

Changes to Youth Rules (Housekeeping)

from Youth Council meeting at
Georgia Soccer Annual General Meeting

Proposed Change to Rule(s) 240.5 Heading – US Soccer Mandate

Submitted by:

Delroy Ziadie, Vice President - Youth

Existing Rule:

240.5 Heading

240.5a Deliberate heading is not allowed in 4v4 games. If a player deliberately heads the ball in a game, an indirect free kick should be awarded to the opposing team from the spot of the offense.

240.5b Deliberate heading is not allowed in 7v7 games. If a player deliberately heads the ball in a game, an indirect free kick should be awarded to the opposing team from the spot of the offense. If the deliberate header occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred.

240.5c Deliberate heading is not allowed in 11U games. If a player deliberately heads the ball in a game, an indirect free kick should be awarded to the opposing team from the spot of the offense. If the deliberate header occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred.

240.5d Heading is allowed in games 12U and older without limitations.

Rule w/ proposed change:

240.5 Heading

~~**240.5a** Deliberate heading is not allowed in 4v4 games. If a player deliberately heads the ball in a game, an indirect free kick should be awarded to the opposing team from the spot of the offense.~~

~~**240.5b** Deliberate heading is not allowed in 7v7 games. If a player deliberately heads the ball in a game, an indirect free kick should be awarded to the opposing team from the spot of the offense. If the deliberate header occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred.~~

~~**240.5c**~~ Deliberate **or accidental** heading is not allowed in 11U **and below** games. If a player deliberately **or accidentally** heads the ball in a game, an indirect free kick should be awarded to the opposing team from the spot of the offense. If the deliberate **or accidental** header occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the **offense** infringement occurred.

~~**240.5db**~~ Heading is allowed in games 12U and older without limitations.

How the Rule will read after change:

240.5 Heading

240.5a Deliberate or accidental heading is not allowed in 11U and below games. If a player deliberately or accidentally heads the ball in a game, an indirect free kick should be awarded to the opposing team from the spot of the offense. If the deliberate or accidental header occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the offense occurred.

240.5b Heading is allowed in games 12U and older without limitations

Rationale: US Soccer Mandate, Renumber as needed

PASSED

**Proposed Change to Rule(s)
Infringement: HOUSEKEEPING**

Submitted by:

Delroy Ziadie, Vice President - Youth

Existing Rule:

All rules that reference *infringement* in regard to laws of the game

Rule w/ proposed change:

Replace all references to *infringement* with *offense/s*.

How the Rule will read after change

Rationale:

Federation policy change

PASSED

Proposed Change to Rule(s)
Illegal: HOUSEKEEPING

Submitted by:

Delroy Ziadie, Vice President - Youth

Existing Rule:

Use of term *illegal* – All rules that reference the term *illegal* will appropriately be replaced with *unauthorized* or *ineligible*.

Rule w/ proposed change:

Unauthorized / Ineligible

How the Rule will read after change:

Rationale:

To remove a term that can be interpreted as offensive.

EX: **Illegal** recruiting is defined as any contact with a signed player or parents of a signed player except as permitted in these Rules.

Unauthorized recruiting is defined as any contact with a signed player or parents of a signed player except as permitted in these Rules.

Proposed Change to Rule(s) Glossary 890. NEW – Team officials

Submitted by:

Delroy Ziadie, Vice President - Youth

Existing Rule:

None

Rule w/ proposed change:

890. Team official – an individual properly registered and listed on a team's official state roster. No more than four such individuals can be listed to a roster except in cases where a player pool is used for academy player rostering.

How the Rule will read after change:

890. Team official – an individual properly registered and listed on a team's official state roster. No more than four such individuals can be listed to an official state roster except in cases where a player pool is used for academy player rostering.

Rationale:

To add definition of team officials.

HOUSEKEEPING NOTE: The rules committee / staff to make housekeeping changes to incorporate the term "team official" as needed to conform with this change.

EX: **230.5c** Terminate a game for each **team official**, player or spectator misconduct.

Proposed Change to Rule(s)
Southern Premier League: HOUSEKEEPING

Submitted by:

Delroy Ziadie, Vice President - Youth

Existing Rule:

Use of terms *Southern Premier League, Region III Premier League, Region III East*, and any derivative thereof.

Rule w/ proposed change:

Change to National League Piedmont Conference

How the Rule will read after change:

Rationale:

To remove *Southern Premier League, Region III Premier League, Region III East*, and any derivative thereof to reflect current definitions of play at the regional level.

**Proposed Change to Rule(s)
500 – Laws of the Game**

Submitted by:

Delroy Ziadie, Vice President - Youth

Existing Rule:

**RULES OF US YOUTH SOCCER AFFECTING GAME PLAY AND YOUTH
MODIFICATIONS TO THE LAWS OF THE GAME**

Rule w/ proposed change:

**RULES OF US YOUTH SOCCER AFFECTING GAME PLAY AND GEORGIA
YOUTH MODIFICATIONS TO THE LAWS OF THE GAME**

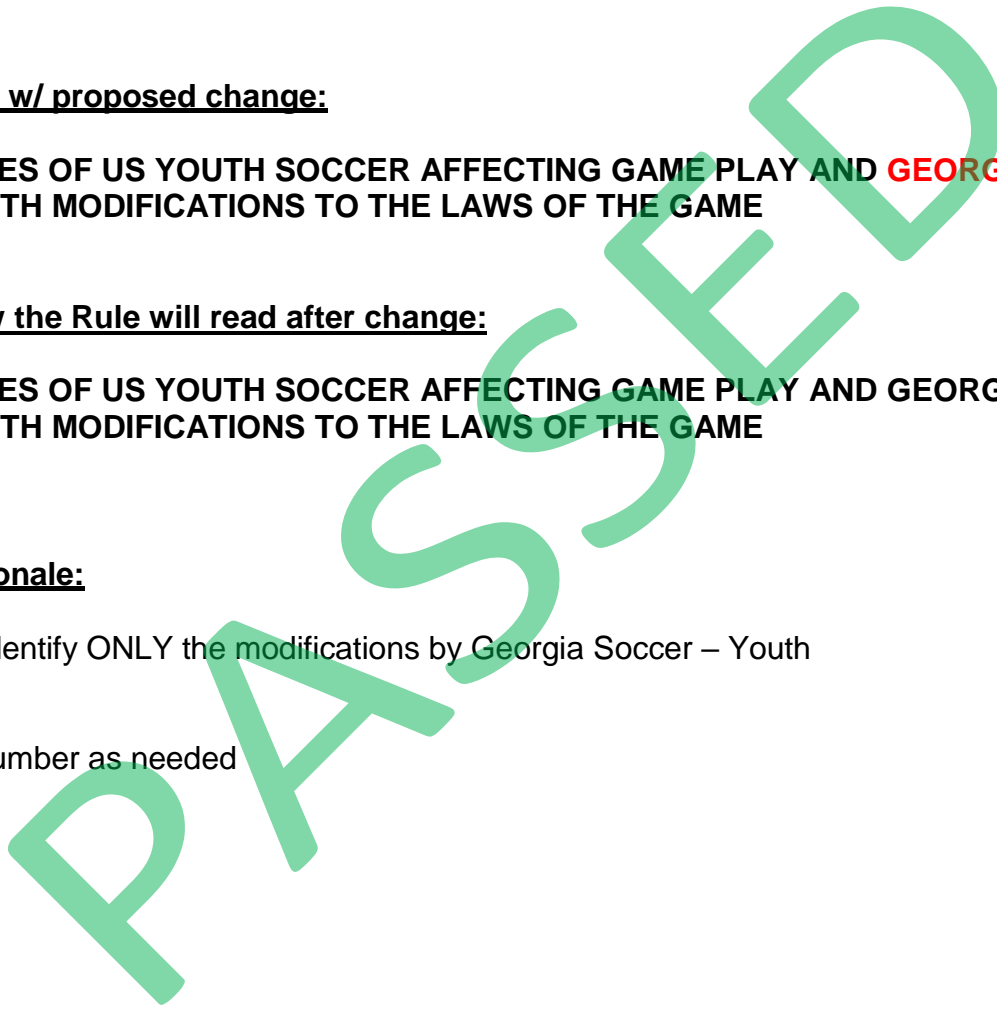
How the Rule will read after change:

**RULES OF US YOUTH SOCCER AFFECTING GAME PLAY AND GEORGIA
YOUTH MODIFICATIONS TO THE LAWS OF THE GAME**

Rationale:

To identify ONLY the modifications by Georgia Soccer – Youth

Renumber as needed



**Proposed Change to Rule(s)
570. Law #7: Duration of match**

Submitted by:

Delroy Ziadie, Vice President - Youth

Existing Rule:

570. LAW #7: THE DURATION OF THE MATCH

Length of Games, Overtime Periods, and Ball Specifications

The length of games, ball size, ball-weight, ball dimensions, and match tie breaking rules for each age group shall be as follows

Group	Game Length	Ball Size	Ball Circumference
570.1a 19U	Two 45-min. halves #5	27-28	14-16 oz.
570.1b 17U	Two 45-min. halves #5	27-28	14-16 oz.
570.1c 16U	Two 40-min. halves #5	27-28	14-16 oz.
570.1d 15U	Two 40-min. halves #5	27-28	14-16 oz.
570.1e 14U	Two 35-min. halves #5	27-28	14-16 oz.
570.1f 13U	Two 35-min. halves #5	27-28	14-16 oz.
570.1g 12U	Two 30-min. halves #4	25-26	11-13 oz.
570.1h 11U	Two 30-min. halves #4	25-26	11-13 oz.
570.1i 10U	Two 25-min. halves #4	25-26	11-13 oz.
570.1j 09U	Two 25-min. halves #4	25-26	11-13 oz.
570.1k 08U	Four 10 min. qtrs. #3	23-24	11-12 oz.
570.1l 06U	Four 10 min. qtrs. #3	23-24	11-12 oz.
570.1m 04U	Four 8-10 min. qtrs. #3	23-24	11-12 oz.

All matches of 09U age group teams and above shall have a 10-minute half-time interval. All other age groups shall have a 5-minute half-time interval. For league championship or playoff games, if no team has won the match at the end of regular play, overtime periods may be modified or nullified. If the game is still tied after overtime periods, FIFA "Kicks from the Mark" rules will apply in order to determine the winner.

Rule w/ proposed change:

570. LAW #7: THE DURATION OF THE MATCH

The length of games, ~~ball size, ball-weight, ball dimensions, and match tie breaking rules~~ for each age group shall be as follows

Group	Game Length	Ball Size	Ball Circumference
570.1a 19U	Two 45-min. halves #5	27-28	14-16 oz.
570.1b 17U	Two 45-min. halves #5	27-28	14-16 oz.
570.1c 16U	Two 40-min. halves #5	27-28	14-16 oz.
570.1d 15U	Two 40-min. halves #5	27-28	14-16 oz.
570.1e 14U	Two 35-min. halves #5	27-28	14-16 oz.
570.1f 13U	Two 35-min. halves #5	27-28	14-16 oz.
570.1g 12U	Two 30-min. halves #4	25-26	11-13 oz.
570.1h 11U	Two 30-min. halves #4	25-26	11-13 oz.

- 570.1i 10U Two 25-min. halves #4 ~~25-26~~ ~~11-13 oz.~~
 570.1j 09U Two 25-min. halves #4 ~~25-26~~ ~~11-13 oz.~~
 570.1k 08U Four 10 min. qtrs. #3 ~~23-24~~ ~~11-12 oz.~~
 (Recommended)
 570.1l 06U Four 10 min. qtrs. #3 ~~23-24~~ ~~11-12 oz.~~
 (Recommended)
 570.1m 04U Four 8-10 min. qtrs. #3 ~~23-24~~ ~~11-12 oz.~~
 (Recommended)

All matches of 09U age group teams and above shall have a 10-minute half-time interval. All other age groups shall have a 5-minute half-time interval.

~~570.3 For league championship or playoff games, if no team has won the match at the end of regular play, overtime periods may be modified or nullified.~~

~~570.4 If the game is still tied after overtime periods, FIFA "Kicks from the Mark" rules will apply in order to determine the winner.~~

How the Rule will read after change:

570. LAW #7: THE DURATION OF THE MATCH

570.1 The length of games, for each age group shall be as follows;

Group	Game Length
570.1a 19U	Two 45-min. halves
570.1b 17U	Two 45-min. halves
570.1c 16U	Two 40-min. halves
570.1d 15U	Two 40-min. halves
570.1e 14U	Two 35-min. halves
570.1f 13U	Two 35-min. halves
570.1g 12U	Two 30-min. halves
570.1h 11U	Two 30-min. halves
570.1i 10U	Two 25-min. halves
570.1j 09U	Two 25-min. halves
570.1k 08U	Four 10 min. qtrs. (Recommended)
570.1l 06U	Four 10 min. qtrs. (Recommended)
570.1m 04U	Four 8-10 min. qtrs. (Recommended)

570.2 All matches of 09U age group teams and above shall have a 10-minute half-time interval. All other age groups shall have a 5-minute half-time interval.

Rationale:

To remove all items duplicated in Laws of the Game or other rules

Renumber as needed

Proposed Change to Rule(s)
600. Law #10: Determining outcome of match

Submitted by:

Delroy Ziadie, Vice President - Youth

Existing Rule:

600. LAW #10: DETERMINING THE OUTCOME OF A MATCH

All forfeits shall result in a score of 4-0 against the team being penalized. In the event of a forfeit, the 4 goals shall not be credited to any one member of the winning team, but to the team as a whole.

Rule w/ proposed change:

600. LAW #10: DETERMINING THE OUTCOME OF A MATCH – NO MODIFICATIONS

MOVE TO 740

MOVE TO 740

How the Rule will read after change:

600. LAW #10: DETERMINING THE OUTCOME OF A MATCH – NO MODIFICATIONS

Rationale:

To remove all items duplicated in Laws of the Game or other rules

Renumber as needed

PASSED

Changes to Youth Rules (Additional)

from Youth Council meeting at
Georgia Soccer Annual General
Meeting

Proposed Change to Rule(s) 230.2a Referees

Submitted by:

Delroy Ziadie, Vice President - Youth

Existing Rule:

230.2a In the event the appointed referee fails to appear within 30 minutes of the scheduled kick-off time, and where assistant referees are present, one of the assistant referees shall take charge if he/she feels capable of refereeing the game and both coaches mutually agree.

Rule w/ proposed change:

230.2a In the event the appointed referee fails to appear within 30 minutes of the scheduled kick-off time, **one of the** and where assistant referees **who** are present, **qualified, and age appropriate**, shall **become the referee**. ~~one of the assistant referees shall take charge if he/she feels capable of refereeing the game and both coaches mutually agree.~~

How the Rule will read after change:

230.2a In the event the appointed referee fails to appear within 30 minutes of the scheduled kick-off time, one of the assistant referees who are present, qualified, and age appropriate, shall become the referee.

Rationale:

To clarify requirements of AR taking over as Referee

Renumber as needed

Proposed Change to Rule(s) 230.6 Recreational Programs - Referees

Submitted by:

Delroy Ziadie, Vice President - Youth

Existing Rule:

230.6 Recreational Programs

230.6a 04U through 19U: Each member affiliate reserves the right to determine whether to use certified referees, club linesmen, coaches or parents for in-house games or games not scheduled by Georgia Soccer.

230.6b 08U: For in-house & inter-affiliate games, it is recommended there be a certified referee provided.

230.6c 10U: Each member affiliate shall provide at least one certified referee for each game scheduled at its own fields.

Rule w/ proposed change:

230.6 Recreational Programs

230.6a 04U through 19U: ~~Each member affiliate reserves the right to determine whether to use certified referees, club linesmen, coaches or parents for in-house games or games not scheduled by Georgia Soccer.~~ **For games not scheduled by Georgia Soccer,** Each member affiliate reserves the right to determine whether to use certified referees, club linesmen, coaches or parents for in-house games or games not scheduled by Georgia Soccer.

~~**230.6b** 08U: For in-house & inter-affiliate games, it is recommended there be a certified referee provided.~~

~~**230.6c** 10U: Each member affiliate shall provide at least one certified referee for each game scheduled at its own fields.~~

How the Rule will read after change:

230.6 Recreational Programs

230.6a 04U through 19U: For games not scheduled by Georgia Soccer, each member affiliate reserves the right to determine whether to use certified referees, club linesmen, coaches or parents.

Rationale:

Cleaner verbiage. Rule 230.6a now incorporates 230.6b & 230.6c. Renumber as needed.

Proposed Change to Rule(s) 230.6d-e Rec Referees

Submitted by:

Delroy Ziadie, Vice President - Youth

Existing Rule:

230.6 Recreational Programs

230.6d 12U: For RIAS (Recreation Inter-affiliate Scheduled) games, each member affiliate shall provide at least one certified referee, and it is strongly recommended that two certified assistant referees be utilized as well.

230.6e 14U through 19U: For RIAS (Recreation Inter-affiliate Scheduled) games, each member affiliate shall provide at least one certified referee, and it is strongly recommended that two certified assistant referees be utilized as well.

Rule w/ proposed change:

230.6 Recreational Programs

~~**230.6d** 12U: For RIAS (Recreation Inter-affiliate Scheduled) games, each member affiliate shall provide at least one certified referee, and it is strongly recommended that two certified assistant referees be utilized as well.~~

230.6e 10U 14U through 19U: For RIAS (Recreation Inter-affiliate Scheduled) games, each member affiliate shall provide at least one certified referee, and it is strongly recommended that two certified assistant referees be utilized as well.

How the Rule will read after change:

230.6 Recreational Programs

230.6e 10U through 19U: For RIAS (Recreation Inter-affiliate Scheduled) games, each member affiliate shall provide at least one certified referee, and it is recommended that two certified assistant referees be utilized as well.

Rationale:

To combined age group requirements into one rule.

Re-number as needed

Proposed Change to Rule(s) 230.8b Select Referees

Submitted by:

Delroy Ziadie, Vice President - Youth

Existing Rule:

230.8b The referee (center official) will be a minimum of 1 year of age above the maximum eligible playing age of the age group to be officiated (except for those young referees who have been placed on a fast track for upgrade by the State Referee Committee).

Rule w/ proposed change:

230.8b The referee (~~center official~~) will be a minimum of 1 year of age above the maximum eligible playing age of the age group to be officiated (~~except for those young referees who have been placed on a fast track for upgrade by the State Referee Committee~~).

How the Rule will read after change:

230.8b The referee will be a minimum of 1 year of age above the maximum eligible playing age of the age group to be officiated.

Rationale:

Fast track referees are managed by the SRC. Not needed in rulebook.

Renumber as needed

Proposed Change to Rule(s) **310.2g Select tournament guest players**

Submitted by:

Delroy Ziadie, Vice President - Youth

Existing Rule:

310.2g For tournament purposes, a select program player may play with another team as a guest player within the rules of a given tournament. Invitations to players listed on valid rosters for out-of-league play, such as indoor or guest player, must be initiated by the requesting coach through the player's current coach or it is considered illegal recruiting. Once a coach has been contacted, he/she has the option to approve or deny the request. No player may guest play with another team without his/her current coach's and member affiliate's permission.

Rule w/ proposed change:

310.2g For tournament purposes, a select program player may play with another team as a guest player within the rules of a given tournament. Invitations to players listed on valid rosters for out-of-league play, such as indoor or guest player, must be initiated by the requesting coach through the player's current coach or it is considered ~~illegal~~ **unauthorized** recruiting. Once a coach has been contacted, he/she has the option to approve or deny the request. No player may guest play with another team without his/her current coach's and member affiliate's permission. **Player is ineligible for guest play participation if there is an unserved disciplinary suspension.**

How the Rule will read after change:

310.2g For tournament purposes, a select program player may play with another team as a guest player within the rules of a given tournament. Invitations to players listed on valid rosters for out-of-league play, such as indoor or guest player, must be initiated by the requesting coach through the player's current coach or it is considered unauthorized recruiting. Once a coach has been contacted, he/she has the option to approve or deny the request. No player may guest play with another team without his/her current coach's and member affiliate's permission. **Player is ineligible for guest play participation if there is an unserved disciplinary suspension.**

Rationale:

To further define participation rules when there are outstanding misconduct suspensions.

Illegal to unauthorized covered under other housekeeping items

Proposed Change to Rule(s)

420 – Select and Inter-Affiliate Rec Games – Passes and Game day rosters

Submitted by:

Delroy Ziadie, Vice President - Youth

Existing Rules:

420. Select and Inter-Affiliate Recreation Games – Passes and Game Day Rosters

420.1 All teams will be required to have US Youth Soccer player and coach passes provided through Georgia Soccer; these must be either paper or digital. For games played in-house, including Academy games, and games not scheduled by Georgia Soccer, player and coach passes will be required at the discretion of the participating Affiliates.

Affiliates choosing to not schedule their recreation inter-affiliate play through the Georgia Soccer programs must disclose that they understand that the failure to use player passes may affect the ability to defend the providing of insurance coverages.

420.1a To be valid, paper passes must have a recent picture of the individual permanently affixed and must be laminated.

420.1b To be valid, digital passes must be accessed through Affinity Sports (ADG) and have a recent picture of the individual. It is recommended that teams presenting digital passes have backup paper passes available.

420.2 A team that does not present its passes to the referee prior to the beginning of the match shall forfeit that match unless, in the Division Committee's discretion, valid extenuating circumstances were present.

420.2a A team shall present two pre-printed Game Day Rosters to the referee prior to the beginning of the match; if the match has been rescheduled, the rosters must reflect the new date.

420.2b A team must have the player jersey numbers pre-printed on the Game Day Roster.

420.2c Failure to do this will result in a “negative” one point per game assigned to your team totals. This “negative” one point per game shall be returned to the team if the team demonstrates to GSSA that they have fixed the issue within 72 hours (Wednesday) following the weekend games.

420.3 Referees must check the paper or digital passes and pre-printed Game Day Rosters before each game and report any discrepancies to both coaches. If the referee fails to perform this duty properly, discovery after the fact of players who played in the game but were not listed on either Game Day Roster will result in the replay of the game at the away team's venue and at the home team's expense.

420.4 Any player without a proper pass shall not be permitted to play in the match.

420.5 All RIAS (Recreation inter-affiliate scheduled) teams must be issued new player passes each season. Referees will only accept passes for the current playing season (fall or spring).

420.6 Select teams that change division of play between the fall and spring seasons are required to have new player passes printed in the spring showing the correct division of play.

Rule w/ proposed change:

420. ~~Select and Inter-Affiliate Recreation Games~~ – Passes and Game Day Lineup Sheets

~~To be~~Valid paper passes must have a recent picture of the individual permanently affixed and must be laminated.

~~To be~~Valid digital passes must be accessed through Affinity Sports (ADG) and have a recent picture of the individual. It is recommended that teams presenting digital passes have backup paper passes available.

~~All Recreational passes expire at the end of each season.~~ All RIAS (Recreation inter-affiliate scheduled) teams must be issued new player passes each season. Referees will only accept passes for the current playing season (fall or spring).

Select teams that change division of play between the fall and spring seasons are required to have new player passes printed in the spring showing the correct division of play.

All teams will be required to have US Youth Soccer player and coach passes provided through Georgia Soccer; these must be either paper or digital. For recreational games played in-house, including Academy games, and games not scheduled by Georgia Soccer, player and coach passes will be required at the discretion of the participating Affiliates.

Affiliates choosing to not schedule their recreational inter-affiliate play through the Georgia Soccer programs must disclose to all participants that they understand that the failure to use player passes may affect the ability to defend the providing of insurance coverages.

All select and Recreational Inter Affiliate (RIAS) teams will be required to have US Youth Soccer player and coach passes provided through Georgia Soccer; these must be either paper or digital. For games played in-house, including Academy games, and games not scheduled by Georgia Soccer, player and coach passes will be required at the discretion of the participating Affiliates.

420.6a Any player without a valid proper pass shall not be permitted to play in the match.

420.6b A team that does not present its passes to the referee prior to the beginning of the match shall forfeit that match unless, in the Division Committee's discretion, valid extenuating circumstances were present.

430. Game Day Lineup Sheets

430.1 The referee shall not allow a match to take place unless prior to the start of a match, a game day lineup sheet is prepared by an official of each team and presented to the game official, except in the 04U to 06U program. The game day lineup sheet shall include the correct date of the game, the name and jersey number of any players serving a disciplinary suspension, and the name and jersey number of all participating players including club pass players.

430.2 For Academy and in-house recreational games: If an electronic form is not available, the game day lineup sheet shall be presented written on a member affiliate / club / state provided official game day lineup sheet.

430.3 For Select (13U and above) and RIAS teams: The game day lineup sheet shall be prepared electronically using the Affinity system. Any player not listed on the game day lineup sheet roster at the start of the game, or whose name is handwritten and not preprinted on the game day lineup sheet card, shall be ineligible to play in that game. Game officials may, however, add handwritten names of players from the opposing team, provided those names appear on the opposing team's own preprinted game day lineup sheet roster as presented before the game, making those players eligible to play in that game.

430.3a A team shall present two pre-printed game day lineup sheets to the game official prior to the beginning of the match; if the match has been rescheduled, the game day lineup sheet must reflect the new date.

430.3b A team must have the player jersey numbers pre-printed on the game day lineup sheet. Failure to do this will result in a "negative" one point per game assigned to your team totals. This "negative" one point per game shall be returned to the team if the team demonstrates to Georgia Soccer that they have fixed the issue within 72 hours (Wednesday) following the weekend games.

430.4 Game officials must check the paper or digital passes and pre-printed game day lineup sheet before each game and report any discrepancies to both coaches. If the game official fails to perform this duty properly, discovery after the fact of players who played in the game but were not listed on either game day lineup sheet will result in the replay of the game at the away team's venue and at the home team's expense.

How the Rule will read after changes:

420. – Passes and Game Day Lineup Sheets

Valid paper passes must have a recent picture of the individual permanently affixed and must be laminated.

Valid digital passes must be accessed through Affinity Sports (ADG) and have a recent picture of the individual. It is recommended that teams presenting digital passes have backup paper passes available.

All Recreational passes expire at the end of each season. Referees will only accept passes for the current playing season (fall or spring).

Select teams that change division of play between the fall and spring seasons are required to have new player passes printed in the spring showing the correct division of play.

For recreational games not scheduled by Georgia Soccer, player and coach passes will be required at the discretion of the participating Affiliates.

Affiliates choosing to not schedule their recreational play through Georgia Soccer must disclose to all participants that the failure to use player passes may affect the ability to defend the providing of insurance coverages.

All select and Recreational Inter Affiliate (RIAS) teams will be required to have US Youth Soccer player and coach passes provided through Georgia Soccer; these must be either paper or digital.

420.6a Any player without a valid pass shall not be permitted to play in the match.

420.6b A team that does not present its passes to the referee prior to the beginning of the match shall forfeit that match unless, in the Division Committee's discretion, valid extenuating circumstances were present.

430. Game Day Lineup Sheets

The referee shall not allow a match to take place unless prior to the start of a match, a game day lineup sheet is prepared by an official of each team and presented to the game official, except in the 04U to **08U** program. The game day lineup sheet shall include the correct date of the game, the name and jersey number of any players serving a disciplinary suspension, and the name and jersey number of all participating players including club pass players.

For Academy and in-house recreational games: If an electronic form is not available, the game day lineup sheet shall be presented on a member affiliate / club / state provided official game day lineup sheet.

430.3 For Select (13U and above) and RIAS teams: The game day lineup sheet shall be prepared electronically using the Affinity system. Any player not listed on the game day lineup sheet at the start of the game, or whose name is handwritten and not preprinted on the game day lineup sheet shall be ineligible to play in that game. Game officials may, however, add handwritten names of players from the opposing team, provided those names appear on the opposing team's own preprinted game day lineup sheet as presented before the game, making those players eligible to play in that game.

430.3a A team shall present two pre-printed game day lineup sheets to the game official prior to the beginning of the match; if the match has been rescheduled, the game day lineup sheet must reflect the new date.

430.3b A team must have the player jersey numbers pre-printed on the game day lineup sheet.

430.3c Failure to do this will result in a "negative" one point per game assigned to your team totals. This "negative" one point per game shall be returned to the team if the team demonstrates to Georgia Soccer that they have fixed the issue within 72 hours (Wednesday) following the weekend games.

430.4 Game officials must check the paper or digital passes and pre-printed game day lineup sheet before each game and report any discrepancies to both coaches. If the game official fails to perform this duty properly, discovery after the fact of players who played in the game but were not listed on either game day lineup sheet will result in the replay of the game at the away team's venue and at the home team's expense.

Rationale:

To remove items duplicated in the laws of the games and other rules and to combine duplicated rules under one heading. Rule 530.2 incorporated into 420 & 430.

Renumber following rules as needed.

Proposed Change to Rule(s) 530.2 Law #3 – The Players

Submitted by:

Delroy Ziadie, Vice President - Youth

Existing Rule:

530.2. Prior to the start of a match, a complete team roster shall be prepared by each team coach and presented to the referee, except in the 04U to 06U program.

530.2a The referee shall not allow a match to take place unless a game-day roster is presented by each team, showing correct date of game and listing all of that team's players, including any Club Pass players who may participate in the game.

530.2b For Select (13U and above) and RIAS teams: The roster (i.e., electronic game card) shall be prepared on-line using the ADG system. Any player not listed on the roster at the start of the game, or whose name is handwritten and not preprinted on the game card, shall be ineligible to play in that game. Game officials may, however, add handwritten names of players from the opposing team, provided those names appear on the opposing team's own preprinted roster as presented before the game, making those players eligible to play in that game.

530.2c For Academy and in-house recreational games: If an electronic form is not available, the team roster shall be written on a member affiliate /club/state provided official game day roster and shall include the name and jersey number of each registered player on the team, including any Club Pass players if playing.

Rule w/ proposed change:

~~**How the Rule will read after change**530.2.~~ Prior to the start of a match, a complete team roster shall be prepared by each team coach and presented to the referee, except in the 04U to 06U program.

~~**530.2a** The referee shall not allow a match to take place unless a game-day roster is presented by each team, showing correct date of game and listing all of that team's players, including any Club Pass players who may participate in the game.~~

~~**530.2b** For Select (13U and above) and RIAS teams: The roster (i.e., electronic game card) shall be prepared on-line using the ADG system. Any player not listed on the roster at the start of the game, or whose name is handwritten and not preprinted on the game card, shall be ineligible to play in that game. Game officials may, however, add handwritten names of players from the opposing team, provided those names appear on the opposing team's own preprinted roster as presented before the game, making those players eligible to play in that game.~~

~~**530.2c** For Academy and in-house recreational games: If an electronic form is not available, the team roster shall be written on a member affiliate /club/state provided official game day roster and shall include the name and jersey number of each registered player on the team, including any Club Pass players if playing.~~

How the Rule will read after change:

Rationale:

To remove all items duplicated in Laws of the Game or covered under other rules. To move to more appropriate places in the rulebook. 530.2 incorporated into Rules 420

Renumber as needed.

Proposed Change to Rule(s)

421.3 Club Pass

Submitted by: Mike Gaziano, Director of Operations, Smyrna Soccer Club

Existing Rule:

421.3 Academy 12U and Select 13U and older players may club pass (1) to a team at the same age but a higher competitive level, and/or (2) to a team at an older age group at the same or higher competitive level. Academy 12U players may club pass to an affiliate's first and/or second team(s) only. Recreational players may club pass to an older age recreational team. The determining age is the age at which the player is rostered rather than the player's true age.

421.3a Academy 11U players may club pass to any level 13U Select Team.

421.3b Classic 3 and Athena C players may club pass to a team in the same or older age group at the same or higher competitive level.

Rule w/ proposed change:

421.3 Academy 12U and Select 13U and older players may club pass (1) to a team at the same age but a higher competitive level, and/or (2) to a team at an older age group at the same, ~~or a higher competitive level, or one competitive level lower (e.g. Classic 2 to Classic 3).~~ Academy 12U players may club pass to an affiliate's first and/or second team(s) only. Recreational players may club pass to an older age recreational team. The determining age is the age at which the player is rostered rather than the player's true age.

421.3a Academy 11U players may club pass to any level 13U Select Team.

421.3b Classic 3 and Athena C players may club pass to a team in the same or older age group at the same or higher competitive level.

How the Rule would read after proposed change:

421.3 Academy 12U and Select 13U and older players may club pass (1) to a team at the same age but a higher competitive level, and/or (2) to a team at an older age group at the same, a higher competitive level, or one competitive level lower (e.g. Classic 2 to Classic 3). Academy 12U players may club pass to an affiliate's first and/or second team(s) only. Recreational players may club pass to an older age recreational team. The determining age is the age at which the player is rostered rather than the player's true age.

421.3a Academy 11U players may club pass to any level 13U Select Team.

421.3b Classic 3 and Athena C players may club pass to a team in the same or older age group at the same or higher competitive level.

Rationale:

Allow a player who is playing up an age group to compete at a level more commiserate with their competitive level.

Proposed Change to Rule(s) 440.3g Divisional Standings

Submitted by:

Delroy Ziadie, Vice President - Youth

Existing Rule:

440.3g To determine divisional standings, in case of a tie in total points within any Division or Sub-division thereof, the following tie-breaking procedure will apply:

1. Results of head-to-head competition. This criterion is not used if more than two teams are tied.
2. Largest difference in goals scored versus goals allowed (maximum 4 per game)
3. Fewest goals allowed
4. Fewest accrued penalty points
5. Coin Toss

Rule w/ proposed change:

440.3g To determine divisional standings, in case of a tie in total points within any Division or Sub-division thereof, the following tie-breaking procedure will apply:

1. Results of head-to-head competition. This criterion is not used if more than two teams are tied.
2. Largest difference in goals scored versus goals allowed (maximum 4 per game, **calculated per game**)
3. Fewest goals allowed
4. Fewest accrued penalty points
5. Coin Toss

How the Rule will read after change:

440.3g To determine divisional standings, in case of a tie in total points within any Division or Sub-division thereof, the following tie-breaking procedure will apply:

1. Results of head-to-head competition. This criterion is not used if more than two teams are tied.
2. Largest difference in goals scored versus goals allowed (maximum 4 per game, **calculated per game**)
3. Fewest goals allowed
4. Fewest accrued penalty points
5. Coin Toss

Rationale:

To clarify calculations of scores and standings.

Proposed Change to Rule(s) 530.3 Law #3: The players

Submitted by:

Delroy Ziadie, Vice President - Youth

Existing Rule:

530.3 LAW #3: The Players -- All Programs

530.3a Whenever the referee authorizes a coach/parent to enter the field to attend to an injured player (excluding the goalkeeper or field player who has been injured in a collision with the goalkeeper, and both are injured), the player must leave the field. The injured player may only re-enter the field after the match has restarted and with the referee's permission.

530.3b Players being substituted must exit the field of play prior to players coming on the field.

530.3c All players should enter the field at the middle of the field.

530.3d In playoff matches, subs may be made at the beginning of any overtime period at the discretion of the coach. Compulsory substitution need not be followed.

530.3e Recreation: Each player must play a minimum of half of each half of a match, if he/she meets practice participation requirements set by their club/association.

1. 04U – 12 U: Half of each half is the mandated playing minimum per player. It is recommended that whenever possible all players should play three-fourths of each game, unless the player is unwilling or unable.

530.3f Select: Each eligible player must play a minimum of half a match, if he/she meets reasonable practice participation requirements set by their club/association. For 15U and older teams, this will not apply at the Classic I and Athena A levels.

530.3g 19U teams are not required to have all registered players of the team who are present at match site play at least one half of the match.

530.3h It is the responsibility of the team coach, employing the unlimited substitution procedures, to assure that this policy is carried out.

530.3i No player shall leave the field of play prior to the expiration of the game without the consent of the referee.

530.4a Substitutions shall be unlimited and can occur at any time with the consent of the referee.

530.4b Goalkeeper Participation:

1. 04U through 08U: There is no goalkeeper.

Rule w/ proposed change:

530.3 LAW #3: The Players -- All Programs

~~**530.3a** Whenever the referee authorizes a coach/parent to enter the field to attend to an injured player (excluding the goalkeeper or field player who has been injured in a collision with the goalkeeper, and both are injured), the player must leave the field. The injured player may only re-enter the field after the match has restarted and with the referee's permission.~~

~~**530.3b** Players being substituted must exit the field of play prior to players coming on the field.~~

~~**530.3c** All players should enter the field at the middle of the field.~~

~~**530.3d** In playoff matches, subs may be made at the beginning of any overtime period at the discretion of the coach. Compulsory substitution need not be followed.~~

530.3ea Recreation: Each player must play a minimum of half of each half of a match, if he/she meets practice participation requirements set by their club/association.

1. 04U – 12U: Half of each half is the mandated playing minimum per player. It is recommended that whenever possible all players should play three-fourths of each game, unless the player is unwilling or unable.

2. **09U and 10U Goalkeeper Participation:** In recreational play, the goalkeeper must be given at least as much time in each game as a field player as he/she plays as goalkeeper.

530.3fb-Select: Each eligible player must play a minimum of half a match, if he/she meets reasonable practice participation requirements set by their club/association. For 15U and older teams, this will not apply at the Classic I and Athena A levels.

530.3gc 19U teams are not required to have all registered players of the team who are present at match site play at least one half of the match.

~~**530.3h** It is the responsibility of the team coach, employing the unlimited substitution procedures, to assure that this policy is carried out.~~

~~**530.3i** No player shall leave the field of play prior to the expiration of the game without the consent of the referee.~~

~~530.4a Substitutions shall be unlimited and can occur at any time with the consent of the referee.~~

530.4b Goalkeeper Participation:

1. 04U through 08U: There is no goalkeeper.

How the Rule will read after change:

530.3 LAW #3: The Players -- All Programs

530.3a Recreation: Each player must play a minimum of half of each half of a match, if he/she meets practice participation requirements set by their club/association.

1. 04U – 12U: Half of each half is the mandated playing minimum per player. It is recommended that whenever possible all players should play three-fourths of each game, unless the player is unwilling or unable.

2. **09U and 10U Goalkeeper Participation:** In recreational play, the goalkeeper must be given at least as much time in each game as a field player as he/she plays as goalkeeper.

530.3b Select: Each eligible player must play a minimum of half a match, if he/she meets reasonable practice participation requirements set by their club/association. For 15U and older teams, this will not apply at the Classic I and Athena A levels.

530.3c 19U teams are not required to have all registered players of the team who are present at match site play at least one half of the match.

Rationale:

To remove all items duplicated in The Laws of the game or other rules. Combine items into existing rules. Renumber as needed

Proposed Change to Rule(s) 530.6 – Law #3: The Players

Submitted by:

Delroy Ziadie, Vice President - Youth

Existing Rule:

530.6. LAW #3: The Players -- For Teams Ages 13U and up

530.6a Substitutions shall be unlimited except where specified otherwise in the Rules and Regulations.

530.6b Select competitions may specify substitution policies.

530.6c Substitutions may be made, with the consent of the referee, at the following times:

1. Prior to a throw-in in your favor.
 2. Prior to a goal kick, by either team.
 3. After a goal, by either team.
 4. After an injury, by either team, when the referee stops the play. Substitutions shall not be limited to only the injured player or his team.
 5. At half time.
 6. After a caution or sending off, by either team.
- 530.6d A player who is sent off may not be substituted.

Rule w/ proposed change:

~~530.6. LAW #3: The Players -- For Teams Ages 13U and up -- No Modifications~~

~~530.6a Substitutions shall be unlimited except where specified otherwise in the Rules and Regulations.~~

~~530.6b Select competitions may specify substitution policies.~~

~~530.6c Substitutions may be made, with the consent of the referee, at the following times:~~

- ~~1. Prior to a throw-in in your favor.~~
- ~~2. Prior to a goal kick, by either team.~~
- ~~3. After a goal, by either team.~~
- ~~4. After an injury, by either team, when the referee stops the play. Substitutions shall not be limited to only the injured player or his team.~~
- ~~5. At half time.~~
- ~~6. After a caution or sending off, by either team.~~

~~530.6d A player who is sent off may not be substituted~~

How the Rule would read after proposed change:

530.6. LAW #3: The Players -- No Modifications

Rationale:

To remove all items duplicated in Laws of the Game. Renumber as needed.

Proposed Change to Rule(s) 540 Law # 4: THE PLAYERS' EQUIPMENT

Submitted by:

Delroy Ziadie, Vice President -Youth

Existing Rule:

540. LAW #4: THE PLAYERS' EQUIPMENT

540.1 All players on the same team shall wear the same color uniforms.

540.1a They will be individually numbered and legible.

540.1b The number on the shirt must correspond to the player number for that player as shown on the game card.

540.1c The goalkeeper shall wear a shirt of a different color from his teammates, the referee, and his opponents, and does not require a number.

540.2 The referee shall determine if there is a conflict of team colors.

540.2a In the event of a conflict of team colors, the Home Team shall be required to change to alternate jerseys.

540.2b Alternate jerseys may be T-shirts of contrasting colors.

540.2c If a team is required to change to alternate jerseys, numbers on the jerseys shall be required.

540.2d Playing in "skins" shall not be allowed.

540.3 Players shall not play with a cast.

540.4 All players must wear shin guards covered with socks.

540.4a Shin guards must be a commercially manufactured product specifically designed for the purpose.

540.4b Home-made products such as newspapers or bandages will not be allowed.

540.4c Players may not participate with improper equipment.

540.5 Any screw-in cleat that is broken or damaged in any way so as to expose any internal structure or present surface deformations with sharp edges or projections that might endanger any player coming in contact with it is prohibited and must be removed and/or replaced before that player is allowed to play.

540.6 The use of improper equipment does not in and of itself create an illegal player; however, fines and suspensions may be imposed on the coach or the player or both by the D&P committee.

Rule w/ proposed change:

540. LAW #4: THE PLAYERS' EQUIPMENT

~~540.1~~ All players on the same team shall wear the same color uniforms.

~~540.1a~~ They **Uniforms** will be individually numbered and legible.

~~540.1b~~ The number on the shirt must correspond to the player number for that player as shown on the game card.

~~540.1c~~**2** The goalkeeper shall wear a shirt of a different color from his teammates, the referee, and his opponents, and does not require a number.

~~540.2~~The referee shall determine if there is a conflict of team colors.

~~540.2a~~ In the event of a conflict of team colors, the Home Team shall be required to change to alternate jerseys.

~~540.2b~~ Alternate jerseys may be T-shirts of contrasting colors.

~~540.2c If a team is required to change to alternate jerseys, numbers on the jerseys shall be required.~~

~~540.2d Playing in "skins" shall not be allowed.~~

~~540.3 Players shall not play with a cast.~~

~~540.4 All players must wear shin guards covered with socks.~~

~~540.4a Shin guards must be a commercially manufactured product specifically designed for the purpose.~~

~~540.4b Home-made products such as newspapers or bandages will not be allowed.~~

~~540.4c Players may not participate with improper equipment.~~

~~540.5 Any screw-in cleat that is broken or damaged in any way so as to expose any internal structure or present surface deformations with sharp edges or projections that might endanger any player coming in contact with it is prohibited and must be removed and/or replaced before that player is allowed to play.~~

~~540.6 The use of improper equipment does not in and of itself create an illegal player; however, fines and suspensions may be imposed on the coach or the player or both by the D&P committee.~~

How the Rule will read after changes:

540. LAW #4: THE PLAYERS' EQUIPMENT

540.1 Uniforms will be individually numbered and legible.

540.2 The goalkeeper shall wear a shirt of a different color from his teammates, the referee, and his opponents, and does not require a number.

540.3 Players shall not play with a cast

Rationale:

To remove all items duplicated in Laws of the Game

Re-number as needed

Proposed Change to Rule(s)
550. Law #5: The Referee – Recreational Division

Submitted by:

Delroy Ziadie, Vice President - Youth

Existing Rule:

550. LAW #5: THE REFEREE -- Recreational Division

[**Note:** Inter- affiliate Recreational and Select Programs' referee requirements are at 230. – Member Affiliate Responsibilities, Referees]

In the event a referee is not present at a league match, the coach of each participating team shall each referee one-half of the game, the halves to be selected by mutual consent or by a third person agreed upon by both coaches.

In any event, the game must be played.

In any games whose outcome is protested by one of the coaches of the participating teams, the referee will see that the entire game is played and then submit a report to the home member affiliate.

Rule w/ proposed change:

550. LAW #5: THE REFEREE -- Recreational Division (see Rule 230)

[**Note:** Inter- affiliate Recreational and Select Programs' referee requirements are at 230. — Member Affiliate Responsibilities, Referees]

~~550.1 In the event a referee is not present at a league match, the coach of each participating team shall each referee one-half of the game, the halves to be selected by mutual consent or by a third person agreed upon by both coaches.~~

~~550.2 In any event, the game must be played.~~

~~550.3 In any games whose outcome is protested by one of the coaches of the participating teams, the referee will see that the entire game is played and then submit a report to the home member affiliate.~~

How the Rule will read after change:

550. LAW #5: THE REFEREE -- Recreational Division (see Rule 230)

Rationale:

To remove all items dublicately covered by Laws of the Game or other rules
Renumber as needed

Proposed Change to Rule(s)

580. Law #8: Start and Restart of play

Submitted by:

Delroy Ziadie, Vice President - Youth

Existing Rule:

580. LAW #8: THE START AND RESTART OF PLAY

580.1 If a team cannot field the required minimum number of players within 15 minutes after the scheduled kick-off time, that team will forfeit the game. In the event that neither team is able to field the required minimum number of players, then both teams will forfeit the game.

580.1 For extenuating circumstances, the appropriate program Committee shall have the right to waive this rule.

580.2 Each team shall be represented at the field of play by a coach or assistant coach or a parent appointed in his/her place for the duration of the game. A team not so represented shall forfeit the match.

580.3 The referee shall make the final decision, at the field of play, as to whether or not to begin the match, based upon his/her judgment of the condition of the field of play, the weather, or any other factor he considers pertinent.

Rule w/ proposed change:

580. LAW #8: THE START AND RESTART OF PLAY

580.1 If a team cannot field the required minimum number of players within 15 minutes after the scheduled kick-off time, that team will forfeit the game. In the event that neither team is able to field the required minimum number of players, then both teams will forfeit the game.

580.1 For extenuating circumstances, the appropriate program Committee shall have the right to waive this rule.

~~**580.2** Each team shall be represented at the field of play by a coach or assistant coach or a parent appointed in his/her place for the duration of the game. A team not so represented shall forfeit the match.~~

~~**580.3** The referee shall make the final decision, at the field of play, as to whether or not to begin the match, based upon his/her judgment of the condition of the field of play, the weather, or any other factor he considers pertinent.~~

How the Rule will read after change:

580. LAW #8: THE START AND RESTART OF PLAY

580.1 If a team cannot field the required minimum number of players within 15 minutes after the scheduled kick-off time, that team will forfeit the game. In the event that neither team is able to field the required minimum number of players, then both teams will forfeit the game.

580.1a For extenuating circumstances, the appropriate program Committee shall have the right to waive this rule.

Rationale: To remove all items duplicated in Laws of the Game or other rules, Renumber as needed. See Rule 220

Proposed Change to Rule(s) **620. Law #12: Fouls and Misconduct**

Submitted by:

Delroy Ziadie, Vice President - Youth

Existing Rule:

620. LAW #12: FOULS AND MISCONDUCT -- 12U and Under Modifications

PENALTY: For any infringement of these 12U and under modifications to Law #12, an indirect free-kick shall be awarded at the spot of the infringement given the overriding provisions of Law XIII.

04U through 08U: It is recommended that the game official explain ALL infractions to the offending player.

Harassing the Goalkeeper: When the goalkeeper has taken possession of the ball within his own penalty area, opposing players are required to move away and to the side so as not to interfere with the goalkeeper putting the ball into play.

Opposing players shall not play or touch the ball until it has left the penalty area. For all games in programs 11U and younger, players shall not deliberately head the ball.

Rule w/ proposed change:

620. LAW #12: FOULS AND MISCONDUCT – No Modifications

~~PENALTY: For any infringement of these 12U and under modifications to Law #12, an indirect free-kick shall be awarded at the spot of the infringement given the overriding provisions of Law XIII.~~

~~04U through 08U: It is recommended that the game official explain ALL infractions to the offending player.~~

~~Harassing the Goalkeeper: When the goalkeeper has taken possession of the ball within his own penalty area, opposing players are required to move away and to the side so as not to interfere with the goalkeeper putting the ball into play.~~

~~**620.4** Opposing players shall not play or touch the ball until it has left the penalty area.~~

~~**620.5** For all games in programs 11U and younger, players shall not deliberately head the ball.~~

How the Rule will read after changes:

620. LAW #12: FOULS AND MISCONDUCT – No Modifications

Rationale:

To remove all items duplicated in Laws of the Game or other rules.
Renumber as needed

Proposed Change to Rule(s) 630. LAW #13: FREE KICKS

Submitted by:

Delroy Ziadie, Vice President - Youth

Existing Rule:

630. LAW #13: FREE KICKS

630.1 04U to 08U: All free kicks will be indirect.

630.1a 04U to 06U: All fouls shall result in an indirect free kick with the opponents three yards away.

630.108U: All fouls shall result in an indirect free kick with the opponents six yards away.

630.2 04U to 06U: No kicks shall be taken by the attacking team within 3 yards of the defenders' goal.

630.2a 08U: No kicks shall be taken by the attacking team within 6 yards of the defenders' goal.

Rule w/ proposed change:

630. LAW #13: FREE KICKS

04U to 08U: All free kicks will be indirect.

~~04U to 06U: All fouls shall result in an indirect free kick with the opponents three yards away.~~

~~08U: All fouls shall result in an indirect free kick with the opponents six yards away.~~

~~**630.2** 04U to 06U: No kicks shall be taken by the attacking team within 3 yards of the defenders' goal.~~

~~**630.2a** 08U: No kicks shall be taken by the attacking team within 6 yards of the defenders' goal.~~

How the Rule will read after change:

630. LAW #13: FREE KICKS

630.1 04U to 08U: All free kicks will be indirect.

Rationale:

To remove all items duplicated in Laws of the Game or other rules. To combine age groups under one rule.

Distance items are covered under field dimensions.

Renumber as needed

Proposed Change to Rule(s)
660. LAW #16: THE GOAL KICK

Submitted by:

Delroy Ziadie, Vice President - Youth

Existing Rule:

660. LAW #16: THE GOAL KICK

04U to 06U: The kick may be taken within three (3) yards from the goal line and the opponents must be three (3) yards away from the ball.

08U: The kick may be taken within three (3) yards from the goal line and the opponents must be six (6) yards away from the ball.

Rule w/ proposed change:

660. LAW #16: THE GOAL KICK - No Modifications

~~04U to 06U: The kick may be taken within three (3) yards from the goal line and the opponents must be three (3) yards away from the ball.~~

~~08U: The kick may be taken within three (3) yards from the goal line and the opponents must be six (6) yards away from the ball.~~

How the Rule will read after change:

660. LAW #16: THE GOAL KICK - No Modifications

Rationale:

To remove all items duplicated in Laws of the Game or other rules.

Yardage covered under field dimensions.

Renumber as needed

Proposed Change to Rule(s) 730.1 Electronic vs written

Submitted by:

Delroy Ziadie, Vice President - Youth

Existing Rule:

730.1a Coaches should submit a written incident report to the Georgia Soccer D&P Committee - Youth regarding all game misconduct issues within 72 hours of the game.

730.1b Coaches who elect not to submit a written incident report within 72 hours of the game forfeit their right to request an administrative review of all sanctions of three games or less.

Rule w/ proposed change:

730.1a A team official Coaches should submit a ~~written~~ **electronic** incident report to the Georgia Soccer D&P Committee - Youth regarding all game misconduct issues within 72 hours of the game.

730.1b A team official Coaches who elects not to submit a ~~written~~ **electronic** incident report within 72 hours of the game forfeits ~~their~~ right to request an administrative review of all sanctions of three games or less.

How the Rule will read after change:

730.1a A team official should submit an **electronic** incident report to the Georgia Soccer D&P Committee - Youth regarding all game misconduct issues within 72 hours of the game.

730.1b A team official who elects not to submit an **electronic** incident report within 72 hours of the game ~~forfeits~~ the right to request an administrative review of all sanctions of three games or less.

Rationale:

To better clarify the need to use the electronic forms and submission provided by our registration and scheduling system. Expands who may submit a coach's incident report, making it more likely that the report will be submitted.

HOUSEKEEPING NOTE: The term team official will replace Coach / es as necessary to cover administrative team items. Glossary addition of team official.

Proposed Change to Rule(s) 732.1 Suspension

Submitted by:

Delroy Ziadie, Vice President - Youth

Existing Rule:

732.1 Any player sent off during a game shall be automatically suspended from the next game scheduled of the team in which he/she is rostered and played under US Youth Soccer affiliation and competition. Player is also ineligible for participation in the Georgia Soccer Youth Club Pass System until the suspension is served.

Rule w/ proposed change:

732.1 Any player sent off during a game shall be automatically suspended from the next game scheduled of the team in which he/she is rostered and played under US Youth Soccer affiliation and competition. Player is also ineligible for participation in the Georgia Soccer Youth Club Pass System until the suspension is served. **Player is ineligible for guest play participation until the suspension is served.**

How the Rule will read after change:

732.1 Any player sent off during a game shall be automatically suspended from the next game scheduled of the team in which he/she is rostered and played under US Youth Soccer affiliation and competition. Player is also ineligible for participation in the Georgia Soccer Youth Club Pass System until the suspension is served. Player is ineligible for guest play participation until the suspension is served.

Rationale:

To add guest play restriction to players with outstanding disciplinary issues.

Changes to Youth Rules

from Board of Directors' meeting
at Georgia Soccer AGM

Proposed Change to Rule(s) 230.1c & 1d- Referees

Submitted by:

Delroy Ziadie, VP - Youth

Existing Rule:

230.1c No Grade 9 referee shall act as Center Referee in any match 15U or older. No Grade 9 referee shall act as Center Referee in an 11v11 select match under any circumstances.

230.1d No Grade 9 referee shall act as an Assistant Referee in any match (select or recreational) of 15U or older unless working in capacity as a club line. It is recommended that when choosing the club line person, the visiting team be given first right of refusal. Both coaches must provide their specific consent by signing both game cards before kickoff.

Rule w/ proposed change:

~~**230.1c** No Grade 9 referee shall act as Center Referee in any match 15U or older.~~

~~No Grade 9 referee shall act as Center Referee in an 11v11 select match under any circumstances.~~

~~**230.1d** No Grade 9 referee shall act as an Assistant Referee in any match (select or recreational) of 15U or older unless working in capacity as a club line. It is recommended that when choosing the club line person, the visiting team be given first right of refusal. Both coaches must provide their specific consent by signing both game cards before kickoff.~~

230.1c

	Recreational Center	Recreational Assistant
Game Age	Min Required Age	Min Recommended Age
4U	5	xxx
5U	6	xxx
6U	7	xxx
7U	8	xxx
8U	9	xxx
9U	10	10
10U	11	10
11U	12	11
12U	13	11
13U	14	11
14U	15	11
15U	16	12
16U	17	12
17U	18	14
18U	19	15
19U	20	16

	SELECT Center	SELECT Assistant
Game Age	Min. Required Age	Min Recommended Age
4U	xxx	xxx
5U	xxx	xxx
6U	xxx	xxx
7U	xxx	xxx
8U	xxx	xxx
9U	10	10
10U	11	10
11U	12	11
12U	13	11
13U	14	13
14U	15	13
15U	16	14
16U	17	14
17U	18	15
18U	19	15
19U	20	16

How the Rule will read after change:

230.1c

	Recreational Center	Recreational Assistant
Game Age	Min Required Age	Min Recommended Age
4U	5	xxx
5U	6	xxx
6U	7	xxx
7U	8	xxx
8U	9	xxx
9U	10	10
10U	11	10
11U	12	11
12U	13	11
113U	14	11
14U	15	11
15U	16	12
16U	17	12
17U	18	14
18U	19	15
19U	20	16

	SELECT Center	SELECT Assistant
Game Age	Min. Required Age	Min Recommended Age
4U	xxx	xxx
5U	xxx	xxx
6U	xxx	xxx
7U	xxx	xxx
8U	xxx	xxx
9U	10	10
10U	11	10
11U	12	11
12U	13	11
13U	14	13
14U	15	13
15U	16	14
16U	17	14
17U	18	15
18U	19	15
19U	20	16

Rationale:

With the exclusion of Grade 9 referees, the above chart presents referee restrictions in a format easier to read and understand.

Renumber if and as needed.