



Dynamo/Dash League Policies and Rules 2019-2020

Name

Dynamo/Dash League (DDL) - a fully sanctioned US Youth Soccer and South Texas Youth Soccer Association competitive league.

Mission

To provide an opportunity for the most competitive play possible for Division I, Super II, and Qualifying League teams within the Eastern District of South Texas Youth Soccer Association and to aid in the development of the competitive youth soccer player. DDL will serve as the league which determines eligibility of participating teams for other South Texas Youth Soccer competitions (Directors Cup, Presidents Cup, State Cup, State Classic League, and National League Frontier Conference).

Owner

South Texas Youth Soccer Association (STYSA)

Management

DDL shall be managed by the assigned STYSA Program Manager (Administrator) under the direction of the STYSA Eastern District Vice-President (EDVP).

Schedule

Each team will play matches scheduled by the Administrator. The Dynamo/Dash League Administrator will establish sites and match competitions.

DDL Discipline and Protest Committee

Dynamo/Dash League D&P Committee

Fees

Set by the STYSA Executive Committee.

League Rules

The DDL is owned and operated by STYSA. Participation in the DDL is governed by the rules adopted by the United States Soccer Federation (US Soccer), US Youth Soccer (USYS), Federation Internationale de Football Association (FIFA) and South Texas Youth Soccer Association (STYSA) rules except where modified below.

SECTION 1. ELIGIBILITY AND QUALIFYING CRITERIA

1) Team Eligibility and Registration

- a) DDL is not an open competition.
- b) Participation of teams requires approval from the STYSA EDVP and Administrator.
- c) All registrations and payments must be received by the deadlines date established for each season.
- d) Roster continuity must be retained from the prior qualifying league. Roster continuity is defined as greater than 50% of your players must have been registered to your club for the 2018-2019 seasonal year.
- e) All teams must be properly registered with their local STYSA Member Association.
- f) All teams must be in good standing with DDL, local STYSA Member Association, STYSA, USYSA, and the USSF.
- g) The STYSA EDVP and Administrator will set a roster freeze deadline by which all roster adjustments (adds, drops, transfers) must be complete.

2) Division I and Super II Qualifying Criteria

- a) Teams shall be in the 14U-19U age groups.
- b) The STYSA EDVP and Administrator will determine the teams qualified to participate in each age group prior to the start of League play.
- c) Should Qualifying Games be necessary, the STYSA EDVP and Administrator will determine dates of the Qualifying Games and any associated fees. Any fees shall be collected prior to the Qualifying Games.

3) Qualifying League Criteria

- a) The 11U-13U age groups in the DDL will be considered the Qualifying League for promotion to Super II or Division I.
- b) Teams participating in the Qualifying League are Division II teams and must be properly registered with their local STYSA Member Association.

SECTION 2. FORMATION OF DIVISIONS

1) Supervision / Management

- a) Each age group in each division will be under the supervision of the EDVP and management of the Administrator.

2) Age Groups

- a) Age Groups as defined by US Youth Soccer (i.e. 16U) will be divided into single birth year divisions whenever there are sufficient teams participating in the League.
- b) The Administrator reserves the right to combine age groups when necessary.

3) Divisions

- a) The Division I level of play will be the "Orange" bracket.
- b) The Super II level of play will be the "White" bracket.
- c) The Qualifying League bracket size and groupings will be determined by the EDVP and Administrator.
- d) The STYSA EDVP and Administrator reserve the right to adjust bracket sizes according to teams actually registered for the current season.

SECTION 3. OPERATIONAL PROCEDURES

1) Scheduling

- a) The League Administrator will perform the required scheduling of each division for regular league play.
- b) Teams shall be required to play all scheduled dates as assigned by the STYSA Administrator.
- c) Rainouts will be automatically rescheduled by the STYSA Administrator.
- d) Teams may not cancel scheduled matches. Both teams will be fined and forfeit their match should they cancel or no-show. The STYSA Administrator or the D&P Committee may also take disciplinary action.
- e) **Schedule Changes and Rescheduling Requests:**
 - i) Requests must be submitted via the Online Form **a minimum of TEN (10) days** prior (Wednesday) to the originally scheduled weekend event.
 - ii) The team requesting the reschedule is required to acquire and pay for all costs associated with the field and referee crew of the game if the rescheduled game is to be played at a site that is not a designated DDL neutral site.
 - iii) The team requesting the reschedule shall be charged the cost of the original game, should there be non-refundable costs (e.g., referee cost, referee assignor, field cost, etc.).

2) Qualifying Matches

- a) Qualifying matches are those scheduled league matches against teams in your own division.
- b) Only qualifying matches will be used to determine league standings.

3) Reporting of Scores

- a) All scores will be reported in accordance with the published Game-Day Procedures.
- b) In the event of a forfeit, the forfeiting team shall notify the STYSA Administrator within 48 hours of such forfeit. Failure to do so may result in additional sanctions.

4) Standings

- a) The team with the highest points will be judged the winner of the division. Points for each game will be awarded as follows:
 - i) Three (3) points for a win
 - ii) One (1) point for a tie
 - iii) Zero (0) points for a loss
- b) In the event two teams are tied on the basis of points the following tiebreakers will be considered in order until the tie is broken:
 - i) Winner of head to head competition (This criterion is not used if more than two teams are tied.) If head to head competition consists of more than one game (double round-robin), aggregate goals will be used to determine the head to head competition winner.
 - ii) Most wins
 - iii) Team with greatest net goal differential (NGD) which is computed as goals for minus goals against with a maximum – four (4) NGD in each game.
 - iv) Team with least goals against (there is NO limit on the number of goals that will be counted to determine this tiebreaker).
 - v) Team with the most goals (maximum of four goals in each game).

- c) In the event more than two teams are tied on the basis of points the following would be used to break the tie:
 - i) The sequence of tie breakers will begin with 3.4.b.ii and be followed until a team is eliminated.
 - ii) Once a team has been eliminated the sequence of tie breakers will begin again with 3.4.b.ii and be repeated starting over after each team is eliminated until only two teams remain.
 - iii) Once only two teams remain, the tie-breakers will begin again at 3.4.b.i.
- d) In the event that after having applied the tie breaker rules above teams remain tied the winner of a coin toss will be adjudged to have placed higher in the standings than the loser of the coin toss.

5) Promotion and Relegation

a) Qualifying League 11U-13U

- i. A Division II team participating in the 13U Qualifying League will be promoted to 14U Super II and Division 1 according to the process determined by the EDVP and Administrator.
- ii. A team will be relegated to the Eastern District Division 2 League (D2L) or Division II for the following year as determined by the STYSA EDVP and Administrator. Any relegation to D2L or Division II will be published prior to the season.

b) Super II 14U-19U

- i) A D2L team will get promoted to DDL Super II (White) for the following year if the team finishes in the top two of D2L.
- ii) A Division II team will be promoted to DDL Super II (White) for the following year if the team finishes in the top two of the Eastern District Fall Championships.
- iii) A Super II (White) team will get relegated to D2L or Division II for the following year as determined by the STYSA EDVP and Administrator. Any relegation to Division II will be published prior to the season beginning.

c) Division I 14U-19U

- i. A Super II (White) team will get promoted to Division I (Orange) for the following year if the team finishes as the first (1st) or second (2nd) team in the Super II (White) final standings.
- ii. A Division I (Orange) team will get relegated to Super II (White) for the following year if the team finishes in the bottom two of the lowest Division I (Orange) bracket final standings.

d) State Classic League (SCL) 14U-19U

- i. A Division I (Orange) team will get promoted to the SCL bracket for the following year if the team finishes as the first (1st) or second (2nd) team in the highest Division I (Orange) bracket final standings.
- ii. Teams will be relegated to DDL according to the published SCL rules.

SECTION 4. MATCHES

- 1) Dates / Times: It is the intent to schedule one match per day.
- 2) Failure to Play As Scheduled
 - a) Failure to play a match as scheduled will result in forfeiture of the match for league standings. The opposing team will be awarded a 4-0 win.

- b) Any team that forfeits a scheduled match may be subject to a fine or additional sanctions as determined by the EDVP and Administrator. The EDVP and Administrator will determine if the match was willfully or purposefully forfeited.
- c) Any team which fails to play two or more officially scheduled games shall be considered to have abandoned the competition, be removed from DDL for the current year, and not allowed to return for the following year. Games played will not count to determine league standings nor shall they be considered in the standings as forfeits. The team will not be eligible to receive awards, shall not advance from the league into other competitions nor be placed in the standings of the league. Final determination of penalties or sanctions will be made by the Appeals Committee.

SECTION 5. RULES OF PLAY

1) Games

- a) Games will be played under the applicable rules of US Youth Soccer and STYSA. Teams are responsible for obtaining and being familiar with the US Soccer Federation Official Administrative Handbook and the FIFA Laws as they govern League play with the modifications noted below.

2) Substitutions

- a) Unlimited substitutions may be used.
- b) Substitutions may be made at any time with the consent of the referee at the following times:
 - i. Prior to a throw-in by the team in possession.
 - ii. Prior to a goal kick by either team.
 - iii. After a goal by either team
 - iv. After an injury to a player. If the injured player is being substituted for and the opposing team as a player at the half line waiting to sub, a substitution will be permitted on a 1 for 1 basis.
 - v. After a player is cautioned s/he may be substituted.
 - vi. At halftime
- c) Teams participating in the Qualifying League (11U-13U), or Dynamo White (Super II) bracket must adhere to the 50% play rule as stated in the STYSA General Rules of Play (6.1.2).

3) Match Length, Ball Size

Match length and ball size will be in accordance with the STYSA General Rules of Play.

- a) If age groups are combined, games will be played according to the rules of play of the oldest age group in the division.

Age Group	Game Length	Ball Size
11U, 12U	30-minute halves	#4
13U, 14U	35-minute halves	#5
15U, 16U	40-minute halves	#5
17U, 18U, 19U	45-minute halves	#5

4) Fields

Fields for all age groups must meet the size requirements as noted in the STYSA General Rules of Play.

5) Official Match

- a) A match shall be considered official after one full half of play (the second half does not have to start). If less than one half is completed and the match is called, the entire match must be replayed to become an official match.
- b) The EDVP and Administrator will decide the disposition of the match if called for gross misconduct by the team, coaches or parents.
- c) Scheduled matches are to wait 10 minutes after the official start time of the match before a forfeit can be assessed.
- d) Failure to appear will result in a forfeit.

6) Player Passes

- a) Each team must be rostered in accordance with STYSA and local Member Association guidelines. Every player must be issued a player pass, which will serve as their official ID. Virtual cards in GotSoccer are an acceptable form of official ID.
- b) Prior to each game, each team must present their laminated and pictured US Youth Soccer player pass for each participating player, signed by an official of his or her current local Member Association. Virtual cards may be used if the player is properly rostered and has a photo uploaded to their account.
- c) If a team does not present its US Youth Soccer player passes or virtual cards prior to the end of the match, the opposing team will be awarded a 4 - 0 win. However, the match will not count as a forfeit for the losing team.

7) Rosters

- a) Game-Day Roster Limits:
 - a. 16U-19U: 22 player roster; 18 players eligible for Game-Day Roster.
 - b. 13U-15U: 18 player roster; 18 players eligible for Game-Day Roster.
 - c. 11U-12U: 16 player roster; 16 players eligible for Game-Day Roster.
- b) Each team should present an approved game day roster of no more than sixteen or eighteen players (16 or 18). Team players not on the game roster may sit on the team bench in street clothing (i.e. not in uniform). Game day rosters must be printed from GotSoccer.
- c) Only players who are listed on the official game card may participate in that game.
 - a. Any players not listed on the official game card may not participate in that game and will be deemed as an ineligible player.
- d) A copy of each teams' official roster must be made available to the opposing team coach/manager upon request.
- e) Each player is required to wear a team uniform with a number affixed to the back of the jersey. All players should have their jersey numbers entered into their GotSoccer event roster. Should there be a game day situation which creates a discrepancy caused by a change of jersey number; the discrepancy has to be resolved by both coaches and the referee.
- d) Playing of an ineligible player will result in automatic forfeiture of the match and possible suspension of the coach, possible expulsion of the team from the League with forfeiture of all bonds and fees, notification to the team's local Member Association, and review by the Appeals Committee for additional sanctions.

8) Club Pass

- a) In addition to the STYSA roster maximum, each team playing in the DDL may have a 'Club Pass Roster' that is approved by the STYSA Administrator.
- b) A Club Pass Roster is an unlimited pool of players listed who are eligible for participation in the team's DDL matches. An eligible player is one who is properly rostered to a primary team that is from the same club (see 3.12 of the STYSA Administrative Handbook).
 - i. 13U – 19U: a maximum of 4 Club Pass Players may appear on the Game-Day Roster.
 - ii. 11U – 12U: a maximum of 3 Club Pass Players may appear on the Game-Day Roster.
 - iii. Club Pass players will count towards the game day roster maximum of 16 or 18.
- c) A Club Pass Player may appear on multiple Club Pass Rosters.
- d) A Club Pass Player must play in the same, or higher, level competition (as defined in the STYSA Levels of Play) as his or her primary team.
 - i. A player may play down one level of competition but in the same age group (or in their true age group in the case of a play up) if the player is rehabilitating from a serious illness or injury.
 - 1. A serious injury or illness is one that requires verifiable medical treatment and required the player to have not participated in a game for a period of sixty (60) days or longer.
 - 2. Prior approval for a player to play down a level is required by STYSA Executive Committee.
- e) Players once listed on the Club Pass Roster may not be removed until the DDL season of play is declared complete.
- f) A participating DDL team may list players on the Club Pass Roster at any time during the DDL season but must do so **no later than Friday 4:59PM** prior to the scheduled weekend or the day prior to the match (in cases of weeknight games), so that the STYSA Administrator has the opportunity to approve the roster or the roster change. **(REVISED 1/30/2020)**
- g) A DDL player may participate in no more than two (2) official DDL scheduled matches in any given game day. The player may play with their Primary team and one additional team as an eligible club pass player given that player has been activated by the weekly deadline of Friday 9 am on the roster in which the club intends the player to be used as a club pass.
- h) Individual penalty points will accumulate jointly for all games played. Penalty point suspensions for the players must be served with the player's primary team and the player is ineligible to club pass until the suspension has been served. The player, coach (of both the primary and club pass team), and the coaching director of each club are responsible for monitoring and complying with STYSA's Progressive Disciplinary System.
- i) NO GUEST PLAYERS ARE ALLOWED. Only players who are properly registered with the same club and are listed on either the official state association roster or a player who is properly added to the Club Pass Roster are eligible to participate.
- j) Playing of an ineligible Club Pass player will result in automatic forfeiture of the match and possible suspension of the coach, possible expulsion of the team from the League with forfeiture of all bonds and fees, and notification to the team's local Member Association.

9) Other

a) Uniform Color Conflict

- i) When there is a conflict in uniform color, the team listed first on the schedule (home team) must change.
- ii) The referee's judgment regarding any other type of team color change is final.

b) Coaching from Sidelines

- i) Limited coaching is permitted only from one touch line from the center-line to the 18 yard line. If technical area lines are present, the team officials must remain within the established area.
- ii) Coaches may not enter the field without permission from the referee. Violation of this rule may result in a caution or ejection.

10) Inclement Weather

- a) Once the center referee has jurisdiction of a game, the game may be terminated only by the referee as provided by the FIFA "Laws of the Game".
- b) Each hosting association or club member is responsible for notifying the Administrator, who will notify all participating teams as soon as possible if their fields are closed due to inclement weather.
- c) All reasonable efforts must be made to complete the match on the scheduled date.
- d) If a match is called for inclement weather, the match shall be considered official after one full half of play (the second half does not have to start). If less than one half is completed and the match is called, the entire match must be replayed to become an official match.
- e) DDL will follow the STYSA "Inclement Weather Policy and Guidelines" and "Lightning Policy" unless a complex has a more restrictive policy.

SECTION 6. MATCH CONTROL / ON-SITE MANAGEMENT

1) Three-Person System

- a) Matches should be officiated by the three-person FIFA / USSF Referee System.
- b) If, because of unforeseen circumstances, a currently registered referee is unable to officiate or does not appear for an assigned match, a person may then be designated at match time to act as referee in an emergency for that one match. When neutral assistant referees are not assigned or fail to appear for a match as assigned, the match referee may seek the assistance of the club linesman whose duties shall be as delegated to them by the referee.

2) Termination of Matches

- a) Referees may abandon matches for lack of crowd control, poor team behavior or other unsportsmanlike circumstances. (Note – each coach is responsible for the behavior of his players. Each coach is responsible to assist the official, when asked, in the control of parents, fans and spectators.)
- b) The Referee shall issue a written USSF Referee Report concerning the abandonment to the League Administrator within 48 hours of the end of the match.
- c) The STYSA EDVP and League Administrator shall ascertain the facts and determine appropriate disciplinary action.
- d) Disciplinary action may include, but is not limited to:
 - i) Reprimand
 - ii) Forfeiture
 - iii) Suspension from one or more matches or
 - iv) Recommendation of a more severe penalty

3) Site-Coordinator

- a) A site-coordinator will be on-site at each location where a volume of DDL games are hosted. The site-coordinator is the official STYSA representative at the fields.
- b) The site-coordinator retains the authority, in consultation with the League Administrator, to act on the Administrator's behalf, or on behalf of the STYSA EDVP.

SECTION 7. DISCIPLINE, PROTEST, GRIEVANCE AND APPEAL PROCEDURES

All DDL matches are subject to the STYSA Progressive Discipline System as defined in STYSA Administrative Handbook (section 4.9). The STYSA Appeals Committee will address any disciplinary action and/or protest matters.

Penalty Point / Suspension Summary

- a) 3 penalty points will be given for every yellow card
- b) 9 penalty points will be given for every red card
- c) When a player has received 9 penalty points, be it by 1 red card or accumulating 3 yellow cards throughout the season, the player must sit out a minimum of 1 game. Any sit-out MUST be noted on the game card in order to be valid.
- d) A 2-game suspension, and immediate 2-week suspension will be imposed for reports of Assault, Violent Conduct, Abusive Language, and Spitting (see STYSA Administrative Handbook 4.9.6)

****APPENDIX****

- 1) These rules and policies may be temporarily modified when extenuating circumstances or justified compelling considerations exist by the STYSA Executive Committee.
- 2) Due to time and distance the STYSA Executive Committee may conduct its business, including voting on league matters, via email or teleconference.
- 3) STYSA General Rules of Play
- 4) STYSA Inclement Weather Policy
- 5) STYSA Lightning Policy