

2020-2021 State Classic League – Rules and Policies

State Classic League (SCL) is a fully sanctioned US Youth Soccer and STX Soccer competitive league. SCL provides an opportunity for the most competitive play possible to qualified teams within STX Soccer, to aid in the development of the competitive youth soccer player. SCL serves as the league which determines the eligibility of participating teams and seeding for other STX Soccer competitions. SCL will include Eastern and Western District Teams, identified as SCL-East and SCL-West, in the 14U-19U age groups for the applicable STX Soccer seasonal year.

MANAGEMENT AND ADMINISTRATION

SCL shall be administered by the STX Soccer Director of Competitions (League Administrator) under the direction of the STX Soccer Competitions Committee. The rules and policies may be temporarily modified by the STX Soccer Competition Committee when extenuating circumstances or justified compelling considerations exist. A 2/3 vote of the Competitions Committee is needed. Due to time and distance, the STX Soccer Competition Committee may conduct its business, including voting on league matters, via email or teleconference.

SCHEDULE

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

SCL D&P/APPEALS COMMITTEE

STX Soccer Appeals Committee

LEAGUE RULES

SCL is owned and operated by STX Soccer. Participation in the SCL 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 (STX Soccer) rules except where modified below.

SECTION 1. ELIGIBILITY AND QUALIFYING CRITERIA

1) TEAM ELIGIBILITY AND REGISTRATION

- a) SCL is not an open competition.
- b) Participation of teams requires approval from the STX Soccer Competitions Committee.
- c) All registrations and payments must be received by the established deadline date for each season.
- d) Roster continuity must be retained from the prior qualifying league. For the 2020-21 SCL Season, roster continuity will be consistent with a Club Core requirement. Roster continuity is defined as retaining greater than 50% of players from the Club (registered during the 2019-20 seasonal year).
- e) All teams must be properly registered with a STX Soccer Member Association
- f) All teams must be in good standing with SCL, Local Member Association, STX Soccer, USYSA, and the USSF.
- g) The League Administrator will set a roster freeze deadline by which all roster adjustments (adds, drops, transfers) must be complete.

2) SCL QUALIFYING CRITERIA

- a) Teams shall be in the 14U-19U age groups (2020-2021 Seasonal Year).
- b) The STX Soccer Competitions Committee and League Administrator will determine the teams qualified to participate in each age group prior to the start of league play.
- c) Teams in SCL must be either currently qualified to play SCL or be promoted into SCL
 - o In the Eastern District through DDL Orange (Division I Competitive) level of play.
 - o In the Western District through WDDOA Prime (Division I Competitive) level of play.
- d) There is a Request for Consideration process in which the Competitions Committee will review and approve or deny submitted applications.

SECTION 2. FORMATION OF DIVISIONS

1) SUPERVISION/MANAGEMENT

Each age group in each division will be under the supervision of the Competitions Committee and management of the League Administrator.

2) AGE GROUPS

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.

3) DIVISIONS

Each age group will consist of up to six (6) teams from each South Texas district (Eastern District and Western District). The Competition Committee and League Administrator reserve the right to adjust bracket sizes according to teams actually registered.

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 League Administrator.
- c) The League Administrator reserves the right to make changes to location and times due to field/referee availability as needed.
- d) Teams may not cancel scheduled matches. Both teams will be fined and forfeit their match should they cancel. The League Administrator or the Competitions Committee may also take disciplinary action.
- e) Rainouts will be automatically rescheduled by the League Administrator.
- f) Rescheduling of matches will only be done due to weather, field conditions or as outlined below:

SCHEDULE CHANGES AND RESCHEDULING REQUESTS

- Must be agreed to in writing by both teams and submitted to the League Administrator 14 days prior to the scheduled event. All reschedules must follow the [SCL Reschedule Procedures](#).
- The rescheduled game must be played either prior to the originally scheduled game or on one of the following 2 weekends of the originally scheduled game date (rescheduled games may not be scheduled past the last play date of the season).
- 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 game is held on a non-SCL standard field.
- The team requesting the reschedule shall be charged the cost of the original game, should there be non-refundable cost (referee cost, field costs, etc.).

2) QUALIFYING MATCHES

- a) Qualifying matches are scheduled league matches against all teams within an age group. The League Administrator will schedule each team to play all other teams in their division at least once.
- b) Only qualifying matches will be used to determine league standings. Specifics regarding each age group will be defined.

3) REPORTING OF SCORES

- a) All scores will be reported in accordance with the published SCL Game Day Procedures.
- b) Team officials should record game scores immediately after each match using the GotSoccer System.
- c) In the event of a forfeit, the forfeiting team shall notify the League 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 declared the winner of the division. Points 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
 - iv) Forfeits are considered a 1 - 0 win
- b) In the event that 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 used only if the tied teams have all played each other). 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)
 - iv) Team with least goals against (GA)
 - v) Team with the most goals (GF)
- c) In the event that more than two teams are tied on the basis of points the following would be used to break the tie:
 - i) The sequence of tie breakers will begin with 4.b.ii and be followed until a team is eliminated.
 - ii) Once a team has been eliminated the sequence of tie breakers will begin again with 4.b.ii and be repeated starting over after each team is eliminated until only two teams remain.
 - iii) Once only two teams remain, the tie-breakers will begin again at 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.
- e) In the event of extenuating circumstances where the scheduled games cannot be reasonably completed (e.g. multiple rainout weekends), the STX Soccer Competitions Committee, along with the respective League Administrator, will determine a method to calculate final league standings.

5) US Youth Soccer Frontier Conference Qualifier

- a) The top two teams from each division, based on the final league standings, will be invited to participate in the Frontier Conference Qualifier against the bottom two finishing STX Frontier Conference teams.
- b) The Frontier Conference Qualifier will consist of round robin group play (3 games total per team) over one weekend at the location determined by the League Administrator.
- c) The final standings from the Frontier Conference Qualifier event will be used to determine if a Frontier team retains their league position or if a SCL team is promoted into Frontier Conference for the following seasonal year. The highest point earning team will earn or retain their Frontier Conference spot for the following fall.

LEAGUE PROMOTION/RELEGATION PROMOTION

Promotion and Relegation between Frontier Conference, SCL and District Division I competitive leagues will be based on the respective final league standings and on the number of teams participating in the 14U to 19U age groups in each district league. STX Soccer will publish the Promotion and Relegation list of teams for the current seasonal year prior to the start of the fall season.

Promotion into SCL: 14U

- SCL-West spots - **WDDOA** will each provide up to four (4) teams in each gender.
- SCL- East spots - **DDL** will each provide up to four (4) teams in each gender.

Promotion into SCL: 15U – 19U

SCL-West

- **WDDOA #1** – Top finishing team from the WDDOA Prime Division.
- **WDDOA #2** – Second highest finishing team from the WDDOA Prime Division.

SCL-East

- **DDL #1** - Top finishing team from the DDL Orange Division.
- **DDL #2** - Second highest finishing team from the DDL Orange Division.

Promotion into SCL if a team declines, disbands or if there is an open spot in the group

SCL-West

- **WDDOA #1 or #2 Declines** – The spot would be filled by the highest seeded SCL-West Relegated team. If that team were to decline, then the spot would be offered to the next highest seeded SCL-West Relegated team. The process would continue until a team accepts the position or all relegated teams have been exhausted. If any spot remains open, it will be filled through the Request for Consideration process.

SCL-East

- **DDL #1 or #2 Declines** - The spot would be filled by the highest seeded SCL-East Relegated team. If that team were to decline, then the spot would be offered to the next highest seeded SCL-East Relegated team. The process would continue until a team accepts the position or all relegated teams have been exhausted. If any spot remains open, it will be filled through the Request for Consideration process.

Request For Consideration (RFC) Process: 14U – 19U

If a spot remains open after all district relegated teams have been exhausted, a Request for Consideration will be available for review and final decision by the STX Soccer Competitions Committee in order to potentially fill the open spot. Groups may be expanded based on the final acceptance decision of the STX Soccer Competitions Committee.

RELEGATION

The ideal number of teams from each district in a SCL age group is six (6). After the completion of each season, all divisions will reset to a maximum of six (6) teams per district. Relegation from SCL will be dependent upon Promotion and Relegation into and out of Frontier Conference as well as the current year group sizes. Relegation numbers specific to each age group will be confirmed by at the end of the Frontier Conference season (with the exception of the NCS State Cup #1 spot).

Frontier Conference Promotion and Relegation Variables – It is possible for a SCL District to have: 0, 1 or 2 teams relegated into a district age group depending on which district the relegated Frontier Conference teams are registered. A maximum of two (2) Frontier Conference teams (STX Frontier #3 and STX Frontier #4) could relegate into SCL at the end of the season. A maximum of two (2) SCL teams could promote into Frontier Conference (Frontier Qualifier #1 and NCS State Cup #1), so it's possible for a District to have: 0, 1 and 2 teams promoted from a district age group.

SECTION 4. MATCHES

1) DATES/TIMES: It is the intent to schedule one match per day.

2) FORFEITURE AND ABANDONMENT

- a) All participating teams undertake to play all of their scheduled league matches.
- b) Failure to play a match as scheduled will result in forfeiture of the match for league standings. The opposing team will be awarded a 1-0 win.
- c) Any team that is found guilty of a rules violation or causes a match to be abandoned shall forfeit the match in question, and the opposing team will be awarded a 1-0 win.
- d) Any team that forfeits a scheduled match may be subject to a fine or additional sanctions as determined by the Competitions Committee and League Administrator. The Competitions Committee and League Administrator will determine if the match was willfully or purposefully forfeited.

- e) Any team which fails to play two or more officially scheduled games shall be considered to have abandoned the competition. 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 or be placed in the standings of the league. Final determination of penalties or sanctions will be made by the STX Soccer Appeals Committee.

SECTION 5. RULES OF PLAY

1) GAMES

- a) Games will be played under the applicable rules of US Youth Soccer and [STX Soccer](#). 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. A player may leave the field, be substituted for, and then return to replace another player an unlimited number of times.
 b) Substitutions may be made at any stoppage of play with the approval of the referee.

3) MATCH LENGTH, BALL SIZE

- a) Match length and ball size will be in accordance with the STX Soccer General Rules of Play.

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

4) FIELDS

- a) Fields for all age groups must meet the size requirements as noted in the STX Soccer 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 match must be replayed to become an official match.
 b) The Competitions Committee and League Administrator will decide the disposition of the match if it is abandoned by the referee.
 c) Scheduled matches are to wait fifteen (15) 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/ROSTERS

- a) Each team must be rostered in accordance with STX Soccer and local Member Association guidelines. Every player must be issued a player pass that is produced through the official STX Soccer recognized registration software, which will serve as their official ID.
 b) Prior to each game, each team must present either their laminated and pictured US Youth Soccer player pass for each participating player, signed by an official of his or her current South Texas Member Association, or their Virtual Pass in accordance with STX Soccer Rule 3.2.9.
 c) Each team should present an approved game day roster of no more than eighteen (18) eligible players and a coach listed. Team players not on the game roster may sit on the team bench in street clothing. Game day rosters must be printed from GotSoccer no earlier than 24 hours prior to the scheduled match.

- d) All players should have their jersey numbers entered into the registration system (GotSoccer). Should there be a game day situation that creates a discrepancy caused by a change of jersey number; the discrepancy has to be resolved by both coaches and the referee.
- e) Any player written on the game card will be considered an ineligible player.
- f) Playing 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 and notification to the team's South Texas Member Association and/or club.
 - i) Disciplinary action may include, but is not limited to:
 - (1) Reprimand
 - (2) Forfeiture
 - (3) Suspension from one or more matches
 - (4) Recommendation of a more severe penalty and/or referral to the Appeals Committee

3) CLUB PASS PLAYERS

- a) In addition to the STX Soccer roster maximum, each team playing in SCL may have a 'Club Pass Roster' that is approved by the League Administrator and follows section 3.8 of the STX Soccer Administrative Handbook.
- b) A Club Pass Roster is an unlimited pool of players who are eligible for participation in the team's SCL matches. An eligible player is one who is properly rostered to a primary team that is from the same club (see 3.8 of the STX Soccer Administrative Handbook).
 - i) Of the players listed on the Club Pass Roster, a maximum of four Club Pass Players are eligible to participate in any given SCL Match.
 - ii) Club Pass Players will count towards the game day roster maximum of 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 STX Soccer Levels of Play) as his or her primary team.
 - i) A player may play down one level of competition from their primary team 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 STX Soccer Competitions Committee.
- e) Players once listed on the Club Pass Roster may not be removed until the SCL season of play is declared complete.
- f) A participating SCL team may list players on the Club Pass Roster at any time during the SCL season but must do so no later than 24 hours prior to the scheduled match.
- g) 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 STX Soccer's Progressive Disciplinary System.
- h) NO GUEST PLAYERS ARE ALLOWED. Only players who are properly registered with the same club and are listed on the official state association roster, or players who are properly rostered to the Club Pass Roster are eligible to participate.
- i) 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 South Texas Member Association.
 - i) Disciplinary action may include, but is not limited to:
 - (1) Reprimand
 - (2) Forfeiture
 - (3) Suspension from one or more matches
 - (4) Recommendation of a more severe penalty and/or referral to the Appeals Committee
- j) The roster used for play in SCL matches must comply with National Championship Series Rule 221.

4) OTHER

a) Uniform Color Conflict

- i) The team listed first on the schedule shall wear their lighter colored jersey and socks.
- ii) The team listed second on the schedule shall wear their darker colored jersey and socks.
- iii) When there is a conflict in uniform color, the team listed first on the schedule (home team) must change.
- iv) The referee's judgment regarding any other type of team color change is final.

b) Coaching from Sidelines

- i) 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.
- iii) Adults who will be on the team sideline (maximum of 4) must present a current valid Adult Participation Pass to the referee prior to the game and must have it visibly displayed during the game.

5) INCLEMENT WEATHER

- a) Once the center referee has jurisdiction of a game, the game may be terminated by the referee or site coordinator 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) 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.

SECTION 6. MATCH CONTROL / ON-SITE MANAGEMENT

1) CERTIFIED OFFICIALS

- a) Games should be officiated by current registered/certified officials under 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 game time to act as referee in an emergency for that one game. When neutral assistant referees are not assigned or fail to appear for a game as assigned, the game 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. Each coach is responsible for the behavior of his/her 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 Administrator within 48 hours of the end of the match.
- c) The Competitions Committee 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
 - iv) Recommendation of a more severe penalty and/or referral to the STX Soccer Appeals Committee

3) SITE COORDINATOR

- a) A site coordinator will be on-site at each location where a volume of SCL games are hosted. The site coordinator is the official STX Soccer representative at the fields.

- b) The site coordinator retains the authority, in consultation with the League Administrator, to act on the League Administrator's behalf, or on behalf of the Competitions Committee.

SECTION 7. DISCIPLINE, PROTEST, GRIEVANCE AND APPEAL PROCEDURES

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

Penalty Point/Suspension Summary

- 3 penalty points will be given for every yellow card
- 9 penalty points will be given for every red card
- When a player or coach accumulates 9 penalty points, be it by 1 red card or accumulating 3 yellow cards throughout the season, the player or coach must sit out a minimum of 1 game. Any sit-out MUST be noted on the game card in order to be valid.

A 2-game suspension, and immediate 2-week suspension will be imposed for reports of Assault, Violent Conduct, Abusive Language, and Spitting (see STX Soccer Administrative Handbook 4.9.6).