State Registrar/designee.

   b. Any player changing their primary residence by a minimum of 50 miles or across state lines may request to be transferred to another team without their present coach’s approval or a 30 day waiting period but must meet their financial obligations to the releasing club.

   c. In scenario a or b, the releasing team coach’s signature releases the player from their team and their financial obligations.

   d. Any player transferring to another club, without their present (releasing) coach/DOC’s signature on the transfer form, will be required to wait 30 days from the date the transfer form was received by the South Carolina Youth Soccer State Registrar/designee before they can be rostered to another team.

   e. Without the releasing coach/DOC’s signature, a player will not be allowed to transfer to another club until their present club’s documented financial obligation has been completely satisfied by either the player or by the receiving club and proof of said satisfaction is verified and agreed to by the releasing club. If the releasing club refuses to accept the agreed payment then the financial obligation will be considered forgiven and the 30 day waiting period will commence. Financial obligations must be determined prior to any action by the State Registrar/designee or any member of the state’s Board of Directors.

   f. Transfer paperwork is not required for reassignment within your own club.

20. The SOUTH CAROLINA YOUTH SOCCER RED CARD/EJECTION NOTICE must be completed & submitted within 3 days of the match in which the ejection occurred. Submit the Red Card/Ejection Notice to the South Carolina Youth Soccer State Office via fax or e-mail. Failure to submit the Red Card / Ejection Notice of the match within 3 days will result in a $100 fine. Any team allowing an ejected player / coach to participate, prior to serving their suspension, shall forfeit that match, forfeit their team’s performance bond or pay a fine of $200 whichever is greater, and may be deemed ineligible for state cup competition. The coach may also be suspended immediately from ALL South Carolina Youth Soccer activities for no less than one (1) year pending a hearing by South Carolina Youth Soccer. After a suspension has been served, complete the Red Card/Ejection Notice –
“Suspension Served” section and submit to the SC Youth Soccer State Office within 3 days. Failure to submit the Red Card/Ejection Notice Suspension Served section of the match within 3 days will result in a $100 fine.

a. First Red Card / ejection suspension - the individual is suspended for the remainder of the current match and their next scheduled match or matches.

b. Receiving a second red card / ejection during a tracking period* requires a mandatory minimum two match suspension which shall be served in the next two scheduled matches.

c. Receiving a third red card / ejection during a tracking period*, the individual will be suspended immediately for 10 months from all SCYSA activities pending a hearing by South Carolina Youth Soccer.

d. All Violent Conduct ejections require a mandatory minimum two match suspension.

e. Red Card / ejection suspensions are to be served in the “competition” in which they were assigned. However, a suspension assigned in:
   i. a league can not be served in another league, unless a player transfers. (Ex. SCSCL suspensions cannot be served in a Premier League match.)
   ii. the last league match, (not served during that league play), shall be served in the next scheduled league or state cup match, whichever comes first.
   iii. the last tournament match, (not served during that tournament), shall be served in the next scheduled league, state cup match, or Regional/National competition whichever comes first.

g. Any league or tournament suspensions not served from August 1 through July 31 will carry over to the first scheduled league match or matches of the next tracking period*. (No matter which club he/she played/is playing for.)

g. Any state cup, regional or national championship competition suspensions not served will carry over to the player’s first scheduled league match or matches, and their first state cup match or matches.

*Note: Fall tracking period is August 1 through January 31; spring tracking period is February 1 through July 31.

21. A OPEN DIVISION/CLASSIC II TEAM MAY CONVERT TO A RECREATIONAL TEAM only by requesting the change as well as paying the appropriate fees. This team will not be allowed to play in any state hosted recreation competition or recreation tournament play. This team may be allowed to play in a state hosted competition at the classic level.

22. A youth player will be permitted to play an unlimited number of AMATEUR GAMES without losing his or her youth eligibility. The youth player must obtain permission from his/her youth coach and must file an Amateur Play Notification and Clearance Form with South Carolina Youth Soccer. In the event of a conflict between an amateur game and a youth game, the youth game shall take precedence.

23. The SOUTH CAROLINA YOUTH SOCCER PUBLIX OPEN CUP is an individual, separately conducted competition for all eligible classic teams 13U-19U which leads to a Publix Open Cup Champion.

24. TO BE ELIGIBLE FOR SOUTH CAROLINA YOUTH SOCCER CUP PLAY a team must be comprised of properly registered and rostered youth players and the team and its affiliated organization must be registered and in good standing with South Carolina Youth Soccer.

   a. Classic II teams must compete in a South Carolina Youth Soccer approved league comprised of no fewer than four (4) teams during the current seasonal year, and that competition shall consist of a minimum of one (1) game against at least three (3) other teams participating in the league.

   b. All Classic II teams (13U-19U) can have a maximum of 22 players must demonstrate continuity of rosters between league and cup play by maintaining a minimum of nine (9) players common to the rosters of both competitions.

   c. A team must be officially rostered no later than the date approved by the South Carolina Youth Soccer State BOD.

   d. A team must submit a game day roster, signed by the coach/DOC, to the state registrar/designee no later than 48 hours prior to cup.

   e. State Select/ODP Teams may not compete.

   f. A player who has been suspended may play after the player’s term of suspension has expired.

25. ALL TEAMS PLAYING IN ANY SOUTH CAROLINA YOUTH SOCCER CUP must abide by the procedures and guidelines of the current South Carolina Youth Soccer Cup Manual and any updates made by the South Carolina Youth Soccer Board of Directors.

26. ROSTERS DEADLINE SHALL BE on the date as specified on the South Carolina Youth Soccer state calendar(48 hours prior to cup play) and this roster shall be frozen with no movement of players on to or off of the roster until the team is eliminated from the competition or is declared a champion. If playing in the SC Youth Soccer Publix Open Cup, the champion is declared at the South Carolina Youth Soccer Publix Open Cup.

27. A TOURNAMENT TEAM ROSTER may be used for classic players competing in an invitational tournament after the team’s Open Cup competitions are over and before the next seasonal year begins.
28. **SOUTH CAROLINA YOUTH SOCCER TEAMS THAT ARE TRAVELING WITHIN** Region III for any affiliated play to matches, competitions, or events with organizations affiliated with US Youth Soccer shall complete a South Carolina Youth Soccer “Notification to Travel” form and pay appropriate fees. This “Notification to Travel” and fees shall be sent to the SC Youth Soccer State Office for approval.

29. **SOUTH CAROLINA YOUTH SOCCER TEAMS TRAVELING OUTSIDE** of Region III for any affiliated play to matches, competitions, or events with organizations affiliated with US Youth Soccer shall complete a US Youth Soccer “Application to Travel” form and pay appropriate fees. This “Application for Travel” and fees shall be sent to the SC Youth Soccer State Office for approval.

30. **ALL TEAMS TRAVELING TO INTERNATIONAL MATCHES** or international tournaments shall complete a US Youth Soccer Application to Travel, USYF Application for Foreign Travel, Application Form for Participating in an International Match or Competition and a Ted Stephens Olympic and Amateur Sports Act form. These forms shall be sent to the South Carolina Youth Soccer State Office for verification and then to the USSF for final approval prior to the team’s departure (See Procedures for Foreign Travel), in the South Carolina Youth Soccer Manual for further details.

31. **RULES VARY** for each of the South Carolina Youth Soccer Cup competitions. The cup manual and any updates and the South Carolina Youth Soccer Board of Directors’ minutes shall be the final authority for these rules. During any South Carolina Youth Soccer cup play competition, the rules set forth in the appropriate cup manual take precedence over any other set of rules.

## I. RULES AFFECTING THE CLASSIC I DIVISION

1. **CLASSIC I PLAYER** is a registered player who is or has been selected to be a member of an officially rostered team playing in the PMSL Division during the current seasonal year. The player remains a classic player for the remainder of the current seasonal year.

2. **CLASSIC I AGE GROUPS** shall be comprised of players by birth year. ([Birth Year Matrix](#))

   a.) 19 under years of age  
   b.) 18 under years of age  
   c.) 17 under years of age  
   d.) 16 under years of age  
   e.) 15 under years of age  
   f.) 14 under years of age

3. **REGISTRATION TRANSACTIONS** – players must be properly documented on the correct South Carolina Youth Soccer form(s) and submitted to the South Carolina Youth Soccer State Registrar/designee before any deadline or before the player’s first game of the season whichever comes first. All information requested must be provided and all fees due must be paid. The computer-generated information must be read from the club level program into the approved state program. All clubs are recommended to use the on-line system. Those not using the current approved on-line system sponsored by the state will be charged a board approved input fee for each player. Any form that cannot be read, that is incorrectly filled out or that attempts to violate the South Carolina Youth Soccer registration rules will be returned and an extra processing fee may be charged.

   **Players who have made a financial commitment to a club will be considered as registered to that club for the upcoming year as of July 1.**

4. **PROOF OF AGE** – shall consist of a birth certificate, a Uniform Services Identification and Privilege Card (DD Form 1173) issued by the uniformed services of the United States, a birth registration issued by an appropriate government agency, or board of health records, a passport, an alien registration card issued by the United States Government, a certificate issued by the Immigration and Naturalization Service attesting to age, a current driver’s license, an unexpired federal, state or local government identification card (if documentation of date of birth is required), or a certification of an American citizen born abroad and issued by the appropriate government agency. Hospital, baptismal, or religious certificates will not be accepted. Player proof of age for traveling teams shall be available upon request.

5. **RESIDENCY REQUIREMENTS** - state that any player who is a South Carolina resident may register in an affiliated organization. A resident is a player living or residing in the State of South Carolina with his or her parent(s) or guardian(s) or a student in residence at a boarding school, college or university located in South Carolina. Any other questions of residency may be determined by the state in which the player is registered to vote or holds a current driver’s license. Any player or team residing in a state other than South Carolina or Georgia wishing to register and play in an affiliated organization of South Carolina Youth Soccer must receive written permission each seasonal year from South Carolina Youth Soccer and the State Association where he/she resides.
6. **REGISTRATION FEES** – are set by the South Carolina Youth Soccer Board of Directors. All fees will be billed electronically and must be paid within 30 days of invoicing (late fees will apply to all bills not received within the specified period as stated on your invoice).

7. All players registering in any affiliated organization of South Carolina Youth Soccer must have an approved **PLAYER IDENTIFICATION NUMBER**.

8. **DEADLINE DATES** – mean that a document must be in the hands of the appropriate state officer by midnight of the published date.

9. **OFFICIAL TRANSACTION** - is a registration transaction which becomes official only after being signed by the South Carolina Youth Soccer State Registrar/designee.

10. **UNIFORMS** for all field players shall include a unique and identifiable number on the jersey. These numbers must be uniform and cannot be created by using tape to alter. Shin guards covered by socks are mandatory for all players during any play and any practice.

11. **A CLASSIC I PLAYER MAY REASSIGN/TRANSFER TO A RECREATIONAL TEAM** if the number of classic players allowed on a recreational team is not exceeded. A recreation team may have no more than three (3) classic/junior academy players transferred to it.

12. **A CLASSIC I PLAYER MAY TRANSFER TO ANOTHER TEAM** if the number of transfer allowed a team is not exceeded. A Classic I team is limited to a total of five (5) previously rostered players from another club at the time of the roster freeze date. Players reassigning within their own club are committed to the new roster for a minimum of 3 weeks before they can be placed back on the team they were reassigned from. The play may move to an entirely different team at which time they would again need to meet the three week reassignment period. They could still not be moved back to the original team they were reassigned from until the original 3 week reassignment period is met.

13. **A CLASSIC I TEAM** is a South Carolina Youth Soccer officially rostered team in the 13U or older age group, registered and playing in the PMsL Division.

   a. 13U-19U Classic I teams may have no fewer than 7 nor more than 22 players (game rosters will have a maximum of 18 players and a minimum of 7).

   b. The initial registration of a team with a Club must continue their association with that particular Club for the seasonal year, including that no team in its entirety or majority may move to another club during the seasonal year.

   c. Fifty percent (50%) of the maximum roster size allowed for teams must be comprised of players from the district in which the affiliated club operates. The affiliated club operates within the geographical boundary approved by the South Carolina Youth Soccer Board of Directors. Every Official SC Youth Soccer Roster, Tournament Roster, League Roster or Game Day Roster must meet this 50% maximum roster requirement in all league, tournament or friendly matches.

14. For **ALL CLASSIC I TEAMS**, the official South Carolina Youth Soccer State Roster and US Youth Soccer player/coach passes must be available at the game site at all times and shown to the referees prior to each game match. It is the responsibility of the referees to check the player and coach passes before each game. The passes must have a current photograph without a hat or headband, be signed by the South Carolina Youth Soccer State Registrar/designee, have the South Carolina Youth Soccer seal stamped on it, and hard copy passes must be laminated. Any pass not meeting these requirements is invalid.

15. **ALL PLAYERS AND COACHES** entering a competition must be listed on an Official South Carolina Youth Soccer State Team Roster, Tournament Guest Player Roster, or Official Tournament Team Roster. The roster(s) and US Youth Soccer player/coach passes must be available at the game site at all times whether in digital or hard copy format.

16. **ALL CLASSIC COACHES** are required to be either licensed or certified. Classic coaches 13U-19U must have a minimum of a “State D” License. All new coaches to SC Youth Soccer have a one(1) season grace period to meet their license/certification requirements. In addition, all coaches that have taken Part 1 of the “D” License have one year to obtain Part 2. All classic assistant classic coaches must have a minimum of an “E” certification.

17. **CLUB PASS**

   a. Players cannot play down in level and cannot play for multiple teams in the same day. The player may play for no more than one team per day. A team may use a maximum of five club pass players in any one game.

   b. Use of the club pass is permitted in the SCSCL, PMsL, Open Division, 13U and above recreational and junior academy divisions. Game Day Rosters must be used in conjunction with the club pass.
c. A player may not play up an age group but in a lower division (Example: A 14U player on a team in the PMSL Division I may not play on a 1-15U PMSL Division II team.)
d. A player can play up an age group above the current age group as long as it is at the same level or higher division of play.
e. A player cannot play down in a division below his current level of play.
f. A club pass player can be used during any regular season league game. Club passes may also be used for State Cup, Regionals and Nationals as defined in the rules governing these events. Club passes are not used for tournament play.
g. Due to continuity of rosters for State Cup, clubs are required to register at least 11 players on each team.

18. **GUEST PLAY**

a. The form must be used in conjunction with the team’s Official State Roster or Tournament Team Roster and is valid only for the tournament and dates indicated on the form. The form is completed and signed by the seasonal team coach/DOC and the guest team coach/DOC.
b. The State Registrar/designee must approve the form.
c. Guest players are not permitted in South Carolina Youth Soccer State Cup competitions or league play.
d. A guest player is allowed to play with State Cup teams that have frozen rosters if an event allows guest players.
e. A player desiring to guest play shall inform his/her coach and fulfill obligations to the seasonal team before leaving to guest play.
f. No player may play for more than one team in a tournament.
g. If the requested player is from a state other than South Carolina, a form from that State Association shall be sent to the South Carolina Youth Soccer State Registrar/designee declaring that this player is in good standing and has permission to play with the 1) team named, 2) coach named, and 3) at the tournament indicated, giving location and date. This form and the out-of-state seasonal player pass shall accompany the player.
h. If a South Carolina player wants to guest play out of state, a Region III Interstate form shall be sent to the state inviting the player, and the seasonal player pass shall accompany the player, to be returned to his/her coach as soon as the player returns.
i. Players who guest play for another club shall not be allowed to transfer to the team with whom he/she has been a guest player for the remainder of the seasonal year unless written permission is granted by the seasonal team coach who signed the Guest Player Roster.
j. Playing a guest player without proper permission may result in a charge of playing an ineligible player.
k. Classic teams taking guest players from within their club may use a game day roster w/tournament information listed in lieu of the guest player roster. This game day roster must be signed by the state registrar/designee.

19. **TRANSFER**

a. The player’s present (releasing) coach may approve and sign the transfer form and the player will be released from their current team and be eligible to be rostered to another team immediately upon the completion of the transfer form by the South Carolina Youth Soccer State Registrar/designee.
b. Any player changing their primary residence by a minimum of 50 miles or across state lines may request to be transferred to another team without their present coach’s approval or a 30 day waiting period but must meet their financial obligations to the releasing club.
c. In scenario a or b, the releasing team coach’s signature releases the player from their team and their financial obligations.
d. Any player transferring to another club, without their present (releasing) coach/DOC’s signature on the transfer form, will be required to wait 30 days from the date the transfer form was received by the South Carolina Youth Soccer State Registrar/designee before they can be rostered to another team.
e. Without the releasing coach/DOC’s signature, a player will not be allowed to transfer to another club until their present club’s documented financial obligation has been completely satisfied by either the player or by the receiving club and proof of said satisfaction is verified and agreed to by the releasing club. If the releasing club refuses to accept the agreed payment then the financial obligation will be considered forgiven and the 30 day waiting period will commence. Financial obligations must be determined prior to any action by the State Registrar/designee or any member of the state’s Board of Directors.
f. **Transfer paperwork is not required for reassignment within your own club.**

20. The **SOUTH CAROLINA YOUTH SOCCER RED CARD/EJECTION NOTICE** must be completed & submitted within 3 days of the match in which the ejection occurred. Submit the Red Card/Ejection Notice to the South Carolina Youth Soccer State Office via fax or e-mail. Failure to submit the Red Card / Ejection Notice of the match within 3 days will result in a $100 fine. Any team allowing an ejected player / coach to participate, prior to serving their suspension, shall forfeit that match, forfeit their team’s performance bond or pay a fine of $200 whichever is greater, and may be deemed ineligible for state cup competition. The coach may also be suspended immediately from ALL South Carolina Youth Soccer activities for no less than one (1) year pending a hearing by South Carolina Youth Soccer. After a suspension has been served, complete the Red Card/Ejection Notice –
“Suspension Served” section and submit to the SC Youth Soccer State Office within 3 days. Failure to submit the Red Card/Ejection Notice Suspension Served section of the match within 3 days will result in a $100 fine.

a. First Red Card / ejection suspension - the individual is suspended for the remainder of the current match and their next scheduled match or matches.

b. Receiving a second red card / ejection during a tracking period* requires a mandatory minimum two match suspension which shall be served in the next two scheduled matches.

c. Receiving a third red card / ejection during a tracking period*, the individual will be suspended immediately for 10 months from all SCYSA activities pending a hearing by South Carolina Youth Soccer.

d. All Violent Conduct ejections require a mandatory minimum two match suspension.

e. Red Card / ejection suspensions are to be served in the “competition” in which they were assigned. However, a suspension assigned in:
   i. a league can not be served in another league, unless a player transfers. (Ex. SCSCL suspensions cannot be served in a Premier League match.)
   ii. the last league match, (not served during that league play), shall be served in the next scheduled league or state cup match, whichever comes first.
   iii. the last tournament match, (not served during that tournament), shall be served in the next scheduled league, state cup match, or Regional/National competition whichever comes first.

f. Any league or tournament suspensions not served from August 1 through July 31 will carry over to the first scheduled league match or matches of the next tracking period*. (No matter which club he/she played/is playing for.)

g. Any state cup, regional or national championship competition suspensions not served will carry over to the player’s first scheduled league match or matches, and their first state cup match or matches.

*Note: Fall tracking period is August 1 through January 31; spring tracking period is February 1 through July 31

21. A youth player will be permitted to play an unlimited number of AMATEUR GAMES without losing his or her youth eligibility. The youth player must obtain permission from his/her youth coach and must file an Amateur Play Notification and Clearance Form with South Carolina Youth Soccer. In the event of a conflict between an amateur game and a youth game, the youth game shall take precedence.

22. The SOUTH CAROLINA YOUTH SOCCER PUBLIX PRESIDENT’S MEDAL STATE CUP is an individual, separately conducted competition for all eligible Classic I teams 13U-19U which leads to a Publix President’s Medal Cup State Champion. 13U-18U championship teams will be eligible to advance to the Region III President’s Cup. No guest play is permitted at the Publix President’s Medal State Cup. Those teams advancing to the Region III President’s Cup may not add any players that were rostered on a SCSCL or Premier League team that participated in the Publix Bob Brantley Challenge Cup during the seasonal year. Teams that are eligible for the Publix President’s Medal State cup may not choose to compete in the Publix Open Cup.

23. TO BE ELIGIBLE FOR SOUTH CAROLINA YOUTH SOCCER STATE CUP PLAY, a team must be comprised of properly registered and rostered youth players and the team and its affiliated organization must be registered and in good standing with South Carolina Youth Soccer.

   a. Classic I teams must compete in a South Carolina Youth Soccer approved league comprised of no fewer than four (4) teams during the current seasonal year, and that competition shall consist of a minimum of one (1) game against at least three (3) other teams participating in the league.

   b. All Classic I teams (13U-19U) have a maximum of 22 players and all age groups must demonstrate continuity of rosters between league and cup play by maintaining a minimum of nine (9) players common to the rosters of both competitions.

   c. a team must be officially rostered no later than the date approved by the South Carolina Youth Soccer State BOD.

   d. A team must submit a game day roster, signed by the coach/DOC, to the state registrar/designee no later than 48 hours prior to cup.

   e. State Select/ODP Teams may not compete.

   f. A player who has been suspended may play after the player’s term of suspension has expired.

   g. Players that were on Challenge level teams that competed in state cup are not eligible to play in the Presidents Medal Cup at the state, regional or national level.

24. ALL TEAMS PLAYING IN ANY SOUTH CAROLINA YOUTH SOCCER STATE CUP must abide by the procedures and guidelines of the current South Carolina Youth Soccer State Cup Manual and any updates made by the South Carolina Youth Soccer Board of Directors.

25. ROSTERS DEADLINES SHALL BE on the date as specified on the South Carolina Youth Soccer state calendar (48 hours prior to cup play) and this roster shall have no movement of players on to or off of the roster until the team is eliminated from the competition or is declared a champion. Rosters for championship teams shall be frozen at a date set by the SC Youth Soccer
26. **A TEAM MAY COMPETE IN ONLY ONE STATE CUP** competition during the seasonal year, which is from September 1 of any year to August 31 of the next year.

27. **A PLAYER MAY PLAY FOR ONLY ONE TEAM IN STATE CUP COMPETITION** during the seasonal year which is from September 1 of any year to August 31 of the next year. The player shall remain on this team unless released or transferred before the roster is frozen. After the roster is frozen, for cup purposes the player remains on this team until the team is eliminated from cup competition and may not compete in any other state cup until the next seasonal year unless documentation of non-participation in cup is provided to the state registrar/designee.

28. **A TOURNAMENT TEAM ROSTER** may be used for classic players competing in an invitational tournament after the team’s State/Regional/ National Championship competitions are over and before the next seasonal year begins.

29. **SOUTH CAROLINA YOUTH SOCCER TEAMS THAT ARE TRAVELING WITHIN** Region III for any affiliated play to matches, competitions, or events with organizations affiliated with US Youth Soccer shall complete a South Carolina Youth Soccer “Notification to Travel” form and pay appropriate fees. This “Notification to Travel” and fees shall be sent to the SC Youth Soccer State Office for approval.

30. **SOUTH CAROLINA YOUTH SOCCER TEAMS TRAVELING OUTSIDE** of Region III for any affiliated play to matches, competitions, or events with organizations affiliated with US Youth Soccer shall complete a US Youth Soccer “Application to Travel” form and pay appropriate fees. This “Application for Travel” and fees shall be sent to the SC Youth Soccer State Office for approval.

31. **ALL TEAMS TRAVELING TO INTERNATIONAL MATCHES** or international tournaments shall complete a US Youth Soccer Application to Travel, USSF Application for Travel, Application Form for Participating in an International Match or Competition and a Ted Stephens Olympic and Amateur Sports Act form. These forms shall be sent to the South Carolina Youth Soccer State Registrar for verification and then to the USSF for final approval prior to the team’s departure (See Procedures for Foreign Travel).

32. **RULES VARY** for each of the South Carolina Youth Soccer State Cup competitions. The President’s Medal State Cup Manual and any updates, the South Carolina Youth Soccer Board of Directors’ minutes, or a change in the National President’s Cup Policy shall be the final authority for these rules. During any South Carolina Youth Soccer cup play competition, the rules set forth in the appropriate State Cup Manual take precedence over any other set of rules.

**J. RULES AFFECTING THE CHALLENGE DIVISION**

1. **A CHALLENGE PLAYER** is a registered player who is or has been selected to be a member of an officially rostered team during the current seasonal year and playing in the South Carolina Challenge League. The player remains a challenge player for the remainder of the current seasonal year.

2. **CHALLENGE AGE GROUPS** shall be comprised of players by birth year. (Birth Age Matrix)

   a.) 19 under years of age  
   b.) 18 under years of age  
   c.) 17 under years of age  
   d.) 16 under years of ages  
   e.) 15 under years of age  
   f.) 14 under years of age  
   g.) 13 under years of age

3. **REGISTRATION TRANSACTIONS** – players must be properly documented on the correct South Carolina Youth Soccer form(s) and submitted to the South Carolina Youth Soccer State Registrar/designee before any deadline or before the player’s first game of the season whichever comes first. All information requested must be provided and all fees due must be paid. The computer generated information must be read from the club level program into the approved state program. All clubs are recommended to use the on-line system. Those not using the current approved on-line system sponsored by the state will be charged a board approved input fee for each player. Any form that cannot be read, that is incorrectly filled out or that attempts to violate the South Carolina Youth Soccer registration rules will be returned and an extra processing fee may be charged.

   **Players who have made a financial commitment to a club will be considered as registered to that club for the upcoming seasonal year as of July 1.**

4. **PROOF OF AGE** – shall consist of a birth certificate, a Uniformed Services Identification and Privilege Card (DD Form 1173) issued by the uniformed services of the United States, a birth registration issued by an appropriate government agency, or board of health records, a passport, an alien registration card issued by the United States Government, a certificate issued by the
Immigration and Naturalization Service attesting to age, a current driver’s license, an unexpired federal, state or local government identification card (if documentation of date of birth is required), or a certification of an American citizen born abroad and issued by the appropriate government agency. Hospital, baptismal, or religious certificates will not be accepted. Player proof of age for traveling teams shall be available upon request.

5. **RESIDENCY REQUIREMENTS** - state that any player who is a South Carolina resident may register in an affiliated organization. A resident is a player living or residing in the State of South Carolina with his or her parent(s) or guardian(s) or a student in residence at a boarding school, college or university located in South Carolina. Any other questions of residency may be determined by the state in which the player is registered to vote or holds a current driver’s license. Any player or team residing in a state other than South Carolina or Georgia wishing to register and play in an affiliated organization of South Carolina Youth Soccer must receive written permission each seasonal year from South Carolina Youth Soccer and the State Association where he/she resides.

6. **REGISTRATION FEES** – are set by the South Carolina Youth Soccer Board of Directors. All fees will be billed electronically and must be paid within 30 days of invoicing (late fees will apply to all bills not received within the specified period as stated on your invoice).

7. All players registering in any affiliated organization of South Carolina Youth Soccer must have an approved **PLAYER IDENTIFICATION NUMBER**.

8. **DEADLINE DATES** – mean that a document must be in the hands of the appropriate state officer by midnight of the published date.

9. **OFFICIAL TRANSACTION** - is a registration transaction which becomes official only after being signed by the South Carolina Youth Soccer State Registrar/designee.

10. **UNIFORMS** for all field players shall include a unique and identifiable number on the jersey. These numbers must be uniform and cannot be created by using tape to alter. Shin guards covered by socks are mandatory for all players during any play and any practice.

11. **A CHALLENGE PLAYER MAY REASSIGN/TRANSFER TO A RECREATIONAL TEAM** if the number of junior academy/classic/challenge/premier players allowed on a recreational team is not exceeded. A recreation team may have no more than three (3) junior academy/classic/challenge/premier players transferred to it.

12. **A CHALLENGE PLAYER MAY TRANSFER TO A TEAM** if the number of transfers allowed is not exceeded. A challenge team is limited to a total of five (5) previously rostered players from another club at the time of the roster freeze date. Players reassigning within their own club are committed to the new roster for a minimum of 3 weeks before they can be placed back on the team they were reassigned from. The play may move to an entirely different team at which time they would again need to meet the three week reassignment period. They could still not be moved back to the original team they were reassigned from until the original 3 week reassignment period is met.

13. **A CHALLENGE TEAM** is a South Carolina Youth Soccer officially rostered team in the 13U or older age group, registered and playing in the State Challenge League.
   
   a. All challenge teams may have up to 22 youth players (game rosters will have a maximum of 18 players and a minimum of 7).
   b. The initial registration of a team with a Club must continue their association with that particular Club for the seasonal year, including that no team in its entirety or majority may move to another club during the seasonal year.
   c. Fifty percent (50%) of the maximum roster size allowed for teams must be comprised of players from the district in which the affiliated club operates. The affiliated club operates within the geographical boundary approved by the South Carolina Youth Soccer Board of Directors. Every Official SC Youth Soccer Roster, Tournament Roster, League Roster or Game Day Roster must meet this 50% maximum roster requirement in all league, tournament or friendly matches.

14. For **ALL CHALLENGE TEAMS**, the official South Carolina Youth Soccer State Roster and US Youth Soccer player/coach passes must be available at the game site at all times and shown to the referees prior to each game match. It is the responsibility of the referees to check the player and coach passes before each game. The passes must have a current photograph without a hat or headband, be signed by the South Carolina Youth Soccer State Registrar/designee, have the South Carolina Youth Soccer seal stamped on it, and hard copy passes must be laminated. Any pass not meeting these requirements is invalid.

15. **ALL PLAYERS AND COACHES** entering a competition must be listed on an Official South Carolina Youth Soccer State Team Roster, Tournament Guest Player Roster, or Official Tournament Team Roster. The roster(s) and US Youth Soccer player/coach passes must be available at the game site at all times whether digital or hard copy format.
16. **ALL CHALLENGE COACHES** are required to be either licensed or certified. Challenge coaches 13U-19U must have a minimum of a “State D” License. All new coaches to SC Youth Soccer have a one(1) season grace period to meet their license/certification requirements. In addition, all coaches that have taken Part 1 of the “D” License have one year to obtain Part 2. All challenge assistant coaches must have a minimum of an “E” certification.

17. **CLUB PASS**

   a. Players cannot play down in level and cannot play for multiple teams in the same day. The player may play for no more than one team per day. A team may use a maximum of five club pass players in any one game.
   b. Use of the club pass is permitted in the SCSCL. **Game Day Rosters** must be used in conjunction with the club pass.
   c. A player may not play up an age group but in a lower division (Example: A 14U player on a team in the SCSCL may not play on a 15U PMSL team.)
   d. A player can play up an age group above the current age group as long as it is at the same level or higher division of play.
   e. A player cannot play down in a division below his current level of play.
   f. A club pass player can be used during any regular season league game. Club passes may also be used for State Cup, Southern Regionals and Nationals as defined in the rules governing these events. **Club passes are not used for tournament play.**
   g. Due to continuity of rosters for State Cup, clubs are required to register at least 11 players on each team.

18. **GUEST PLAY**

   a. The form must be used in conjunction with the team’s Official State Roster or Tournament Team Roster and is valid only for the tournament and dates indicated on the form. The form is completed and signed by the seasonal team coach/DOC and the guest team coach/DOC.
   b. The State Registrar/designee must approve the form.
   c. Guest players are not permitted in South Carolina Youth Soccer State Cup competitions or league play.
   d. A guest player is allowed to play with State Cup teams that have frozen rosters if an event allows guest players.
   e. A player desiring to guest play shall inform his/her coach and fulfill obligations to the seasonal team before leaving to guest play.
   f. No player may play in a tournament for more than one team.
   g. If the requested player is from a state other than South Carolina, a form from that State Association shall be sent to the South Carolina Youth Soccer State Registrar/designee declaring that this player is in good standing and has permission to play with the 1) team named, 2) coach named, and 3) at the tournament indicated, giving location and date. This form and the out-of-state seasonal player pass shall accompany the player.
   h. If a South Carolina player wants to guest play out of state, a **Region III Interstate form** shall be sent to the state inviting the player, and the seasonal player pass shall accompany the player, to be returned to his/her coach as soon as the player returns.
   i. Players who guest play shall not be allowed to transfer to the team with whom he/she has been a guest player for the remainder of the seasonal year unless written permission is granted by the seasonal team coach who signed the Guest Player Roster.
   j. Playing a guest player without proper permission may result in a charge of playing an ineligible player.
   k. Challenge teams taking guest players from with their club may use a game day roster with tournament information listed in lieu of the guest player roster. This game day roster must be signed by the state registrar/designee.

19. **TRANSFER**

   a. The player’s present (releasing) coach/DOC may approve and sign the transfer form and the player will be released from their current team and be eligible to be rostered to another team immediately upon the completion of the transfer form by the South Carolina Youth Soccer State Registrar/designee.
   b. Any player changing their primary residence by a minimum of 50 miles or across state lines may request to be transferred to another team without their present coach’s approval or a 30 day waiting period but must meet their financial obligations to the releasing club.
   c. In scenario a or b, the releasing team coach’s signature releases the player from their team and their financial obligations.
   d. Any player transferring to another club, without their present (releasing) coach/DOC’s signature on the transfer form, will be required to wait 30 days from the date the transfer form was received by the South Carolina Youth Soccer State Registrar/designee before they can be rostered to another team.
   e. Without the releasing coach/DOC’s signature, a player will not be allowed to transfer to another club until their present club’s documented financial obligation has been completely satisfied by either the player or by the receiving club and proof of said satisfaction is verified and agreed to by the releasing club. If the releasing club refuses to accept the agreed payment then the financial obligation will be considered forgiven and the 30 day waiting period will commence. Financial obligations must be determined prior to any action by the State Registrar/designee or any member of the state’s Board of Directors.
   f. **Transfer paperwork is not required for reassignment within your own club.**
20. The **SOUTH CAROLINA YOUTH SOCCER RED CARD/EJECTION NOTICE** must be completed & submitted within 3 days of the match in which the ejection occurred. Submit the Red Card/Ejection Notice to the South Carolina Youth Soccer State Office via fax or e-mail. Failure to submit the Red Card / Ejection Notice of the match within 3 days will result in a $100 fine. Any team allowing an ejected player / coach to participate, prior to serving their suspension, shall forfeit that match, forfeit their team’s performance bond or pay a fine of $200 whichever is greater, and may be deemed ineligible for state cup competition. The coach may also be suspended immediately from ALL South Carolina Youth Soccer activities for no less than one (1) year pending a hearing by South Carolina Youth Soccer. After a suspension has been served, complete the Red Card/Ejection Notice – “Suspension Served” section and submit to the SC Youth Soccer State Office within 3 days. Failure to submit the Red Card/Ejection Notice Suspension Served section of the match within 3 days will result in a $100 fine.

   a. First Red Card / ejection suspension - the individual is suspended for the remainder of the current match and their next scheduled match or matches.
   b. Receiving a second red card / ejection during a tracking period* requires a mandatory minimum two match suspension which shall be served in the next two scheduled matches.
   c. Receiving a third red card / ejection during a tracking period*, the individual will be suspended immediately for 10 months from all SCYSA activities pending a hearing by South Carolina Youth Soccer.
   d. All Violent Conduct ejections require a mandatory minimum two match suspension.
   e. Red Card / ejection suspensions are to be served in the “competition” in which they were assigned. However, a suspension assigned in:
      i. a league can not be served in another league, unless a player transfers. (Ex. SCSCL suspensions cannot be served in a Premier League match.)
      ii. the last league match, (not served during that league play), shall be served in the next scheduled league or state cup match, whichever comes first.
      iii. the last tournament match, (not served during that tournament), shall be served in the next scheduled league, state cup match, or Regional/National competition whichever comes first.
   f. Any league or tournament suspensions not served from August 1 through July 31 will carry over to the first scheduled league match or matches of the next tracking period*. (No matter which club he/she played/is playing for.)
   g. Any state cup, regional or national championship competition suspensions not served will carry over to the player’s first scheduled league match or matches, and their first state cup match or matches.

*Note: Fall tracking period is August 1 through January 31; spring tracking period is February 1 through July 31.

21. A youth player will be permitted to play an unlimited number of **AMATEUR GAMES** without losing his or her youth eligibility. The youth player must obtain permission from his/her youth coach and must file an Amateur Play Notification and Clearance Form with South Carolina Youth Soccer. In the event of a conflict between an amateur game and a youth game, the youth game shall take precedence.

22. The **US YOUTH SOCCER NATIONAL CHAMPIONSHIP** is an individual separately conducted competition for all eligible challenge teams 13U-19U which leads to a national championship. The first round of competition is held in the districts. Qualifying teams shall then advance to the **SC Youth Soccer Bob Brantley Publix Challenge Cup Championship**, with the winners advancing to the US Youth Soccer Southern Regional Championship and ultimately to the US Youth Soccer National Championship.

23. **TO BE ELIGIBLE FOR SOUTH CAROLINA YOUTH SOCCER STATE CUP PLAY**, a team must be comprised of properly registered and rostered youth players and the team and its affiliated organization must be registered and in good standing with South Carolina Youth Soccer.

   a. Challenge teams must compete in a South Carolina Youth Soccer approved league comprised of no fewer than four (4) teams during the current seasonal year, and that competition shall consist of a minimum of one (1) game against at least three (3) other teams participating in the league.
   b. All challenge teams can have a maximum of 22 players and must demonstrate continuity of rosters between the league and cup, by maintaining a minimum of 9 players common to the roster of both competitions.
   c. a team must be officially rostered no later than the date approved by the South Carolina Youth Soccer State BOD.
   d. A team must submit a game day roster, signed by the coach/DOC, to the state registrar/designee no later than 48 hours prior to cup.
   e. State Select/ODP Teams may not compete.
   f. A player who has been suspended may play after the player’s term of suspension has expired.

24. **ALL TEAMS PLAYING IN ANY SOUTH CAROLINA YOUTH SOCCER STATE CUP** must abide by the procedures and guidelines of the current South Carolina Youth Soccer State Cup Manual and any updates made by the South Carolina Youth Soccer Board of Directors. Teams participating in the SCSCL and Region III Premier League must play in the same age group during cup play as they did during league play for their cup season. Teams advancing to the Southern Regional Championship
and/or US Youth Soccer National Championships must also conform to and abide by the **US Youth Soccer National Championship Series Rules**.

25. **ROSTERS SHALL BE FROZEN** on the date as specified on the **South Carolina Youth Soccer state calendar** (48 hours prior to first round games) and shall remain frozen with no movement of players on to or off of the roster until the team is eliminated from the competition or is declared a champion. If playing in the South Carolina Youth Soccer Bob Brantley Publix Challenge Cup, a champion is declared at the National Championships for the 13U-19U age groups. **Jersey numbers for all 13U-19U Challenge teams must be input into the online computer system prior to the roster being printed.**

26. **A TEAM MAY COMPETE IN ONLY ONE STATE CUP** competition during the seasonal year, which is from September 1 of any year to August 31 of the next year.

27. **A PLAYER MAY PLAY FOR ONLY ONE TEAM IN STATE CUP COMPETITION** during the seasonal year which is from September 1 of any year to August 31 of the next year. The player shall remain on this team unless released or transferred before the roster is frozen. After the roster is frozen, for cup purposes the player remains on this team until the team is eliminated from cup competition and may not compete in any other state cup until the next seasonal year.

28. A **TOURNAMENT TEAM ROSTER** may be used for classic players competing in an invitational tournament after the team’s State/Regional/ National Championship competitions are over and before the next seasonal year begins.

29. **SOUTH CAROLINA YOUTH SOCCER TEAMS THAT ARE TRAVELING WITHIN Region III** for any affiliated play to matches, competitions, or events with organizations affiliated with US Youth Soccer shall complete a South Carolina Youth Soccer “**Notification to Travel**” form and pay appropriate fees. This “**Notification to Travel**” and fees shall be sent to the SC Youth Soccer State Office for approval.

30. **SOUTH CAROLINA YOUTH SOCCER TEAMS TRAVELING OUTSIDE** of Region III for any affiliated play to matches, competitions, or events with organizations affiliated with US Youth Soccer shall complete a US Youth Soccer “**Application to Travel**” form and pay appropriate fees. This “**Application for Travel**” and fees shall be sent to the SC Youth Soccer State Office for approval.

31. **ALL TEAMS TRAVELING TO INTERNATIONAL MATCHES** or international tournaments shall complete a US Youth Soccer Application to Travel, **USSF Application for Foreign Travel**, **Application Form for Participating in an International Match or Competition** and a **Ted Stephens Olympic and Amateur Sports Act** form. These forms shall be sent to the South Carolina Youth Soccer State Registrar for verification and then to the USSF for final approval prior to the team’s departure (See **Procedures for Foreign Travel**).

32. **RULES VARY** for each of the South Carolina Youth Soccer State Cup competitions. The State Cup Manual and any updates, the South Carolina Youth Soccer Board of Directors’ minutes, or a change in the **National Championship Series Rules** shall be the final authority for these rules. During any South Carolina Youth Soccer cup play competition, the rules set forth in the appropriate State Cup Manual take precedence over any other set of rules.

K. **RULES AFFECTING THE PREMIER LEAGUE DIVISION** (**Southern Regional Premier League Policies and Rules**)

1. **A PREMIER LEAGUE PLAYER** is a registered player who is or has been selected to be a member of an officially rostered team during the current seasonal year and participates in the Premier League. The player remains a premier player for the remainder of the current seasonal year.

2. **PREMIER AGE GROUPS** shall be comprised of players by birth year. (**Birth Age Matrix**)
   - a.) 18 under years of age
   - b.) 17 under years of age
   - c.) 16 under years of age
   - d.) 15 under years of age
   - e.) 14 under years of age
   - f.) 13 under years of age

3. **REGISTRATION TRANSACTIONS** – players must be properly documented on the correct South Carolina Youth Soccer form(s) and submitted to the South Carolina Youth Soccer State Registrar/designee before any deadline or before the player’s first game of the season whichever comes first. All information requested must be provided and all fees due must be paid. The computer generated information must be read from the club level program into the approved state program. All clubs are recommended to use the on-line system. Those not using the current approved on-line system sponsored by the state will be charged a board approved input fee for each player. Any form that cannot be read, that is incorrectly filled out or that attempts to violate the South Carolina Youth Soccer registration rules will be returned and an extra processing fee may be charged.

   **Players who have made a financial commitment to a club will be considered as registered to that club for the upcoming year as of July 1.**
4. **PROOF OF AGE** – shall consist of a birth certificate, a Uniformed Services Identification and Privilege Card (DD Form 1173) issued by the uniformed services of the United States, a birth registration issued by an appropriate government agency, or board of health records, a passport, an alien registration card issued by the United States Government, a certificate issued by the Immigration and Naturalization Service attesting to age, a current driver’s license, an unexpired federal, state or local government identification card (if documentation of date of birth is required), or a certification of an American citizen born abroad and issued by the appropriate government agency. Hospital, baptismal, or religious certificates will not be accepted. Player proof of age for traveling teams shall be available upon request.

5. **RESIDENCY REQUIREMENTS** - state that any player who is a South Carolina resident may register in an affiliated organization. A resident is a player living or residing in the State of South Carolina with his or her parent(s) or guardian(s) or a student in residence at a boarding school, college or university located in South Carolina. Any other questions of residency may be determined by the state in which the player is registered to vote or holds a current driver’s license. Any player or team residing in a state other than South Carolina or Georgia wishing to register and play in an affiliated organization of South Carolina Youth Soccer must receive written permission each seasonal year from South Carolina Youth Soccer and the State Association where he/she resides.

6. **REGISTRATION FEES** – are set by the South Carolina Youth Soccer Board of Directors. All fees will be billed electronically and must be paid within 30 days of invoicing (late fees will apply to all bills not received within the specified period as stated on your invoice).

7. All players registering in any affiliated organization of South Carolina Youth Soccer must have an approved **PLAYER IDENTIFICATION NUMBER.**

8. **DEADLINE DATES** – mean that a document must be in the hands of the appropriate state officer by midnight of the published date.

9. **OFFICIAL TRANSACTION** - is a registration transaction which becomes official only after being signed by the South Carolina Youth Soccer State Registrar/designee.

10. **UNIFORMS** for all field players shall include a unique and identifiable number on the jersey. These numbers must be uniform and cannot be created by using tape to alter. Shin guards covered by socks are mandatory for all players during any play and any practice.

11. **A PREMIER PLAYER MAY REASSIGN/TRANSFER TO A RECREATIONAL TEAM** if the number of premier players allowed on a recreational team is not exceeded. A recreation team may have no more than three (3) junior academy/Classic II, Premier League players transferred to it.

12. **A PREMIER PLAYER MAY TRANSFER TO A TEAM** if the number of transfers allowed a team is not exceeded. A premier team is limited to a total of five (5) previously rostered players from another club at the time of the roster freeze date. Players reassigning within their own club are committed to the new roster for a minimum of 3 weeks before they can be placed back on the team they were reassigned from. The play may move to an entirely different team at which time they would need to meet the three week reassignment period. They could still not be moved back to the original team they were reassigned from until the original 3 week reassignment period is met.

13. **A PREMIER TEAM** is a South Carolina Youth Soccer officially rostered team in the 13U or older age group, registered and playing in the the **Premier League.**

   a. 13U and older teams playing in the Premier League may have up to 22 youth players (game rosters will have a maximum of 18 players and a minimum of 7).
   b. The initial registration of a team with a Club must continue their association with that particular Club for the seasonal year, including that no team in its entirety or majority may move to another club during the seasonal year.
   c. Fifty percent (50%) of the maximum roster size allowed for teams, with the exception of recreation teams, must be comprised of players from the district in which the affiliated club operates. The affiliated club operates within the geographical boundary approved by the South Carolina Youth Soccer Board of Directors. Every Official SC Youth Soccer Roster, Tournament Roster, League Roster or Game Day Roster must meet this 50% maximum roster requirement in all league, tournament or friendly matches.

14. **For ALL PREMIER TEAMS**, the official South Carolina Youth Soccer State Roster and US Youth Soccer player/coach passes must be available at the game site at all times and shown to the referees prior to each game match. It is the responsibility of the referees to check the player and coach passes before each game. The passes must have a current photograph without a hat or headband, be signed by the South Carolina Youth Soccer State Registrar/designee, have the South Carolina Youth Soccer seal stamped on it, and be laminated. Any pass not meeting these requirements is invalid.
15. **A NONROSTERED RECREATION OR JUNIOR ACADEMY PLAYER** who has never been rostered on a South Carolina Youth Soccer Official Team Roster during the current seasonal year may be added to a premier team.

16. **ALL PLAYERS AND COACHES** entering a competition must be listed on an Official South Carolina Youth Soccer State Team Roster, Tournament Guest Player Roster, or Official Tournament Team Roster. The roster(s) and US Youth Soccer player/coach passes must be available at the game site at all times. In case of emergency, a pdf file of player passes may be accepted.

17. **ALL PREMIER COACHES** are required to be either licensed or certified. Premier coaches 13U-19U must have a minimum of a “State D” License. All new coaches to SC Youth Soccer have a one(1) season grace period to meet their license/certification requirements. In addition, all coaches that have taken Part 1 of the “D” License have one year to obtain Part 2. All assistant premier coaches must have a minimum of an “E” certification.

18. **CLUB PASS**
   a. Use of the club pass is permitted in the Premier League. [Game Day Rosters](#) (Club Pass Roster) must be used in conjunction with the club pass.
   b. A team may use a maximum of eight club pass players in any one game. An eligible player (club pass player) is one who is properly rostered to a team that is from the same club.
   c. Players once listed on the Club Pass Roster may not be removed until the season of play is declared complete. A player may play for only the Premier League team to which he is rostered (primary team) and for one other premier league team in an age group other than the player’s primary team.
   d. Players (including club pass players) must be listed 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 roster/roster change may be approved.
   e. Once a player participates in a premier league game that player may not participate on another premier league team until the end of that team’s play in that current premier league event. In other words, a player may not play on a different premier league team on the same day, weekend, or event in the case of more than two consecutive days of play.
   f. A club pass player can be used during any regular season league game. Club passes may also be used for State Cup, Southern Regionals and Nationals as defined in the rules governing these events. Club passes are not used for tournament play.
   g. Due to continuity of rosters for State Cup, clubs are required to register at least 11 players on each team.

19. **GUEST PLAY**
   a. The form must be used in conjunction with the team’s Official State Roster or Tournament Team Roster and is valid only for the tournament and dates indicated on the form. The form is completed and signed by the seasonal team coach/DOC and the guest team coach/DOC.
   b. The State Registrar/designee must approve the form.
   c. Guest players are not permitted in South Carolina Youth Soccer State Cup competitions or league play.
   d. A guest player is allowed to play with State Cup teams that have frozen rosters if an event allows guest players.
   e. A player desiring to guest play shall inform his/her coach and fulfill obligations to the seasonal team before leaving to guest play.
   f. No player may play in a tournament for more than one.
   g. If the requested player is from a state other than South Carolina, a form from that State Association shall be sent to the South Carolina Youth Soccer State Registrar/designee declaring that this player is in good standing and has permission to play with the 1) team named, 2) coach named, and 3) at the tournament indicated, giving location and date. This player may then be placed on a South Carolina Youth Soccer Guest Player Roster. The out-of-state seasonal player pass shall accompany the player.
   h. If a South Carolina player wants to guest play out of state, a [Region III Interstate form](#) shall be sent to the state inviting the player, and the seasonal player pass shall accompany the player, to be returned to his/her coach as soon as the player returns.
   i. Players who guest play shall not be allowed to transfer to the team with whom he/she has been a guest player for the remainder of the seasonal year unless written permission is granted by the seasonal team coach who signed the Guest Player Roster.
   j. Playing a guest player without proper permission may result in a charge of playing an ineligible player.
   k. Premier teams taking guest players from within their club may use a game day roster with tournament information listed in lieu of the guest player roster. This game day roster must be signed by the state registrar/designee. No Guest Players are Allowed in Premier League Games – only club pass players following the club pass rules.
20. **TRANSFER**

a. The player’s present (releasing) coach/DOC may approve and sign the transfer form and the player will be released from their current team and be eligible to be rostered to another team immediately upon the completion of the transfer form by the South Carolina Youth Soccer State Registrar/designee.

b. Any player changing their primary residence by a minimum of 50 miles or across state lines may request to be transferred to another team without their present coach’s approval or a 30 day waiting period but must meet their financial obligations to the releasing club.

c. In scenario a or b, the releasing team coach’s signature releases the player from their team and their financial obligations.

d. Any player transferring to another club, without their present (releasing) coach/DOC’s signature on the transfer form, will be required to wait 30 days from the date the transfer form was received by the South Carolina Youth Soccer State Registrar/designee before they can be rostered to another team.

e. Without the releasing coach/DOC’s signature, a player will not be allowed to transfer to another club until their present club’s documented financial obligation has been completely satisfied by either the player or by the receiving club and proof of said satisfaction is verified and agreed to by the releasing club. If the releasing club refuses to accept the agreed payment then the financial obligation will be considered forgiven and the 30 day waiting period will commence. Financial obligations must be determined prior to any action by the State Registrar/designee or any member of the state’s Board of Directors.

f. **Transfer paperwork is not required for reassignment within your own club.**

21. The **SOUTH CAROLINA YOUTH SOCCER RED CARD/EJECTION NOTICE** must be completed & submitted within 3 days of the match in which the ejection occurred. Submit the Red Card/Ejection Notice to the South Carolina Youth Soccer State Office via fax or e-mail. Failure to submit the Red Card / Ejection Notice of the match within 3 days will result in a $100 fine. Any team allowing an ejected player / coach to participate, prior to serving their suspension, shall forfeit that match, forfeit their team’s performance bond or pay a fine of $200 whichever is greater, and may be deemed ineligible for state cup competition. The coach may also be suspended immediately from ALL South Carolina Youth Soccer activities for no less than one (1) year pending a hearing by South Carolina Youth Soccer. After a suspension has been served, complete the Red Card/Ejection Notice – “Suspension Served” section and submit to the SC Youth Soccer State Office within 3 days. Failure to submit the Red Card/Ejection Notice Suspension Served section of the match within 3 days will result in a $100 fine.

a. First Red Card / ejection suspension - the individual is suspended for the remainder of the current match and their next scheduled match or matches.

b. Receiving a second red card / ejection during a tracking period* requires a mandatory minimum two match suspension which shall be served in the next two scheduled matches.

c. Receiving a third red card / ejection during a tracking period*, the individual will be suspended immediately for 10 months from all SCYSA activities pending a hearing by South Carolina Youth Soccer.

d. All Violent Conduct ejections require a mandatory minimum two match suspension.

e. Red Card / ejection suspensions are to be served in the “competition” in which they were assigned. However, a suspension assigned in:

i. a league can not be served in another league, unless a player transfers. (Ex. SCSCL suspensions cannot be served in a Premier League match.) the last league match, (not served during that league play), shall be served in the next scheduled league or state cup match, whichever comes first.

ii. the last tournament match, (not served during that tournament), shall be served in the next scheduled league, state cup match, or Regional/National competition whichever comes first.

f. Any league or tournament suspensions not served from August 1 through July 31 will carry over to the first scheduled league match or matches of the next tracking period*. (No matter which club he/she played/is playing for.)

g. Any state cup, regional or national championship competition suspensions not served will carry over to the player’s first scheduled league match or matches, and their first state cup match or matches.

*Note: Fall tracking period is August 1 through January 31; spring tracking period is February 1 through July 31.

22. A youth player will be permitted to play an unlimited number of **AMATEUR GAMES** without losing his or her youth eligibility. The youth player must obtain permission from his/her youth coach and must file an Amateur Play Notification and Clearance Form with South Carolina Youth Soccer. In the event of a conflict between an amateur game and a youth game, the youth game shall take precedence.

23. The **US YOUTH SOCCER NATIONAL CHAMPIONSHIP** is an individual separately conducted competition for all eligible classic teams 13U-19U which leads to a national championship. The first level of competition is held in individual districts. Qualifying teams shall then advance to the **SC Youth Soccer Bob Brantley Publix Challenge Cup Championship**, with the winners advancing to the **US Youth Soccer Southern Regional Championship** and ultimately to the **US Youth Soccer National Championship**.
24. TO BE ELIGIBLE FOR SOUTH CAROLINA YOUTH SOCCER STATE CUP PLAY, a team must be comprised of properly registered and rostered youth players and the team and its affiliated organization must be registered and in good standing with South Carolina Youth Soccer.

a. Premier teams must compete in a South Carolina Youth Soccer approved league comprised of no fewer than four (4) teams during the current seasonal year, and that competition shall consist of a minimum of one (1) game against at least three (3) other teams participating in the league.

b. All Premier teams have a maximum of 22 players and must demonstrate continuity of rosters between the league and state cup competitions by maintaining a minimum of 9 players common to the roster of both competitions.

c. A team must be officially rostered no later than the date approved by the South Carolina Youth Soccer State BOD.

d. A team must submit a game day roster, signed by the coach/DOC, to the state registrar/designee no later than 48 hours prior to cup.

e. State Select/ODP Teams may not compete.

f. A player who has been suspended may play after the player’s term of suspension has expired.

25. ALL TEAMS PLAYING IN ANY SOUTH CAROLINA YOUTH SOCCER STATE CUP must abide by the procedures and guidelines of the current South Carolina Youth Soccer State Cup Manual and any updates made by the South Carolina Youth Soccer Board of Directors. Teams participating in the SCSCL and Region III Premier League must play in the same age group during cup play as they did during league play for their cup season. Teams advancing to the Southern Regional Championship and/or US Youth Soccer National Championships must also conform to and abide by the US Youth Soccer National Championship Series Rules.

26. ROSTERS SHALL BE FROZEN on the date as specified on the South Carolina Youth Soccer state calendar (48 hours prior to first round games) and shall remain frozen with no movement of players on or off of the roster until the team is eliminated from the competition or is declared a champion. If playing in the South Carolina Youth Soccer Bob Brantley Publix Challenge Cup, a champion is declared at the National Championships for the 13U-19U age groups. Jersey numbers for all 13U-18U Premier teams must be input into the online computer system prior to the roster being printed.

27. A TEAM MAY COMPETE IN ONLY ONE STATE CUP competition during the seasonal year, which is from September 1 of any year to August 31 of the next year.

28. A PLAYER MAY PLAY FOR ONLY ONE TEAM IN STATE CUP COMPETITION during the seasonal year which is from September 1 of any year to August 31 of the next year. The player shall remain on this team unless released or transferred before the roster is frozen. After the roster is frozen, for cup purposes the player remains on this team until the team is eliminated from cup competition and may not compete in another challenge level state cup until the next seasonal year.

29. A TOURNAMENT TEAM ROSTER may be used for premier players competing in an invitational tournament after the team’s State/Regional/ National Championship competitions are over and before the next seasonal year begins.

30. SOUTH CAROLINA YOUTH SOCCER TEAMS THAT ARE TRAVELING WITHIN Region III for any affiliated play to matches, competitions, or events with organizations affiliated with US Youth Soccer shall complete a South Carolina Youth Soccer “Notification to Travel” form and pay appropriate fees. This “Notification to Travel” and fees shall be sent to the SC Youth Soccer State Office for approval.

31. SOUTH CAROLINA YOUTH SOCCER TEAMS TRAVELING OUTSIDE of Region III for any affiliated play to matches, competitions, or events with organizations affiliated with US Youth Soccer shall complete a US Youth Soccer “Application to Travel” form and pay appropriate fees. This “Application for Travel” and fees shall be sent to the SC Youth Soccer State Office for approval.

32. ALL TEAMS TRAVELING TO INTERNATIONAL MATCHES or international tournaments shall complete a US Youth Soccer Application to Travel, USSF Application for Foreign Travel, Application Form for Participating in an International Match or Competition and a Ted Stephens Olympic and Amateur Sports Act form. These forms shall be sent to the South Carolina Youth Soccer State Office for verification and then to the USSF for final approval prior to the team’s departure (See Procedures for Foreign Travel).

33. RULES VARY for each of the South Carolina Youth Soccer State Cup competitions. The State Cup Manual and any updates, the South Carolina Youth Soccer Board of Directors’ minutes, or a change in the National Championship Series Rules shall be the final authority for these rules. During any South Carolina Youth Soccer State Cup play competition, the rules set forth in the appropriate State Cup Manual take precedence over any other set of rules.
L. MISCONDUCT TOWARD A REFEREE OR STATE OFFICIAL: Persistent statements or physical acts directed toward a referee or state official during or after a game that do not constitute referee assault or referee abuse as provided under US Soccer Federation Policy 531-9, but mistreat the referee and or state official or are inappropriate or unacceptable statements or acts, and may include the following:
   a. excessive incidences of foul or abusive language at the referee or state official
   b. statements that diminish the authority of the referee or the state official
   c. statements or acts that serve to intimidate without threatening physical harm to the referee or state official
Examples of misconduct that arise under the description above include the following:
   a. confronting the referee or state official without physically threatening the referee or state official
   b. spitting on the ground or in the air but not at the referee or state official
   c. throwing or kicking an item as a sign of disrespect or dissent but without the chance of hitting the referee or state official
   d. re-entering the field
These are only some of the examples of possible misconduct and are not all-inclusive, and may apply to the following situations:
   a. if a proceeding is brought against an individual for referee assault or abuse, or both, under Federation Policy 531-9; or
   b. if the individual is ejected from a game and, after the ejection, engages in conduct that is misconduct under this policy.
Should the South Carolina Youth Soccer Discipline and Appeals Committee determine the individual committed misconduct under this rule, it shall impose NOT less than a three (3) game suspension. This suspension is in addition to any other suspension and/or fine that may be imposed on the individual by an association or league. A formal hearing will not be held unless it is requested. (Link to Referee website)

M. ANY MATTER NOT PROVIDED FOR in these rules or in this Administrative Manual shall be determined by the South Carolina Youth Soccer Board of Directors, and its decisions are final and binding for all divisions of play.