

# South Texas Youth Soccer Association State Classic League Policies and Rules 2017 (Revised 9/20/2017)



## **Name**

South Texas Youth Soccer State Classic League (SCL) - This league is 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 qualified teams within South Texas Youth Soccer Association and to aid in the development of the competitive youth soccer player. SCL will serve as the league which determines eligibility of participating teams and seeding for other South Texas Youth Soccer competitions.

## **Owner**

South Texas Youth Soccer Association (STYSA)

## **Format**

SCL will be comprised of two divisions of play – SCL East and SCL West

## **Management and Administration**

SCL will be managed under the direction of the STYSA Competitions Committee.

SCL shall be administered by the assigned STYSA Program Manager (Administrator) under the direction of the STYSA Competitions Committee.

## **Schedule**

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

## **SCL Discipline and Protest Committee**

STYSA Appeals Committee

## **Fees**

Set by the STYSA Executive Committee.

## **League Rules**

SCL is owned and operated by STYSA. 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 Association (STYSA) 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 STYSA Competitions Committee.
- c) All registrations and payments must be received by the deadline date established for each season.
- d) Roster continuity must be retained from the prior qualifying league. For the 2017 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 2016-17 seasonal year).
- e) All teams must be properly registered with a STYSA Member Association
- f) All teams must be in good standing with SCL, Local Association, STYSA, USYSA, and the USSF.
- g) The STYSA Administrators 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 (2017 Fall Season)
- b) The STYSA Competitions Committee and 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 to SCL
  - a. In the Eastern District through Dynamo Orange (Division 1 Competitive) level of play.
  - b. In the Western District through WDDOA (Division 1 Competitive) level of play.
- d) There is an application process in which the Technical Development Committee (TDC) 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 Administrators.

### **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**

- a) SCL East/SCL West Districts will consist of up to 6 teams in a bracket in each age group.
  - i) Brackets will be expanded for the 2017 Fall SCL Season to account for adjustments in SRPL and teams integrating back into STYSA
- b) The Competitions Committee and Administrators reserve the right to adjust bracket sizes according to teams actually registered.

## SECTION 3. OPERATIONAL PROCEDURES

### 1) Scheduling

- a) The Administrators 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 Administrators.
- c) The Administrators 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 Administrators or the Committee may also take disciplinary action.
- e) Rainouts will be automatically rescheduled by the Administrators
- f) Rescheduling of matches will only be done due to weather, field conditions or as outlined for each district below:

#### **SCL Schedule Changes and Rescheduling Requests:**

- Must be agreed to in writing by both teams and submitted to the Administrator 10 days prior (Wednesday) to the scheduled (weekend) event, or in the case of a weeknight game, 10 days prior to that date.
- 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 is required to acquire and pay for all costs associated with the field and referee crew of the game.
- The team requesting shall be charged the cost of the original game, should there be non-refundable cost (referee cost, field costs, etc).
- Failure to supply an original game report to the Administrator shall result in a loss for each team.

### 2) Qualifying Matches

- a) Qualifying matches are those scheduled league matches against all teams within the specific District and Division (SCL East and SCL West). The Administrator will schedule each team to play all other teams in their specific District 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 Game-Day Procedures.
- b) In the event of a forfeit, the forfeiting team shall notify the Administrators 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 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 4 - 0 victory
- 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
    - i) 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.
    - ii) Team with least goals against. (There is NO limit on the number of goals that will be counted to determine this tiebreaker.)
    - iii) Team with the most goals (maximum of four goals in each game).
- c) In the event more than two teams are tied on the basis of points the following would be used to break the tie:
  - i) The sequence of tie breakers will begin with 4.b.ii and be followed until a team is eliminated.
  - ii) Once a team has been eliminated the sequence of tie breakers will begin again with 4.b.ii and be repeated starting over after each team is eliminated until 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 STYSA Competitions Committee, along with the respective league Administrators, will determine a method to calculate final league standings.

## 5) Promotion and Relegation

### a) Division I 14U-19U

- i. Promotion and Relegation between SRPL, SCL and Division I Competitive leagues will be based on the respective final league standings and on the number of teams participating in each age group/gender in each district league. STYSA will publish the Promotion and Relegation for the current seasonal year prior to the start of the Fall season.

### b) SCL Finals/Premier

- i. SCL East and SCL West will compete in group play during the Fall. The top 2 teams (according to points) from the SCL East and the top 2 teams from the SCL West based off the final standings from the Group play will participate in SCL Premier.
- ii. SCL Premier will consist of round robin group play (3 games total per team) over one weekend at a neutral location.
- iii. The final standings will be used to promote teams into Southern Regional Premier League West (SRPL-West) for the following Fall season. The highest point earning team will earn the SCL #1 – SRPL spot for the following Fall.

## 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 Competitions Committee and Administrators. The Competitions Committee and Administrators 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. 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. 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 with the permission of the referee when the team is in the possession of the throw in; by either team when there is a goal kick; by either team after a goal is scored; or by either team when there is an injury situation.
- c) If a player is removed (due to injury or coach discipline) from the game and no substitute enters the game for the player (team plays short), the original player may re-enter the game. Re-entry shall be at a normal substitution point (with approval of the referee) or at any point during game if the referee signals for the player's re-entry.

### 3) Match Length, Ball Size

Match length and ball size will be in accordance with the STYSA 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

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 Competitions Committee and Administrators will decide the disposition of the match if it is abandoned by the referee.
- c) Scheduled matches are to wait 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 STYSA and local Association guidelines. Every player must be issued a player pass that is produced through the official STYSA 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 STYSA Rule 3.2.9
- c) If a team does not present its US Youth Soccer player passes 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.
- d) Each team should present an approved game day roster of no more than eighteen eligible players 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.
- e) All players should have their jersey numbers entered into the gaming system (GotSoccer). 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.
- f) 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, and notification to the team's South Texas Member Association.

## 7) Club Pass

- a) In addition to the STYSA roster maximum, each team playing in the SCL may have a 'Club Pass Roster' that is approved by the Administrators.
- b) A Club Pass Roster is a pool of up to eight players listed 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 STYSA Administrative Handbook).
  - i. Of the eight 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 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 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) **(REVISED – 9/20/2017)** 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 Friday 9 a.m. prior to the scheduled weekend match(es). For scheduled weekday games players must be added no later than the day 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 STYSA's Progressive Disciplinary System.
- h) **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 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.
- j) The roster used for play in SCL matches must comply with National Championship Series Rule 221.

**8) 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) 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 (**Yellow**) valid Adult Participation Pass to the referee prior to the game and must have it visibly displayed during the game

**9) 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) 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 the 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 Administrator within 48 hours of the end of the match.
- c) The Competitions Committee and Administrators 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 D&P 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 STYSA representative at the fields.
- b) The site-coordinator retains the authority, in consultation with the Administrator, to act on the 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 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 3 accumulating 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 by the STYSA Competitions Committee when extenuating circumstances or justified compelling considerations exist. 2/3 vote of the Competitions Committee is needed.
- 2) Due to time and distance the STYSA Competitions Committee may conduct its business, including voting on league matters, via email or teleconference.
- 3) STYSA General Rules of Play:

[https://usys-assets-admin.com/assets/975/15/6\\_GENERAL%20RULES%20OF%20PLAY\\_2.21.16.pdf](https://usys-assets.admin.com/assets/975/15/6_GENERAL%20RULES%20OF%20PLAY_2.21.16.pdf)