

# Georgia Soccer Youth Rules and Regulations



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Lack of knowledge of these rules will not relieve any coach, team official, parent or player of a team participating in or seeking entry into these programs from the responsibilities and possible penalties herein. All leagues, teams, team officials, parents and players, by their participating in Georgia Soccer youth program play, agree that they are bound by these rules.

## Georgia Soccer Youth Rules and Regulations

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**100. ADMINISTRATION**

**110. Housekeeping:** It is proposed that the GYSA staff be given the authority to renumber the GYSA Rules & Regulations and to update nomenclature that has changed because of sponsorship change or division/program name change.

**120. GYSA Programs:** The GYSA Select Programs Divisions (Athena plus Academy girls and Classic plus Academy boys), Recreational Programs, and Region III Premier Program are the responsibility of the respective GYSA Representatives. Each representative will appoint a committee, subject to approval of the GYSA President, to administer their program. The GYSA Board Representative shall serve as the committee chairman. A list of each committee's membership stating name, age group represented, position, and contact number, shall be available in the GSSA office for all member leagues. Each Committee shall be given wide discretionary authority to administer the program as long as same is consistent with the rules and policies set by member leagues and directives from the GYSA Board of Directors in the operation of their duties. Each Committee shall be directly responsible to the GYSA Board of Directors in the operation of their duties.

**120.1 Recreational:** The Recreational Program is a developmental soccer program for all youth players. The league accepts as participants any eligible youths, without regard to skill level (subject to reasonable terms of registration).

The use of tryouts, invitations, recruiting or similar process to roster players to any recreational team on the basis of talent or ability is prohibited. Recreational players may not be “cut” from the team.

A system for rostering players to teams must be used to establish a fair and balanced distribution of playing talent among all teams participating in the same age group within the league.

**120.1a** To further enhance the Recreational Program, GYSA supports US Youth Soccer Association’s teaching philosophy with respect to small-sided soccer in U-06, U-08 and U-10. This philosophy allows the game to be the teacher by maximizing each player’s touches on the ball and encourages all the players to develop their skills in all positions. Further, the philosophy discourages intense competition until the older age groups.

**120.1b** There shall be a Recreational Program Committee with one representative from each district in the Association added to the committee and each district committee member shall have a “District Recreational Program Committee” with at least three and no more than four members from that district, each from a different league. District Recreational Program Committees are responsible to the league. District Recreational Program Committees are responsible to the Recreational Program Director and are subject to GYSA review per Section 1000.

**120.2 Athena:** The Athena Program is the select program for girls’ teams, as girls’ teams are defined by US Youth Soccer.

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- 120.3 Classic:** The Classic Program is the select program for boys' teams, as boys' teams are defined by US Youth Soccer.
- 120.4 Academy:** The Academy Program is the select developmental program for boy's and girl's teams from U-10 through U-12.
- 120.5 Region III Premier League:** The Region III Premier League Program is the Region III East regional select program for U14 , U15, U16, U17 and U18 boys' and girls' teams.

### **130. Season**

- 130.1** The US Youth Soccer Association Seasonal Year runs from September 1 through August 31, of the following calendar year, and shall be comprised of two seasons of play: Fall and Spring.
- 130.2** The Fall season of play commences with the first league game of the Fall season and terminates with the completion of the last league or play-off game.
- 130.3** The Spring season of play commences with the first league game of the Spring season and terminates with the completion of the last league or play-off game.
- 130.4** Select: The number of games and length of the playing seasons shall be determined by the select programs' respective committees. Every program shall provide for play in both Fall and Spring. The program committees will not schedule matches in conflict with the Snickers State Cup where applicable.

### **140. Participation**

- 140.1** Each league participating in Academy, Athena or Classic play must have a minimum of one registered recreational player for every registered select player. Leagues not in compliance will be subject to review and/or sanction by the GYSA BOD which could include: suspension of affiliate, probation of affiliate, GYSA tournament play restrictions and fines.
- 140.2** Teams must meet published "Team Declaration" deadlines. Failure to meet the deadline may result in non-acceptance of team.
- 140.3** Select Programs: A condition of entry of a team is field and referee availability in proportion to the number of teams entered. Teams for which leagues are not able to provide the required fields and referees may not be admitted. Failure to provide fields and referees may result in the removal of teams from the select program.

### **150. Administrative Procedures**

- 150.1** Any questions on rules, policies, and procedures of select divisions should be addressed to that division's committee for resolution.
- 150.2** Recreational: All recreational inter-scheduling functions shall be performed under the auspices and subject to the approval of the GYSA Recreational Director and/or Committee(s).
- 150.3** District Recreational Program Committees will ensure that all leagues have the ability to inter-schedule in a practical manner and will be subject to final review and approval of the GYSA Recreation Program Director to guarantee participation.
- 150.4** Scheduling and other administrative duties required for the coordination of each Select Division will be performed by their respective division committee.

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### 160. Team Assignments

- 160.1** Team assignments into playing divisions and age groups by the respective committees shall be final and are not subject to appeal.
- 160.2** A team may request to play in an older age group, but not in a younger.
- 160.3** Athena: The respective committee will assign teams to appropriate playing divisions according to the following guidelines:
- 160.3a** Age groups may be divided into divisions by the Committee based on the best available information.
  - 160.3b** At the end of each playing season, the Committee may reassign teams to a higher or lower division.
- 160.4** Classic: The Classic Division Committee will assign teams to appropriate playing divisions at the start of each season (i.e. - Fall & Spring), according to the following guidelines:
- 160.4a** There will be age group divisions ranging from U-10, U-11, U-12, U-13, U-14, U-15, U-16, U-17 and U-19.
  - 160.4b** Classic Division I will have a maximum of 11 teams per single age group, and Classic Division II will have a maximum of 11 teams per single age group. (Note: Exact number of Division II teams will be determined by the Classic Committee and cannot be appealed.)
  - 160.4c** Classic Division team placement will be determined by points accumulated during the previous season (i.e., either Fall or Spring). That is, relegation between Classic I and Classic II and Classic II and Classic III, etc., will occur twice a year and will be based season upon the points standings from the previous season.
    - 1. The bottom 2 teams in Classic I at the end of each playing season (i.e. - Fall or Spring) will play in Classic II during the next season.
    - 2. The top 2 teams in Classic II at the end of each playing season (i.e. - Fall or Spring) will play in Classic I during the next season.
    - 3. The bottom 2 teams in Classic II at the end of each playing season (i.e. - Fall or Spring) will play in Classic III during the next season.
    - 4. The top 2 teams in Classic III at the end of each playing season (i.e. - Fall or Spring) will play in Classic II during the next season.
  - 160.4d** Teams must maintain a majority of players from the previous season to maintain their slot unless section 160.4c-1 is appropriate, or roster has equal kind players to maintain the majority.
  - 160.4e** If 2 teams in Classic II disband, and the majority of the newly-formed team is comprised of Classic II players, the new team will remain in Classic II, unless 160.4c-1 prevails, or roster has equal or greater kind players to maintain the majority.
  - 160.4f** The Classic Division Committee can modify these requirements where, in its judgment, compelling considerations justify it.
  - 160.4g** If one league merges with another in its entirety, the slot(s) assigned to that league's Classic Division team(s) will not be vacated, but retained by the merged entity if the team or teams meet all other Classic Rules provisions.
- 160.5 Classic -- Inter-division Relegation**
- 160.5a** Promotion from Classic Division III to Classic II will be based on the standings from the previous season (i.e. - Fall or Spring).

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### 170. Age Classifications

#### 170.1 Team Age Classification

**170.1a RECREATIONAL:** Age groups will be: U-6, U-8, U-10, U-12, U-14, U-16, U-19.

**170.1b ATHENA:** Age groups will be: U-10, U-11, U-12, U-13, U-14, U-15, U-16, U-17 and U-19.

**170.1c CLASSIC:** Age groups will be: U-10, U-11, U-12, U-13, U-14, U-15, U-16, U-17 and U-19

**170.1d ACADEMY:** Age groups will be: U-10, U-11 and U-12

#### 170.2 Player Age Classification

**170.2a** Member leagues must register all their players between the ages of 4 and 19 with GYSA. Player classification for the soccer year shall be determined by the player's age as of August 1. More specifically, a player who becomes nineteen (19) on or after August 1 immediately preceding the start of any seasonal year is eligible to play in the upcoming year's U-19 age group. On the other hand, any player who becomes four (4) years of age on or after August 1 immediately preceding the start of any seasonal year is too young to become registered with GYSA and thus is NOT eligible to play in the upcoming year on a U-6 age group GYSA team.

**170.2b** A player may play on an older age team, but may not play on a younger age team.

**170.2c** Proof of age must be presented if deemed necessary. Proof of age shall consist of a birth certificate or birth registration issued by an appropriate governmental agency, Board of Health records, passport, alien registration card issued by the United States Government, certificate issued by the Immigration and Naturalization Service attesting to age, or a certification of an American citizen born abroad, issued by the appropriate government agency. Hospital, baptismal or religious certificates will not be accepted.

### 180. Team Registration

**180.1** Only teams properly registered with a league or association affiliated with GYSA may be entered in the select programs or recreational divisions.

**180.2** Players may be registered with only one team at any given time, except where specifically allowed by GYSA Rules and Regulations.

**180.3** Any team with a player on its roster who is overage, who is a member of another team's roster (except where these regulations specifically allow for dual rostering of players or when using the GYSA Club Pass System) of players or who utilizes a player not on the official state roster in violation of GYSA Rules and Regulations, shall forfeit each game in which that player takes part and the coach may be suspended from all GYSA participation for up to 1 year.

#### 180.4 Restrictions

**180.4a** No U-06 or U-08 team shall be allowed less than 5 nor more than 12 registered players at any given time.

**180.4b** For U-10, no team shall be allowed less than 6 nor more than 12 registered players at any given time.

**180.4c** For U-11 and U-12, no team shall be allowed less than 8 or more than 14 registered players at any given time. For U-13 to U-15 recreational and select and U16 select, no team shall be allowed less than 11 or more than 18 registered players at any given time. For all U-16 and above recreational teams and all U17 and above select teams, no team shall be allowed less than 11 or more than 22 registered players at any given time; of these, no more than 18 shall be allowed on any game roster.

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**180.4d** No indoor team shall be allowed with less than 5 registered players at any given time.

**180.4e** All Select Program teams are prohibited from including players who are not yet 8 years old on August 1<sup>st</sup> unless they are evaluated by the league's Academy coaches and deemed to be of exceptional talent. Players who are not yet 8 years old on August 1<sup>st</sup> may comprise no more than 20 percent of the Select Program team's roster at the next age group level.

**180.5** Manual Registration: Those leagues submitting signed and dated registration forms to GYSA must submit the appropriate minimum numbers of signed and dated player registration forms, as well as the team registration forms, to GYSA no later than the dates designated and published by GYSA. Failure to meet the published deadlines may prevent the teams from participating in the coming season.

**180.6** Electronic Registration: Those leagues registering their players electronically (either by disk or online) must submit the registration information to GYSA no later than the date designated and published by GYSA. Failure to meet the published deadlines may prevent the teams from participating in the coming season.

**200. LEAGUE RESPONSIBILITIES**

**210. Team Selection**

**210.1** Each individual league will be responsible for selecting its teams for play in the Select Division Programs.

**210.2** Team formations shall comply with all rules of GYSA as amended.

**220. Coach Selection**

**220.1** Each league is responsible for the selection of coaches for its teams.

**220.2** All recreation program coaches must meet a *minimum* coaching license requirement as follows:

**220.2a**

<u>Age Group</u>	<u>License Level</u>
U-06	G Certificate
U-08	G Certificate
U-10 to U-12	F Certificate
U-14 to U-19	Recreational E Certificate Or E Certificate

**220.2b** Recreational coaches have a six-month grace period to attain initial required license and the same when moving from one level to another.

**220.3** All head coaches must meet a *minimum* coaching license requirement as follows:

<u>Program Division</u>	<u>License Level</u>
Athena Division C, D, E & F	State "E"
Classic Division III, IV & V	
Athena Division A & B	State "D"
Classic Division I & II	State "D"
Academy	State "E"

**220.4** When coaches move from one program division level to another they have a one-year grace period to attain the required level license. [Example: Recreational to Classic IV or Athena D, Athena C to Athena B, Classic III to Classic II].

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**220.4a** Coaches found to be in violation will be suspended from coaching until such time as they obtain the proper license. Leagues shall not designate an individual with the proper license as the coach simply to circumvent the intent of this rule. It is the responsibility of the league to insure that its coaches are properly licensed. Clubs/Associations shall provide a list signed by a club/association official of select teams and their coaches and trainers and license level of each on the date select team declarations are due. Failure to do so may result in the league not being allowed to participate in the select programs.

**220.5** All select program youth coaches and assistant coaches of a GYSA select program team, shall receive a registration card. No more than four such cards will be issued per team. The card shall indicate the current license level of the holder, if appropriate. A recent picture of the individual must be affixed to the card along with the signature and shall be presented to the referee with the player cards so as to properly identify the coach(es) of the team. Refer to rule 420.1a for further clarification.

**220.5a** Any individual dismissed from a team technical area will be treated as a coaching official for that team.

### **230. Referees**

**230.1** Every team has the right to a neutral referee and assistant referees.

**230.1a** No referee or assistant referee shall officiate a game in which a relative is coaching or playing unless both coaches provide their specific prior consent by signing both game cards. (U-06 and U-08 are exempt from this rule.)

**230.1b** No referee or assistant referee shall officiate a game where they were a recent (within 1 year) member or coach of either team unless both coaches provide their specific prior consent by signing both game cards. (U-06- U-08 are exempt from this rule.)

**230.1c** **No Grade 9 referee shall act as Center Referee in any match U15 or older.**  
No Grade 9 referee shall act as Center Referee in a select match under any circumstances.

**230.1d** No Grade 9 referee shall act as an Assistant Referee in ~~a select game~~ **any match (select or recreational)** of U-15 or older unless working in capacity as a club line. Both coaches must provide their specific prior consent by signing both game cards.

**230.2** The individual leagues are responsible for providing referees, playing fields and times.

**230.2a** In the event the appointed referee fails to appear within 15 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.

**230.2b** In the event that neither assistant referee agrees to take charge, the coaches may agree upon a volunteer referee.

**230.2c** If no such agreement is reached, the game will be postponed.

**230.2d** In the event a referee becomes ill during the game, the above procedure shall be followed.

**230.2e** If the game is postponed, both coaches should notify their scorekeeper and division chairman.

**230.3** The dual system (i.e., two referees) of refereeing is not approved for GYSA Program games.

**230.4** Reporting violations rests with the visiting coach, and should be referred in writing to the appropriate Division Committee or for Recreational games, to the home league.

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- 230.5** The referee(s) is in complete charge of the field and adjacent areas from the time the referee arrives at the game site until the referee departs. The referee is empowered to:
- 230.5a** Rule on what equipment or accessories are considered dangerous (casts are not allowed at any time – reference rule **540.4**).
  - 230.5b** Issue cautions, send offs, and dismissals for the entire period.
  - 230.5c** Terminate a game for coach, player or spectator misconduct.
  
  - 230.5d** Refuse to allow the game to be played if in the referee's judgment, the field is unplayable due to length of the grass, inadequate lines, or other impediments.
    - 1. Refuse to allow the game to be played if there is not a credentialed coach on the sideline with each team present or, if necessary, a responsible adult identified on the game card and associated with the team.
  - 230.5e** The referee may depart the area certain of receiving his/her fee.
- 230.6 Recreational Programs**
- 230.6a** U-06 and U-08: Each league reserves the right to determine whether to use certified referees, club linesmen, coaches or parents during these games.
  - 230.6b** U-08: For inter-scheduled games, it is recommended there be a certified referee provided.
  - 230.6c** U-10 and older: Each league shall provide at least one certified referee for each game scheduled at its own fields.
  - 230.6d** U-10 through U-16: Leagues are encouraged to provide assistant referees for all games.
  - 230.6e** U-10 through U-16: For inter-scheduled games, it is strongly recommended that two certified assistant referees be utilized.
  - 230.6f** U-19: Each league shall provide three currently certified USSF referees for each home game.
- 230.7 Academy Programs**
- 230.7a** U-10 and older: Each league shall provide a least one certified referee for each game scheduled on its own fields.
  - 230.7b** U-10 and older: Leagues are encouraged to provide assistant referees for all games.
  - 230.7c** U-10 and older: For inter-scheduled games, it is strongly recommended that two certified assistant referees be utilized.
- 230.8. Select Programs Divisions**
- 230.8a** Each league shall provide three currently certified USSF referees for each home match.
  - 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 GSSA Referee Committee).
  - 230.8c** Subsequent to the third reported violation of a league using an underage referee (i.e., center official), the home league will be assessed a penalty for each violation that has occurred during the playing season (except for those young referees who have been placed on a first track for upgrade by the GSSA Referee Committee).

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- 230.8d** The league of the home team shall maintain and forward to the state office in a manner specified by the GYSA Board, a record of all games played and registered officials employed in them.
- 230.8e** At the conclusion of each playing season, each league shall pay a fine per official for each occasion in which (a) a game was played but a registered official was not used as a referee or assistant referee, or (b) a game was postponed, but not in accordance with the rules of the appropriate division.
- 230.8f** League fines due under this provision shall be paid before any of that league's teams shall be registered in the select programs divisions for the following season.
- 230.9.** If a league knows in advance that 3 certified and qualified referees will not be available for a select game, the game may be rescheduled with approval of the appropriate program committee. This approval will require appropriate communication with the league's referee assignor.
- 230.9a** If a game is postponed for failure to provide required officials within the time limit for a GYSA Select Program Division game, the following criteria will apply.
- 230.9b** The game will be replayed at the home field of the original visiting team.
- 230.9c** In addition, the original home league will be billed for the cost of the referees required once the game has been replayed.
- 230.9d** A game cannot be played under protest due to the lack of the required number of certified referees. If a coach agrees to play/continue play once they become aware of the number and types of referees (certified versus club), the coach gives up the right to protest the game based on the number and types of referees. This does not eliminate the right to protest other misapplications of the rules.

### **300. PARTICIPATION**

#### **310. Registrations, Transfers, and Releases**

##### **310.1 Recreation Programs:**

- 310.1a** Once a recreational player has registered with an affiliated league, the player is bound to that league for the specified playing season (fall or spring). Once a recreational player is rostered to a team, a transfer request is required to move to another team during that playing season.
- 310.1b** After completion of the fall playing season for which a player signed a registration form, the player may register for the spring season with another league. A transfer form is not required when changing leagues between the fall and spring playing season.
- 310.1c** For tournament purposes, a recreational player may play with another team as a guest player within the rules of the 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.

##### **310.2. Select Programs**

- 310.2a.** Once a select program player has registered with an affiliated league, the player is bound to that league from the date that registrations are due to GYSA (Rule # 180.5 or 180.6) to the end of the upcoming seasonal year. If registration information is submitted after that date, the player is bound to that league from the date that the registration is submitted to the end of the upcoming or current seasonal year.
- 310.2b** Once a select program player is rostered to a team, a transfer request is required to move to a team in another league (inter-league) during that seasonal year; however, a player who leaves his/her team may not transfer to a team in another league until his/her team's full year commitments are completed including State Cup, unless the transfer request has been approved by all parties.

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**310.2c** A player may be released from his/her team at any time and will be put on inactive status with GYSA. In order to be returned to active status during the same seasonal year, the player must go back to his/her original affiliated league and re-register or initiate a transfer request with that affiliated league.

**310.2d** Once a select program player is rostered to a team, that player's financial obligation as published by the club and accepted by the player must be satisfied before a transfer will be approved.

1. Transfers are limited to a one transfer/player/seasonal year basis. The GYSA Registrar may approve an additional transfer in order to allow a player to participate when otherwise the player may not have the opportunity.

**310.2e** If a player believes he/she has an extraordinary reason to transfer outside of the parameters stated in Rules 310.2b, 310.2c, 310.2d & 310.2d1, then the player must submit a letter of appeal with the rationale for consideration to the GYSA Registrar's Committee. Extraordinary circumstances could include but are not limited to unethical behavior by any party (to be determined by GYSA Ethics and Grievance) or significant change of address.

**310.2f** Requests for transfers between teams in the same league (intra-league transfers) will be processed at any time and require a transfer form. (This rule does not override Rule 310.2d.1)

**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 league's permission.

1. If a member ascertains that another member of the association has violated Rule 310.2g, that member is entitled to seek redress by filing a grievance with the GYSA Ethics and Grievance Committee.

**310.2h** Teams within a league that registered for the fall season cannot reorganize/reform outside of the above restrictions for the spring season.

**310.2i** No team shall be allowed to transfer from one league to another league during the seasonal year.

**310.2j** Teams may not disband during a fall or spring playing season. If a team disbands during a fall or spring playing season, the league/association may be sanctioned as the playing program committee deems appropriate.

**310.2k** The team coach and league may request that a player be released involuntarily from a team only if a player is unable to play for one of the following reasons:

1. Player had violated US Youth Soccer rules or state disciplinary rules.
2. Player has moved beyond a reasonable travel distance.
3. Player is injured in such a manner that he/she will be unable to participate for the remainder of the seasonal year.
4. Player has abandoned team (i.e. been absent without excuse for four or more weeks).

To request the release, the coach and league must complete the player release request and submit it to GSSA.

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### 310.3 Dual Rostering of Players

- 310.3a** All recreational and select players may be rostered to an outdoor team and an indoor team during the same seasonal year.
- 310.3b** True Under 14 select program players playing up one or more age groups during the fall season will be permitted to dual roster for the spring season with an Under 14 team that participated in the fall season. Both teams must participate in the same program and the same or higher division within that program (Region III Premier League, Classic I, Classic II, Athena A, Athena B etc.), or the equivalent thereof.
1. Any select program player U-15 and above whose primary team does not participate in a spring friendly season may dual roster with another team, either with its league or another league that is participating in the spring friendly season.
- 310.3c** The player's fall season team will be considered the primary team. Primary team games will take precedence over all other games, and players may not participate with both teams on the same day.
- 310.3d** If a player is rostered with both teams, that player may only participate in the Georgia State Cup with the primary team
- 310.3e** A team that adds players through dual rostering as in Rule #310.3b may have its spring season record discounted by the playing program committee when it decides promotion and relegation of teams.

### 320. Tryouts and Advertising

- 320.1** Player tryouts for Academy, Classic and Athena may not be held before the approved and published date.
- 320.2** All member leagues shall have open tryouts for all select teams. Clubs/Associations may advertise their tryout schedules in the media of their choice at any point after the tryout dates have been set by GYSA.

Advertising includes marketing your association, team, camp, tournament, tryout, or event through the public media, newspapers, radio outlets, mass mailings, etc. An e-mail distribution list put together by an individual or association that includes players/families that are registered with another club does not constitute a mass mailing and is prohibited.

Mass mailing is provided to GYSA members by using GYSA's data base, with that data base sent to a certified mailing house, and the content kept confidential from the individual or association using it.

- 320.2a** The announcement/advertisement must be limited to the following: tryouts must be open to all players, the name of the club/association must be clearly stated, its business address, and telephone number, complete dates, times, places and coaches for tryout sessions may be included if available.
- 320.2b** No language can be incorporated which would deny the right or ability of any youth soccer player of the correct age to participate; or which would restrict eligibility for the team to any arbitrary prerequisites such as particular school, church, housing, subdivision, etc.; nor can the advertisement serve in any way, directly or indirectly, to coerce or threaten players to try out for a particular league's team versus another.
- 320.2c** A league may advertise for unregistered players at any time.
- 320.2d** No select program player may register with a league and be rostered to a team prior to the signing date approved and published by GYSA.

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### 330. Recruitment for Select Program

- 330.1** Once a player has signed a Georgia Soccer registration form or registered online, and that registration information has been submitted to Georgia Soccer by the league registrar, no person may directly or indirectly induce or attempt to induce that player to leave the team for which he/she has registered during the seasonal year, until the Tuesday following Memorial Day or fourteen days prior to the allowed start of tryouts for that age group, without fourteen days' written notice to the player's coach. For Academy players in the U-10 through U-12 age group, no person may directly or indirectly induce or attempt to induce that player to leave the team for which he/she has registered until the Tuesday following Memorial Day.
- 330.2** No registered player may directly or indirectly contact any other team during the current seasonal year, until the Tuesday following Memorial Day or fourteen days prior to the allowed start of tryouts for that age group, without fourteen days' written notice to his/her present coach. For Academy players in the U-10 through U-12 age groups, no registered player may directly or indirectly contact any other team until fourteen days before the Tuesday following Memorial Day.
- 330.2a** If a member ascertains that another member of the association has violated the recruiting rules, that member is entitled to seek redress by filing a grievance with the GYSA Ethics and Grievance Committee.
- 330.3** Recruitment Sanctions: If a coach, team official, player, parent of a player, or anybody acting on behalf of the team is found guilty of illegal recruiting, the sanctions may include, but are not limited to the following: warning, coach suspension, tournament play restrictions, team advancement restrictions, coach dismissal, and team suspension.

### 340. Amateur Program

- 340.1** A player may register with GYSA and GASA during the same seasonal year.
- 340.2** Youth games take preference (US Youth Soccer Association).
- 340.3** The player retains youth eligibility so long as youth registration is maintained.
- 340.3a** Suspensions or other disciplinary actions must be honored by both affiliated leagues.

### 350. Professional in GYSA

- 350.1** In keeping with the amateur nature of GYSA, and to reduce the potential for conflict of interest and abuse, GYSA prohibits all professional sports persons from participation as players in GYSA.
- 350.2.** A professional sports person is defined for this purpose as anyone who derives a significant portion of their income from involvement in professional sports.

## 400. PLAYING RULES

- 410. Practices:** After the season of play starts, no team will be normally allowed to practice more than 3 times per week.
- 410.1** U-06 and U-08: After the season of play starts, no team will be allowed to practice more than 2 times per week.
- 420. Select Programs and Recreation InterLeague Schedule (RILS) Divisions – Passes**
- 420.1** All teams will be required to have USYSA player and coach passes issued by GYSA with the player and coach's recent picture permanently affixed (laminated) and signature thereon.
- 420.1a** In the absence of a credentialed coach, an adult 18 years old or older with a photo ID and named on the game card, may assume the duties as game-day coach.

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- 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.
- 420.3** Referees must collect and check the passes before each game.
- 420.4** Any player without a proper pass shall not be permitted to play in the match.
- 420.5** Passes will be returned after the match. The referee will send a written report to GYSA for all send-offs, dismissals, injuries and game terminations.
- 430. Team Obligations: Spectating and Field Set-up**
- 430.1** The Home Team Coach is responsible for contacting the opposing coach the week of, and at least 72 hours prior to the game to verify location, time and uniform color. This applies to all regularly scheduled and make-up games.
- 430.2** The Home Team Coach will be responsible for contacting the opposing coach as early as possible if their game should be canceled due to unplayable field conditions.
- 430.3** The home team is to provide the game ball, a properly lined and cut field, nets and corner flags.
- 430.4** All spectators, coaches, and sidelined players must stay clear of the touchline between the corner and the 18-yard extension of the penalty box.
- 430.5** When at all possible a LINE should be placed three to five (3 to 5) yards behind the touchline to keep coaches, spectators and substitutes back from the field and out of the linesman's way.
- 430.5a** All coaches, spectators and substitutes should remain three to five yards behind the touchline when physically possible.
- 430.5b** The referee or assistant referee may, at any time, restrict the sideline movement of coaches, players and spectators.
- 430.6** A league representative may judge fields under their responsibility unplayable. It shall be their responsibility to notify the opposing coaches, referees, and other parties as soon as possible after a field closure.
- 440. Scoring**
- 440.1** Scoring is used by Athena and Classic for regular league play. Scoring is used by Recreation at the discretion of the Recreation Committee. Academy does not record scores for regular league play at U-10 and U-11. Scoring may be necessary for U12 Academy in order to seed teams.
- 440.2** Both coaches (home team and visiting team) or someone on their behalf must electronically submit a game report to their scorekeeper (or other person appointed by the appropriate Division Committee) within 72 hours of the match. The game report will consist of the following information: game number, game date, scores by team, yellow cards with player's number/name/team, red cards with player's number/name/team and any coach dismissals.
- 440.4 Athena and Classic: Scoring:**
- |                    |          |
|--------------------|----------|
| <b>440.4a</b> Win  | 5 points |
| <b>440.4b</b> Tie  | 2 points |
| <b>440.4c</b> Loss | 0 points |
- 440.4d** The maximum number of points a team may obtain in a match is five.
- 440.4e** Standings will be based on accumulated points, adjusted by penalty points.

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**440.4f** Games decided by forfeiture will be recorded as 3-0 score.

**440.4g** 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.
- ~~2. Fewest goals allowed.~~
- ~~3. Largest difference in goals scored verses goals allowed (maximum three per game).~~
2. Largest difference in goals scored versus goals allowed (maximum 4 per game)
3. Fewest goals allowed
4. Fewest accrued penalty points
- 4.5. Coin Toss

**450. Awards:** All select programs' youth awards for seasonal play shall be appropriate medals.

### **500. RULES OF USYSA AFFECTING GAME PLAY AND YOUTH MODIFICATIONS TO THE LAWS OF THE GAME**

**500.1.** The Rules of Play used will be the "FIFA Laws of the Game", as modified by the USYSA Official Administrative Rulebook and those modifications contained herein.

**500.2** In case of conflict, the appropriate Division Rules shall apply.

#### **510. LAW #1: THE FIELD OF PLAY**

**510.1** Outer Dimensions (Yards)

<u>Age Group</u>	<u>Minimum L x W</u>	<u>Maximum L x W</u>	<u>Recommended</u>
U-06	20 x 15	30 x 20	25 x 20
U-08	25 x 20	35 x 30	35 x 25
U-10	45 x 35	60 x 45	50 x 40
U-11/U12	60 x 40	100 x 60	80 x 60
U-13 to U-19	100 x 50	130 x 100	110 x 70

**510.2** Inside Dimensions (Yards)

<u>Age Group</u>	<u>Penalty Area</u>	<u>Goal Area</u>	<u>Penalty Kick Mark</u>
U-06	None	Optional	None
U-08	None	12 x 3	None
U-10	26 x 10	18 x 6	8
U-11/U12	30 x 14	18 x 6	10
U-13 to U19	44 x 18	20 x 6	12

**510.3** Goal Dimensions

<u>Age Group</u>	<u>Inside Width</u>	<u>Inside Height</u>
U-06	2 yards (approx.)	4 feet (approx.)
U-08	4 yards (approx.)	6 feet (approx.)
U-10 to U12	6 yards (approx.)	6 feet (approx.)
U-13 to U-19	8 yards (approx.)	8 feet (approx.)

**510.4** No one (spectators or participants) shall be allowed behind the end lines during the course of a game.

**510.4a** The referee shall halt the game, if necessary, to enforce this rule.

**510.4b** Further action by the referee shall be considered, if necessary, under provisions of Law #5 and Law #12.

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**510.5** Field size will not be a matter for protest.

**510.6** A technical area, as defined in Law 3 of the Laws of the Game, shall be marked in the area designated by the host league for players' seating, unless such marking is not feasible due to the layout or arrangements of the particular field. The technical area shall not be marked nearer to the touchline than one yard. There are no other specific dimensions required for the technical area. Guidance for markings can be found in the Laws of the Game. In situations where no bench is provided, it is recommended that the technical area not exceed twenty yards in length (parallel to the touchline) and that the two technical areas be defined on the same side of the field equidistant from the halfway line. If on the same side of the field, the technical areas should begin 10 yards from the halfway line and extend 20 yards toward the goal line.

**520. LAW #2: THE BALL**

**520.1** U-06 and U-08 shall use a #3 ball.

**520.2** U-10 through U-12 shall use a #4 ball.

**520.3** All others shall use a #5 ball.

**530. LAW #3: NUMBER OF PLAYERS & SUBSTITUTIONS**

**530.1** The following shall be the number of players for each age division to take part in a match, the minimum required to begin a match, and the minimum required to continue a match once started:

	U-13 to U-19	U-11 to U-12	U-10	U-08	U-06
Maximum number on the field	11	8	6	4	3
To Start Match	7	6	5	3	3
To Finish Match	7	6	5	3	3

Any Academy U12 team has the option to play 11v11 games during the fall and spring playing seasons.

**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 U-06 program.

**530.2a** The referee shall not allow a match to take place unless a roster is presented.

**530.2b** The roster should be prepared on the form (i.e., game card) furnished by each league or select program division, and shall include the name and number of each registered player on each team, whether present or not. If the form is not available, the team roster shall be written on a piece of paper.

**530.2d** A player not listed on the roster at the start of the game shall be ineligible to play in that game.

**530.3 LAW #3: Substitutions -- 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.

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- 530.3c** All players should leave and 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. U-06, U-08 and U-10: 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 player must play a minimum of half a match, if he/she meets reasonable practice participation requirements set by their club/association.
- 530.3g U-19** 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.

### **530.4 LAW #3: Substitutions -- For Small-Sided Recreational Teams**

- 530.4a** There shall be five times to substitute.
1. At two of these times, substitutions are mandatory:
    - a. In the middle of the first half of play; and
    - b. In the middle of the second half of play.
  2. At the other three times, substitutions may be made at the option of the coach:
    - a. At half time; and
    - b. In case of an injured player substitution, the opposing team may also substitute (one player for each injured player substituted).
    - c. In case of fatigue, or for individual player instruction, or to return a player after instruction at a stoppage in play (in this case, only one player may be substituted at a time on this occasion).
- 530.4b** At mandatory substitution time, all players on the bench must be substituted, unless injured or listed as ineligible on the team roster presented to the referee prior to the start of the match.
- 530.4c** Both teams shall substitute at the same time.
- 530.4d** At mandatory substitution times, the referee shall whistle at the first dead ball after the times specified below, and allow (i.e. - wave on, call on, etc.) substitutes to enter the field:

	<u>FOR MATCHES WHOSE HALF-TIME DURATION IS:</u>	<u>WHISTLE AT FIRST DEAD BALL AFTER:</u>
1.	25 minutes	11th minute
2.	30 minutes	14th minute

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**530.4e** Failure of a team to follow the participation and/or substitution rule must result in a forfeit of the match; this includes playoffs and championship matches.

**530.4f** If this comes to the referee's attention during a match, he shall make a record of it on the game report, notify each coach, and then see that the match continues and is completed.

**530.4g** U-10 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.

1. U-06 and U-08: It is strongly recommended that there be no goalkeeper and that all players be field players.
2. U-06 and U-08: If a goalkeeper is used, it is strongly recommended that the players be rotated equally so that every player plays the field and goalkeeping.
3. U-06 and U-08: All GYSA sponsored events and tournament games will be played with no goalkeeper.

### **530.5. LAW #3: Substitutions -- All Select Programs and 11v11 Recreational Teams**

**530.5a** Substitutions shall be unlimited except where specified otherwise in the Rules and Regulations.

**530.5b** Select competitions may specify substitution policies.

**530.5c** 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, by either team.

**530.5d** Substitutions are not allowed during the stoppage of play for a player being sent off (red card).

### **540. LAW #4: PLAYER'S 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.

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**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 not be required.

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

**540.3** U-10 and younger age groups shall wear only molded cleats or tennis shoes.

**540.4** Players shall not play with a cast.

**540.5** All players must wear shin guards covered with socks.

**540.5a** Shin guards must be a commercially manufactured product specifically designed for the purpose.

**540.5b** Home-made products such as newspapers or bandages will not be allowed.

**540.5c** Players may not participate with improper equipment.

**540.6** 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.

540.7 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.

### **550. LAW #5: REFEREES -- Recreational Division**

[**Note:** Inter-league Recreational and Select Programs' referee requirements are at 230. -- League 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 league.

### **560. LAW #6: ASSISTANT REFEREES -- No modifications**

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### 570. LAW #7: DURATION OF THE GAME

#### Length of Games, Overtime Periods, and Ball Specifications (USSF 2107)

**570.1** 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	Overtime Periods (Cup & Tourn.)	Ball Size	Ball circumference	Ball Weight
<b>570.1a</b>	U-19 Two 45-min. halves	Two 15-min. halves	#5	27-28	14-16 oz.
<b>570.1b</b>	U-17 Two 45-min. halves	Two 15-min. halves	#5	27-28	14-16 oz.
<b>570.1c</b>	U-16 Two 40-min. halves	Two 15-min. halves	#5	27-28	14-16 oz.
<b>570.1d</b>	U-15 Two 40-min. halves	Two 15-min. halves	#5	27-28	14-16 oz.
<b>570.1e</b>	U-14 Two 35-min. halves	Two 10-min. halves	#5	27-28	14-16 oz.
<b>570.1f</b>	U-13 Two 35-min. halves	Two 10-min. halves	#5	27-28	14-16 oz.
<b>570.1g</b>	U-12 Two 30-min. halves	Two 10-min. halves	#4	25-26	11-13 oz.
<b>570.1h</b>	U-11 Two 30-min. halves	Two 10-min. halves	#4	25-26	11-13 oz.
<b>570.1i</b>	U-10 Two 30-min. halves	Two 10-min. halves	#4	25-26	11-13 oz.
<b>570.1j</b>	U-08 Four 12 min. qtrs.	Two 5-min. halves	#3	23-24	11-12 oz.
<b>570.1k</b>	U-06 Four 8-10 min. qtrs.	N/A	#3	23-24	11-12 oz.

**570.2** All matches of U-10 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.

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

**580.1** If a team cannot field the required minimum number of players within 5 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.

**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.

**580.4** U-06: The opponents must be three (3) yards from the center mark while a kick-off is in progress.

**580.5** U-08: The opponents must be six (6) yards from the center mark while a kick-off is in progress.

### 590. LAW #9: BALL IN AND OUT OF PLAY -- No Modifications

### 600. LAW #10: METHOD OF SCORING

**600.1.** All forfeits shall result in a score of 3-0 against the team being penalized.

**600.2.** In the event of a forfeit, the 3 goals shall not be credited to any one member of the winning team, but to the team as a whole.

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### 610. LAW #11: OFF-SIDE

610.1. U-06 and U-08: There is no off-side.

### 620. LAW #12: FOULS AND MISCONDUCT -- U-10 and Under Modifications

620.1 U-06 and U-08: It is recommended that the game official explain ALL infractions to the offending player.

620.2 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.

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

620.4 PENALTY: For any infringement of this modification an indirect free-kick shall be awarded at the spot of the infringement given the overriding provisions of Law XIII.

620.5 Pass-back to the Goalkeeper: A goalkeeper shall be penalized for handling the ball intentionally passed to him from the feet of a teammate.

620.6 Cases and Rulings:

620.6a The goalkeeper punts the ball, which strikes an opponent who is in the penalty area.

Ruling: Indirect Free Kick to the goalkeeper's team at the spot where the ball contacted the opponent.

620.6b The goalkeeper parries the ball to the ground.

Ruling: The goalkeeper took initial possession with the parry (not deflection). The ball is not playable by the opposition until the ball clears the penalty area.

620.6c The goalkeeper punts the ball, which strikes a teammate within the penalty area and rebounds into the goal.

Ruling: Goal. The ball is in play.

620.6d After taking possession of the ball, the goalkeeper and a teammate pass the ball back and forth repeatedly within the penalty area.

Ruling: Indirect Free Kick from spot where time wasting is determined by referee.

620.6e The goalkeeper parries the ball to his feet and dribbles to the top of the penalty area. If the ball is picked up by the goalkeeper, this would be a second possession infringement. If the ball is kicked from the ground out of the penalty area, play on, no infringement.

620.6f After taking possession of the ball, the goalkeeper rolls the ball to a teammate who is within the penalty area. The teammate then kicks the ball out of the penalty area.

Ruling: Play on, no infringement.

### 630. LAW #13: FREE KICK -- (Direct and Indirect)

630.1 U-06 and U-08: All free kicks will be indirect.

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

630.1b U-08: All fouls shall result in an indirect free kick with the opponents six yards away.

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

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

**640. LAW #14: PENALTY KICK**

**640.1** U-06 and U-08: No penalty kicks are to be taken during games.

**650. LAW #15: THROW IN**

**650.1** U-06 and U-08: A second throw-in must be allowed if the player makes an improper throw-in on the initial attempt. The second throw-in takes place after the game official explains the proper method.

**660. LAW #16: GOAL KICK**

**660.1** U-06: 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.

**660.2** U-08: 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.

**670. LAW #17: CORNER KICK**

**670.1** U-06: Throw-ins may be taken in place of corner kicks. If corner kicks are used, the opponents must be three (3) yards away from the ball.

**670.2** U-08: Opponents must be six (6) yards away from the ball.

**700. Sportsmanship**

**710. Conduct**

**710.1** All that is dishonorable, un-sportsmanlike, and ungentlemanly is particularly and expressly condemned.

**710.1a** All persons in authority will conduct themselves in a manner that will not contribute to the delinquency of minors.

**710.1b** GYSA encourages moral and social responsibility.

**710.2** Any player, coach, or parent guilty of such violations will be subject to disciplinary action by their respective leagues or by the GYSA or by both.

**710.3** Rules of conduct to be adhered to by participants at all Youth Soccer events are:

**710.3a** Offensive, insulting, and abusive language will not be tolerated, either on field of play or in field's general area.

**710.3b** Ungentlemanly conduct will not be tolerated.

**710.3c** Respect for referee, either on field or in field's general area, must be shown by all.

**710.3d** Punctuality by both teams and referee must be practiced out of courtesy for others.

**710.3e** Dangerous play must not be taught or encouraged. All players must be taught to "play the ball" and not the "man".

**710.3f** Proper respect for opposing teams and spectators must be exhibited by all.

**710.3g** Alcoholic beverages will not be permitted in the general area of the field.

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- 710.4** Coaches are responsible for the conduct of their players, officials and spectators.
- 710.5** Physical violence, foul and abusive language, harassment of players or referees WILL NOT BE TOLERATED.
- 710.6** The use of noise-making or amplifying devices is PROHIBITED.
- 710.7** Such conduct will be reported by the referee even in situations where cards were not awarded.
- 720. Match Terminations, Suspensions, and Forfeits**
- 720.1.** Games played short time through any cause (i.e., suspended or canceled by the referee) shall be replayed in their entirety providing neither team is at fault.
- 720.2** Should one of the teams be adjudged at fault, it shall be at the discretion of the Division Committee as to whether the game is to be replayed or declared forfeit.
- 720.3** Coaches who feel that their players are receiving an excessive number of cards, or that the referee has lost control of the match, are cautioned against using these reasons to justify removing their team from play.
- 720.4** If a coach removes his team from the field of play without proper justification, his team will forfeit the match and the coach will be suspended from his team's next match. Further D&P action may result.
- 720.5** Teams that do not show for scheduled games (i.e., failure to notify the opposing team within seven days of the scheduled match) will be charged with a forfeit at the discretion of the playing division committee. Should the game be rescheduled, at the discretion of the playing division committee, the cost of the referees for the reschedule shall be borne by the team that was responsible for the match not being played. The referee fees must be paid to the home association prior to the game being rescheduled.
- 720.5a** In the event that neither team is able to field the required minimum number of players, then both teams will show a 0 - 3 (forfeit) loss.
- 720.6 Inter-league Recreational**
- 720.6a** Failure of a team to show up for a scheduled inter-league game, without prior notice to the opposing coach will result in a forfeit of that game.
- 720.7 Athena and Classic**
- 720.7a** Games, once scheduled, will be played as scheduled except in extreme extenuating circumstances and cannot be changed until approved by the Division Committee or its representative.
- 720.7b** Rainouts or unplayable field conditions will be determined by the referee at the field or the league official of each home league. In cases where games are canceled by the league official or referee, the coach of the home team shall notify the opposing coach of the canceled game and of the rescheduled date, time and field within 5 days of original game date.
- 720.7c** The opposing coach must be given 5 days notice of the new game date except where minimum 5 day notification would cause the game to be played after the last scheduled playing season date established by the GYSA.
- 720.7d** The Division Committee may set the date if the two opposing coaches cannot mutually agree on an acceptable date.
- 720.7e** The Division Committee will resolve any disputes or conflicts regarding scheduled or rescheduled games, and its decision shall be final.

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**720.7f** Both teams involved in every forfeit will file a report with the appropriate Division Director. A team that forfeits three (3) or more games in a playing season will be prohibited from participating in that seasonal year's State Cup or any other GYSA hosted state championship tournament. A team that forfeits three (3) or more games in a playing season will be denied travel permission for out-of-state competition for a period of one year from the date of the last forfeit. Additional sanctions may include but are not limited to the following: warning, coach suspension, additional tournament play restrictions, team advancement restrictions, coach dismissal and team suspension.

**720.7g** A visiting team that forfeits the first game of a home and away series also forfeits the right to host the second game at their home field. The location of the second game becomes the option of the initial home team.

**720.7h. Points acquired will accrue and will be applied to the standings points at the end of year.**

### **730. Misconduct**

**730.1** Referees must submit written reports of all player send-offs and coach dismissals, directly to GYSA, postmarked within 48 hours after the game.

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

**730.2** Any coach dismissed from a game shall be automatically suspended from the next game scheduled and played under US Youth Soccer affiliation and competition. The coach shall not be present at the field or in the parking lot or any adjacent area to the field of play. 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 GYSA Club Pass System until the suspension is served. During the suspension, the player must be present at each game, dressed in street clothes and sitting on the player's bench throughout the game. The coach must denote on the game card an X showing the suspended player's ineligibility. If the team or coach would like to request an exception to this requirement, a request may be submitted to the GYSA D&P Committee.

**730.2a** Ineligible players shall be marked with an "X" (such as players serving suspensions).

**730.3** In the event the team is disbanded or has played its last game, the sanction will be served at the next game(s) to be played/coached accordingly.

**730.4** Games forfeited and then played, as scrimmage games will not count for the game suspension(s).

**730.5** Note: Since some coaches coach more than one team, game suspension(s) will apply to the team for which the coach received the dismissal.

**730.6** In the event a player or coach abuses either physically or verbally, a player or coach after a contest in the general area of play, he shall be suspended as determined by the Board of Directors or its designee.

**730.7** Misconduct of parents or spectators shall be handled as determined by the Board of Directors or its designee.

**730.8** All outdoor suspensions apply to outdoor, and all indoor suspensions apply to indoor.

**730.9** Any player who plays subsequent games without serving the mandatory suspension will be deemed an illegal player, and will cause any games in which he plays to be forfeited.

**730.9a** Standings will be adjusted accordingly, as if the team decided to forfeit.

**730.9b** Points, if appropriate, accrue.

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- 730.10** Any coach who coaches subsequent games without serving the mandatory suspension will be deemed an illegal coach and will cause any games in which he coaches to be forfeited.
- 730.10a** Also, the coach will be indefinitely suspended until the Discipline & Protest Committee receives an application for a hearing from the suspended coach, holds such a hearing with the coach present, and approves the coach's reinstatement.
- 730.10b** Standings will be adjusted accordingly, as if the team decided to forfeit.
- 730.10c** Points, if appropriate, accrue.
- 730.11** When a player receives a third red card in a seasonal year, he is suspended until such time as he arranges for a hearing and appears before the GYSA Discipline & Protest Committee to hear cause for reinstatement.
- 730.11a** When a player has been reinstated after the third red card in a seasonal year, player must request reinstatement for each additional send off in that seasonal year. Player may receive additional sanctions.
- 730.12** When a coach is dismissed for a second time for the same team (equivalent to a second red card) in a seasonal year, he is suspended until the Discipline & Protest Committee receives an application for a hearing from the suspended coach, holds such hearing with the coach present, and approves the coach's reinstatement.
- 730.12a** When a coach has been reinstated after the second dismissal, coach must request a reinstatement for each additional dismissal in that seasonal year. Coach may receive additional sanctions
- 730.13 Athena and Classic**
- 730.13a** Any player receiving 3 cautions in a playing season will sit out the next scheduled and played game.
- 730.13b** In addition, the player shall sit out the next scheduled and played game when 2 more cautions are received. The player will then sit out the next scheduled and played game each time an additional caution is received.
- 730.13c** Two yellow cards received in the same match by a player will count as zero (0) cautions for the purpose of this rule and as a red card as per rules 740 and 760.
- 730.13d** Any coaching misconduct reported by the referee must be considered by the GYSA D & P Committee before that coach will be allowed to coach at a regularly-scheduled game.
- 730.13e** Any delay or suspension of this sanction must be granted by the Chairman of the D & P Committee.
- 740. Misconduct -- Penalties for Players, Coaches, Teams and Leagues [Athena, Classic, and U-19]**
- 740.1** Points will be deducted from standing points as the result of player and/or coach misconduct during games played during the regular season in the following manner:
- |   |          |
|---|----------|
| <b>740.1a</b> Player caution (yellow card)        | 0 points |
| <b>740.1b</b> Player dismissal (red card)         | 2 points |
| <b>740.1c</b> Coach send-off                      | 3 points |
| <b>740.1d</b> Game termination (team responsible) | 4        |
| <b>740.1e</b> Game forfeiture                     | 2 points |

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**740.1f** If at the end of the playing season, a team has 5 penalty points or less, no deductions from the standings will be charged to the team.

**740.1g** No team will be assessed more than 5 penalty points in one match.

**740.2** The Division Committee will be responsible for verifying all game incidents and adjusting the standing points accordingly.

**740.2a** League Presidents will be notified in writing of any team in their league with a penalty points accumulation of 8 points.

**740.3** If a team receives 10 penalty points during a season, the league is fined \$250.00 and the coach is suspended until such time that a Discipline & Protest hearing is held and cause for re-instatement is heard.

**740.4** If a team receives 13 penalty points during a season, the team is suspended, unless reinstated by the GYSA D&P Committee after an in-person hearing is held.

**740.4a** The coach is suspended from coaching that specific team within GYSA for one year and

**740.4b** The league is placed on probation for one year and fined \$500.00.

**740.5** Players transferring to another team carry accrued penalty points with them to the new team for the remainder of the playing season. However, even if a player with penalty points transfers, all penalty points assessed to the team during that player's participation remain with the first team as well. When using a GYSA Club Pass Player, penalty points accrued during the game remain with that team as well.

### **750. Georgia State Cup Competition (Athena and Classic)**

**750.1** Any member suspended under provisions of the GYSA or the respective committee shall be suspended from Georgia State Cup Competition.

**750.2** Any team that forfeits three (3) matches during the Fall playing season shall be suspended from Georgia State Cup Competition.

**750.3** The players and coach(es) of the suspended team shall also be suspended from Georgia State Cup Competition ***except in extenuating circumstances.***

### **760. Discipline and Protest (D&P) and Ethics and Grievance (E&G)**

**760.1** All questions as to discipline, protests, appeals, or grievances will be directed in writing as appropriate to the Georgia Youth Soccer Association Adjudication Committee(s).

**760.2** All protests must be postmarked, received by fax, or hand-delivered within 72 hours of the alleged incident (metered mail not accepted), and accompanied by the appropriate protest fee. The protest fee is refundable if the protest is upheld.

**760.3** Appeals must be submitted in writing within 10 days after the receipt of notice of adverse decision of protest.

**760.4** The appeal fee is non-refundable. The Board of Directors or its designee will judge the appeal.

**760.5** The Ethics and Grievance Committee will accept grievances at any time. Grievances do not require submittal fees.

**760.6** The GYSA D&P Committee will meet regularly once a week during the select programs playing season.

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**760.7** The D & P Committee will notify the appropriate League President of any matters to be considered. Fines and Fees approved by general membership

Protest Fee	\$100.00
Appeal Fee	\$150.00

Fines:

1. Underage official (per occurrence after 3rd reported violation)	\$ 50.00
2. Unregistered official (per occurrence)	\$ 10.00
3. Improperly postponed game	\$ 10.00
4. Team forfeiting match as no-show	\$100.00
5. Academy team no-show (per scheduled league or district match)	\$100.00

In addition, the team which failed to show must pay the referee fees for the missed matches directly to the home league.

### **800. Glossary**

**810.** GYSA Club Pass System – Process that allows a player to play up in age group and/or up in competitive level within the same league. The main objective of the club pass system is to allow coaches to move players freely within their own association, based on player development needs and specific team needs. Players can only play in the same age group at a higher division of play or in an older age group at the same or higher division of play. Players can only play for one team per day.

**810.1** Use of GYSA Club Pass System is permitted in the Athena, Classic, U-16 and above Recreation Programs, and for Academy U12 players club passing on their club's U13 first and/or second team only.

**820.** Select -- Programs that do allow tryouts.

**830.** Playing Season -- The period of time, Spring or Fall, during which league games are played.

**840.** Recreational -- Programs that do not allow tryouts.

**850.** Player Registration – Parental submission of player information to an affiliated league authorizing participation of the player in all sanctioned play for the seasonal year. This may be accomplished either manually or electronically.

**860.** Release (**Form 200**) -- GYSA authorized removal of a player from a team roster, and from the league which the team is associated. The player's player pass must be returned to the state office with the release form. Once a player is released, he/she is put on inactive status with GYSA and is placed in an inactive player pool. The released player is then ineligible to participate in any practices or games, or in any tournaments. In order to be returned to active status during the same seasonal year, the player must go back to his/her original league and re-register or initiate a transfer request (Form 100) with that affiliated league.

**870.** Release form (**Form 200**) -- The form used to remove a player from a team roster. The form is normally initiated by the player's parent/guardian, but can be initiated by the coach if the player is unable to play for one of the following reasons:

**870.1** Player has violated US Youth Soccer Association's rules or state disciplinary rules.

**870.2** Player has moved beyond a reasonable travel distance.

**870.3** Player is injured in such a manner, he/she will be unable to participate for the remainder of the season.

**870.4** Player has abandoned team (i.e. been absent without excuse for four or more weeks).

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- 880.** Roster -- The GYSA official list of players registered to an individual team.
- 880.1** Rostered Player – A registered player that has been assigned by the affiliated league to a team and appears on an official GYSA roster.
- 890.** Seasonal Year -- September 1 to August 31
- 900.** Transfer -- GYSA authorized movement of a current or previously rostered player onto another roster, or the GYSA authorized movement of a player who returns to the same roster within the current seasonal year.
- 910.** Transfer form (**Form 100**) -- The form used to track player movement from one team/league to another team/league. The form is initiated by the player's parent/guardian. Transfer form must be complete when submitted to GYSA, stating the reason for the request. Approval of a transfer rests with the Program Representative and the GYSA Registrar.
- 910.1** Primary team is that designation given to a player's first team, when a true Under 14 player is dual registered. A player must give consideration to his primary team's games and functions, and a player may only participate in state cup play with his primary team.
- 920.** Illegal recruiting is defined as any contact with a signed player or parents of a signed player except as permitted in these Rules.
- 930.** Active Status – a player is considered to be on active status if he/she is rostered to a team that is registered with GYSA for the current seasonal year.
- 940.** Inactive Status – a player is considered to be inactive if he/she executes a release from a team, and remains inactive until he/she transfers to another team or registers for the next seasonal year.