

YSSL Special Rules

I. Club Registration of Teams with the YSSL

A. Team Registration

1. Clubs register their teams online at www.yssl.org by clicking on Club/Team registration link.
 - a) All information must be accurate and complete.
 - b) Any information relative to the team's history, changes in the team make-up, and current structure which would affect its placement for Division alignment must be included in the seeding comments.
2. Club Managers will provide each of their teams with a "Team Registration Packet" which includes instructions for on-line registration, "YSSL Player Commitment Form" and the "IYSA Medical Release and Liability Waiver Form."
 - a) These forms are available to print from the YSSL home page under the Forms & Links tab.
3. If the club has requested the YSSL plastic passes for their team, registration adds submitted to the League after the Original Team Roster will be assessed a \$10.00 fee per pass and require the fee to be submitted to the League before receiving the pass.
4. All team coaches must register with the League and obtain a YSSL coaches pass.
 - a) The Coach of every team 7U – 19U must have the required coaching course or higher as noted on the YSSL home page under the Coaching Pass Requirements tab.
 - b) In addition to the required coaching license the requirement for a background check, Safe Sport training & concussion training must also be met before a Pass will be issued.
 - c) The expiration of the coaching pass will expire at the end of a soccer season, either July 1 or December 1, to coincide with the expiration date of their background check.

B. Field Information and restrictions are provided on-line during the team registration process

1. 8U through 14U home games are traditionally scheduled on Saturdays.

2. 15U through 19U home games are traditionally scheduled on Sundays.
 3. Clubs whose fields are available on Saturday only or Sunday only for their home games MUST check off the “No Saturday game or No Sunday games” box on the online Team Registration Form.
- C. A Club’s eligibility to register teams in the YSSL.
1. Clubs must have a minimum of 2 teams and 1 home field to register in the league.

II. YSSL Registration of Teams, Players and Coaches

Registration of a player with inaccurate pass information (which includes a properly processed Release for a previously rostered player) or an expired Coach will lead to a minimum fine of \$125 and Board action that could result in a coach, player, team, and/or club probation, suspension, or expulsion.

- A. Teams must be rostered through the YSSL on-line registration process.
- B. Teams are limited to:

AGE	ROSTER	FORMAT	MIN PLAYERS ON FIELD
8U/5v5	10	5V5	3
8U-10U	14	7V7	5
11U-12U	16	9V9	6
13U-19U	22 (DRESS18)	11V11	7

- C. Players may be rostered on only one YSSL team at a time.
- D. All additions and releases require the completion of the on-line process. All late adds (players) require a \$10 processing fee, if the club has requested YSSL plastic passes. A coaching pass is initially provided for each coach. If the coach requires a new pass before the expiration date, there is a \$25 processing fee.
- E. Transfers between teams in the same club are unlimited and do not count toward the limits set for National competition. If the club has requested YSSL plastic passes, there is a \$10 processing fee for the new pass.
- F. Players must upload a jpeg picture of one of the following as proof of age:
 - Birth Certificate
 - Alien Registration
 - Passport
 - School IDs, State ID, Driver’s License or hospital certificate are not

acceptable. If a foreign certificate is used, the birth date must be clearly evident or a notarized translation is needed.

- G. The birth year for Age Divisions is found by subtracting the age division from the ending year of the soccer year. Example: Soccer year 2022/2023 and you are in the age division 10U, the birth year would be 2013 (2023 - 10 = 2013)

See the IYSA Age Chart

<http://www.illinoisyouthsoccer.org/age-group-chart>

IYSA registered teams wanting to travel out-of-state or out of the United States must obtain a "Notification to Travel Permit" for "friendly" games or tournaments. Contact the IYSA office for information and permits. (847) 290-1577 or at www.illinoisyouthsoccer.org under the forms tab.

- H. **TRYOUTS:** "Open Tryout" – a tryout in which a player, registered or unregistered, tries out for a roster spot with a club/team for the succeeding soccer year.

1. A player does not require permission from his/her club team representative to attend an open tryout held for the following soccer year. However, once the player signs the "YSSL Player Commitment Form", they are committed to that team and is no longer free to tryout for or join another YSSL team for the following soccer playing year. (Teams and clubs must retain the signed YSSL Player Registration form as proof of the signing and the date of signing.) A player who violates this rule is not eligible to transfer to any YSSL club during the current soccer playing year.

- I. All rosters expire at the end of the current soccer playing year (July 31).
J. No player passes will be issued for the current soccer year after June 30.

III. YSSL Registration Requirements

- A. A team cannot add more than 5 players currently registered from another IYSA or State Associated team, in the same soccer year. (Intra-club transfers are exempt from this rule.)

YSSL Policy on Releases and Transfers: The YSSL supports the IYSA registration policy that states that a player is bound to his team for the soccer year. We also support a player's choice to be released from a team prior to the end of the soccer year. A player is committed to a club for the entire soccer-playing year (August 1 through July 31) from the time he signs that club's registration form, the YSSL Player Commitment Form or commits some other act that clearly implies the player is committed to play with that club for the next soccer-playing year (or current soccer-playing year if he signs after the Fall season starts) until the end of the soccer-playing year for which the club is being registered (current year). Notwithstanding the previous sentence, it is every player's right to be released from a club at any time he

wishes except where the player owes debts and/or dues to the club and/or has equipment belonging to the club. **A player's release can be denied or delayed by a contractual arrangement made with the parent/guardian for outstanding fees or unreturned club property.** However, he will not be allowed to join another YSSL club until the end of the current soccer-playing season. To be eligible to join another YSSL club during the current soccer-playing year, a player must be released from his club before February 15 of the current year.

1. The only exceptions to this rule are: where the player's team has disbanded after the Fall season or the team will not play the Spring season.
2. As a competitive soccer league the creation of divisions is based upon the competitive makeup of its' teams. That is, the players, their skills, athletic capability, and individual and team soccer ability. The movement of players during the soccer year negatively impacts the team's players, their competitive structure, and the expectation of all other teams competing in their division. It is just as wrong for a player to abandon a team for a more competitive team as it is to join a less competitive team for more playing time.
3. An "involuntary release" **IS NOT PERMITTED** in accordance with IYSA and USYSA policies.
 - a) A coach, team manager, or club official or administrator cannot release a player from their team without grave and specific reasons such as; death, injury, or a change of residence from the geographic location.
4. Releases received during a soccer season **in which charges of recruitment have been substantiated**, will be investigated and proceed to a Hearing, if applicable.

IV. The League's Schedule of Games, Weather Related Postponements, Field Closures, Rescheduling

- A. No club(s), team(s), or coach(es) can unilaterally or mutually agree to change a scheduled game for any reason without submitting the game change form on their Team Page. See Section V "Authorized Game Changes."
- B. Unless your Club Manager has been notified by the opposing team that a game has been cancelled and the website has been updated using the "Rain Out Games" button on the club page, then only the referee at the field can cancel it. (Bad weather or field closure)
 1. Games called due to lightning (after waiting the required 30

- minutes) during the first half will be rained out and rescheduled to be played in their entirety.
2. Games called due to lightning (after waiting the required 30 minutes) and the first half is played in its entirety will be considered complete and the score will stand.
- C. Game postponements due to lightning just prior to or during game time.
1. It is the responsibility of the Coaches and Referee to assure the safety of themselves, players and spectators.
 - a) When lightning is seen, (visible from the field no matter how far away it appears) and/or when a lightning detector indicates lightning is in the area.
 - b) All persons associated with the game are to immediately leave the field and go to a place of safety inside a car or building.
 - c) All shall wait in safety until no lightning is seen for (30) thirty minutes or the lightning detector indicates lightning has passed.
 2. Such a delay or multiple delays may evoke use of sections B and/or D of this policy
- D. Field Closures related to weather conditions.
1. It is the responsibility of the Home Team to provide a timely and direct communication (**call**) to the visiting team Coaches and the appropriate assignor that a field has been closed.
 2. When a field is closed, the Rainout Games button on the Club Page shall be used in addition to the phone calls to the opposing coach and assignor – this will ensure that the game can be rescheduled as the game change button will appear for 14 days to reschedule the game. After the 14 days the game will stand as a game not played.
- E. The League will not initiate the rescheduling of postponed games.
1. Arrangements for postponed games must be submitted within 14 days of scheduled (rained out) game.
 2. The Club Managers must conduct the rescheduling of all postponed games through the YSSL website using a properly executed "Reschedule" button on the Team Page.
 3. Rescheduled games must be played by the last scheduled date of the season.
- F. Failure to cooperate in the rescheduling of a postponed game could result in a forfeit and/or fine.

1. Failure to respond to reschedule communications should be reported to the YSSL League Mediator immediately.
2. No team will be awarded a win through a forfeit for failure to reschedule a postponed game unless the League Mediator was notified within the 5-day limit from the original game date and the League Mediator determines a forfeit based upon the merits of the complaint.

<p>Seasonal fines for not showing up for a game.</p> <p>1st offense; forfeit of game and \$50 fine.</p> <p>2nd offense; forfeit of game, \$100 fine, and immediate posting of a \$250 bond.</p> <p>3rd offense; forfeit of game and bond, possible expulsion from League.</p>
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G. League Mediator

1. If you have contacted the opposing club (Coach, Team Manager & Club Administrator) via **email** and **phone** and have not received any resolution to your game change matter, you should use the Mediator Request button found on your team page to contact the League Mediator. (Remember to view the club's contact information you need to be logged into the YSSL website. If the phone number or email are missing or incorrect for a contact please contact the YSSL office to update.)
2. If you are having difficulties agreeing on a date or other team is not responding in a timely manner regarding a game change, you should use the Mediator Request button found on your team page to contact the League Mediator.
3. If the other club flat out refuses to work out any kind of game change, you should use the Mediator Request button found on your team page to contact the League Mediator.

All of these are situations where you need to contact the League Mediator using the Mediator Request button found on your team page. It is important to make sure you are contacting the League Mediator at least 3 to 4 days prior to you failing to meet the 5-day deadline for submitting a game change request.

Please include in your Mediator Request the game #, person you contacted, date you contacted them, how you contacted them, dates you can play the game, and in comments all previous email correspondence between you and the other club and proposed game

dates, times and field locations.

Resolution by the Mediator could be any of the following:

- a) Based on access to the schedules for the teams involved determining a date/time/location which may or may not appeal to both teams/coaches.
- b) Determining that the game will not be played and no points are awarded to either team.
- c) Determining one team wins by forfeit based on the information received or lack of response by one or more of the parties.

V. Authorized Game Changes

- A.** Clubs will be provided with a Preliminary Schedule. A Scheduling Meeting or free online changes for a specific period of time will be provided for teams to make unlimited changes to dates, times, and locations at that time. Teams must work in an atmosphere of cooperation and with a conscious effort to keep and create game clusters of 2 or 3 game sets. Single games and games with extensive time between games will not get good referee coverage.
 - 1. ALL changes must be submitted through the YSSL website game change button.**
- B.** Each team is allowed to initiate two free unilateral schedule changes per season. If more than two changes are necessary for a team, the cost per change is \$75 each, if submitted in a timely manner. See restrictions below.
- C.** During the season, it may become necessary for a team to request a game change. The coaches of the two teams should confer and cooperate in the spirit of "Good Sportsmanship." The requesting team should be accommodating in determining the alternate date.
 - 1.** All game changes must be submitted via the YSSL website game change button located on the Team Page.
 - 2.** All game changes must be submitted to the League by the 7th week of play. The date will be posted on the www.yssl.org website.
 - 3.** The game change must be submitted online 5 days prior to the scheduled game date or the revised game date (whichever is earlier), from the team requesting the change. Changes submitted within the 5 days prior to game date **will result in a \$75 fee which must be**

acknowledged and paid through PayPal before the change is submitted.

4. **Changes within 24 hours of game time are not permitted.**

5. The game change **must include** all revised date/time/field information. If you are having difficulties agreeing on a reschedule date, use the Mediator Request button on your team page to contact the YSSL League Mediator so that you do not fail to meet the 5-day deadline.

6. Game changes without any reschedule time/date/field are TBD. **ALL TBD CHANGES REQUIRE TWO GAME CHANGES TO BE USED!** The initial change should show 12/31 as the date with whatever time you choose. This will mean the game is not scheduled and is TBD. Once the reschedule information is acquired, a game change will need to be submitted with the correct date/time/field for a referee to be assigned.

7. All game changes are posted on the Team Page on the YSSL.org website after the change has been submitted and approved by the assignor.

8. All rescheduled games must be played by the last date of the season.

9. Any attempt to contact the opposing team, assignor, or referee to bypass the proper game change rules will be considered an unauthorized game change. Unauthorized game changes will be treated as a forfeit plus a \$100 fine for both teams.

D. Impact of game changes on the original field schedule

1. The club will be responsible for all communications of any change to the league, club, and teams affected by the change. It behooves the team to provide an individual at the old location to direct referees and opponents to the new location for as long as the change is in effect. When the game change is submitted on the website, the referee assignors and ultimately the referee are officially notified. Games not played as a result of these changes and the failure to provide adequate and timely direction to opponents will be determined a forfeit in favor of the visiting team.

2. It is the responsibility of the Home Field Assignor to coordinate with the Club the movement team schedules when the middle games of a multiple game set is changed to best utilize referee staffing.

3. Failure to make this accommodation may result in a \$75 fine.

VI. Officiating of the game - Center Referee, Assistant Referees, Club Linesmen, and Game Results

A. Referee “No Show”

1. If a referee does not show up for a game, a substitute referee(s) must be used. Each team will provide one individual from each side to officiate the entire game together to the best of their ability and the game SHALL be played. Failure to cooperate will result in a forfeit. Both coaches must sign the game card prior to the game. If the Assistant Referees present at the game are Certified Referees and the age difference between them and the competition is appropriate, they should be used and the game should be played.
2. Any “age appropriate and experience qualified” current USSF Certified Referee is eligible, approved, and authorized by the YSSL to referee the game REGARDLESS OF THEIR AFFILIATION.

B. It is the responsibility of the Center Referee to report the game results to the League WITHIN 48 HOURS OF THE GAME DATE and to maintain the Game Card for recording purposes. The League may request a copy of the game card to be presented to the League in cases of disputes.

C. Assistant Referees will take their directions from the Center Referee at each game. At the very least, they should stay with the last defender at all times and flag the direction of throw-ins.

1. For 8U-12U each team must provide a qualified volunteer at each game to assist the Center Referee as Club Linesmen, if requested by the Center Referee.
2. For 13U-19U the home club must provide two current FIFA Certified Referees or Assistant Referees in uniform and patched to serve as AR’s at each home game.

VII. Fields

A. Fields must meet the following specifications. Failure to abide by the following may result in a forfeit.

1. Field and Goal sizes - see the Field Sizes and Markings link on the YSSL home page
2. Goals
 - a) Must be anchored and secured for players’ safety or game will not be played and home team will forfeit

- b) Goal nets must be in place, secure, and without flaws
- 3. Field markings must be clear and accurate.
- 4. Corner flags of appropriate design must be present and safe. If corner flags are not present, this is reason for possible forfeit, if it is a continuing occurrence once the club is notified of the infraction.
- B. Players and coaches will take one side of the field and all spectators will take the opposite side of the field.
 - 1. Both sidelines will observe a “Center Field Divide” and stay on their half of the field at all times. Spectators will be opposite their team at all times during both halves.
 - 2. There will be no more than 3 YSSL Passed Coaches on the team side.
 - 3. There is no coaching of players from the spectator side - this infraction may result in a yellow or red card to the team’s coach.
 - 4. The goal lines and adjacent touchlines parallel to the Penalty Box must be kept clear of spectators and coaches.

VIII. Teams/Guest Players

- A. Teams Maximum number of players on the field is

AGE	FORMAT	MINIMUM PLAYERS FOR GAME	MAXIMUM PLAYERS ON FIELD
8U/5V5	5V5	5	5
8U-9-10	7V7	5	7
11U-12	9V9	6	9
13U-19	11V11	7	11

- 1. One of whom must be a goalie (U8-19).
- 2. The minimum number of players must be maintained or the game will be forfeited.
- B. If there is a jersey conflict determined by the referee, the home team should change.
- C. Passes for all players and coaches must be presented and retained by the referee before the start of the game.
 - 1. Individual players/head coaches/assistant coaches without

YSSL/USYS passes will not be permitted to participate. The assumption should be they are not eligible players or are coaches that have been ejected and their passes suspended.

2. Teams without passes have until 15 minutes after the scheduled start time of the game to present their passes. If they are unable to do so, the game will NOT be played and will be recorded as a forfeit.
3. A team must have one of its YSSL registered coaches present throughout the game. **The coach must present an unexpired YSSL Coach Pass. This is a YSSL plastic pass.**
 - a) If a passed coach is not present within 15 minutes after the scheduled start time of the game, the game will NOT be played and will be recorded as a forfeit.
 - b) If the ejection of a coach leaves a team with no registered coach, the game will be stopped and a forfeit of 1/-2 will be recorded. The standings will reflect -2 points for the forfeiting team.
 - c) Any YSSL passed coach may coach any YSSL team.

Example: If Team A has no coach and Team B has two YSSL passed coaches. Team B coach may coach Team A, if agreed by both coaches, to play the game. The game score will stand as a game played.

- D. The Guest Player provision is designed to assist smaller clubs in communities, where it is difficult to fill the roster of older teams and who need the support of younger teams to field enough players to be competitive. Larger Clubs with multiple teams in the same age group want the opportunity to develop players from their b and c teams by Guest playing up on occasion. Abuse of the “Guest Player” provision such as short rostering A or B teams so they can full roster their C team or rostering the best players in a club on the lower skilled teams to allow “Ringers” to play on C, B, and A games is strictly forbidden. This is an unethical use of the “Guest Player” rule.**

Abuse of the Guest Player Rule will lead to fines, forfeiture of a game or games for the season, probation, suspension or expulsion from the League for the coach, team or club

1. The guidelines and restrictions for Guest Players are spelled out below.
 - a) A team is allowed 6 (8U-10U), 7 (11U-12U), or 8 (13U-19U) guest players.

- b) Guest Players must come from a younger team or the same age but in an equal or lower division from the same Club.
 - c) Players from the same club registered in the IWSL or CIYSL may be guest players when presenting their current player pass from that League.
 - d) Guest Players cannot come from teams of a higher age group regardless of their age. (Example: a 10U aged player rostered on a 11U team may NOT guest on a 10U team.)
 - e) IYSA or MWC rostered players can only guest play up an age group to a D1 or D2 team.
 - f) Players rostered to a D1 team can only guest play up an age group to a D1 or D2 or D3 team.
- E. Players must be dressed in proper soccer attire including identical jerseys, shorts, and socks with NO duplication of jersey numbers.
- F. Shoes will be checked to assure that if cleats are present, tight, and in a safe condition.
- G. Shin guards are required.
- H. The use of “FIFA Approved” soft headgear is sanctioned by the League.
- I. The League believes that a decision concerning players being allowed to wear casts in games is best left to the referee. The referee can evaluate the size of the cast, the padding that has been applied to the cast, and the ultimate safety of the player and his opponents. If the player appears to be acting in a reckless or violent manner that endangers other players, the referee always has the right to remove or eject the player. All referee decisions on this issue are final.
- J. The League requires all players that wear eyeglasses to wear Safety Sport Rims with unbreakable lenses. No street glasses, wire or plastic rims with glass or plastic lenses are permitted.

Playing a non-registered player, or the illegal playing of a registered player, will lead to a minimum fine of \$150, forfeiture of the game and all proceeding games and/or the whole season, and Board action, which could result in the coach, team, and/or club suspension, probation and/or expulsion.

IX. Game Starting Time

- A. The field should be prepared and ready for play at the scheduled time.
 1. Properly lined field for the age level
 2. Corner Flags must be present
 3. Proper size secured goal for the age level

- 4. Nets with no holes
- B. Teams must be checked in and ready to play at the scheduled time.
- C. Games starting late may have reduced minutes per half to maintain the schedule of later games.
- D. Games delayed beyond 15 minutes due to the delay in producing player passes or waiting for a passed coach to arrive will be played and shortened at least 10 minutes per half. The referee will send a Game Report to the League. The League will determine if the game stands or if a forfeit is recorded.

X. Game Rules

Games are governed by the current Laws of FIFA except as noted below. The only person empowered to interpret and administer those laws during the game is the Center Referee!

A. Ball size and game length by Age Division.

AGE	GAME LENGTH	BALL	AGE	GAME LENGTH	BALL
8U 5v5	2 X 25	3	13U-14	2 X 40	5
8U-10	2 X 30	4	15U-16	2 X 45	5
11U-12	2 X 35	4	17U-19	2 X 45	5

- B. Halftime and rest periods
 - 1. All teams should be given a minimum of 5 minutes at halftime.
 - 2. In conditions of high temperatures and humidity, halftime can be extended 2 to 3 minutes and rest periods at midpoint of each half for 2 to 3 minutes should be taken.
- C. Substitutions are unlimited and the procedure is based upon the age level.
 - 1. 8U through 12U are allowed on the "fly" at anytime without referee consent.
 - a) The player leaving the field must meet the player coming onto the field near mid-field within two yards of the touch-line and exchange a "high-five."
 - 2. 13U and above must substitute with the consent of the referee at the following times.
 - a) Prior to a throw-in for your team. (*For 13U & 14U if the team in possession elects to sub, both teams can.*)
 - b) Prior to a goal kick by either team.
 - c) After a goal by either team.

- d) After an injury when play is stopped to assess the injury. **A Substitution for the injured player is mandatory**, 1 for 1 at discretion of the referee.
 - e) After the issuance of a caution (yellow card) at the discretion of the player's coach to substitute, 1 for 1 at the discretion of the referee.
 - f) At half time.
3. 17U – 19U Division 1, no re-entry of a player in a half.

XI. Protection of the players

- A. No one at any time for any reason is allowed on the field of play during the game without the expressed permission of the referee. Any individual in violation of this rule is to be issued an immediate Red Card and Ejection.
- B. A red card fine of \$150 and a three game suspension will be issued for coming onto the field of play contributing to the escalation of violent conduct.
- C. If a player is injured the referee will whistle a suspension of play, when possible.
 - 1. The injured player's coach will wait to be waved onto the field by the referee.
 - 2. Any injury that causes a stoppage of play will require the substitution of the injured player to fully assess the injury and his condition prior to returning to play.
- D. Contact with a goalie who has full or partial possession of the ball is prohibited. Deliberate contact with the goalie will result in a Red Card.

XII. Sportsmanship

- A. Players, coaches, and spectators should exhibit and promote "Good Sportsmanship" always.
- B. Mutual respect should be given to opposing players, coaches, spectators, assistant referees and the center referee.
- C. The League does not allow the use of derogatory slang or slurs regarding another person's race, religion, heritage, or gender. If this kind of conduct is reported and substantiated to the League, it will result in the suspension or expulsion of the player, coach, parent, team or club from participation in this League.

- D. At the conclusion of the game, both teams must line up for the traditional "Hand Shake" in the center of the field.
- E. The League will deal harshly with any unsportsmanlike conduct which could include forfeit of game, fine, suspension in the league, etc.
- F. Pulling a team off the field or refusing to complete a game may result in a Red Card to the coach and a forfeiture of the game.
- G. The coaches and referee should confer at the end of the game for accuracy of the score and to check the winner of the game. Coaches are to sign the game card at this time. **DO NOT** take this as an opportunity to discuss the officiating of the game!
- H. Alcoholic beverages and the use of illegal drugs prior to, during, or immediately following the end of the game by any player or coach or spectators at League games are **strictly forbidden**.

XIII. Cards and Penalties

A. Players

1. A Yellow Card is a caution with no penalty. Repeated yellow card offenses by the same player may be subject to Board action.
2. A Red Card is an ejection with the following penalties.
 - a) 8U - 14U - \$50 fine and suspended from next League game.
 - b) 15U - 19U - \$100 fine and suspended from next League game.
 - c) If issued for violent conduct, there will be a mandatory 3 or 4 game suspensions and possible Board action.
 - d) Subsequent Red Cards will result in Board action.

All fines, penalties, suspensions and probations will carry over to the next season and/or year. (Note - this is tracked in the player profile)

B. Coaches

1. A Yellow Card results in a \$75 fine plus 60 day probation. (A Yellow Card received while on Yellow/Red Card Probation will be treated as a Red Card.)
2. A Red Card results in immediate ejection, a \$300 fine, no additional game suspension, 60 day probation and possible additional Board action. (A Red Card received while on Red Card Probation will result in a \$300 fine, no suspension, full season probation and possible additional Board action.)

XIV. Official League Standings

- A. The League's "Schedules/Scores" are posted on the League web site www.yssl.org throughout the season.
- B. If there are discrepancies in the League Standings, the game number, teams and scores should be reported, by the club, to the League within one week of the posting of the scores and no later than the last day of the current season.
- C. Missing game scores - if the team scores are not reported by your referee after two days of the game date, use the Report Game Results button on your team page.
- D. Teams are awarded three points for every win and one point for every tie. A forfeit is recorded as -2 points.
- E. Total points accumulated decide a team's standing within its division.
- F. If tied in total points, the first tiebreaker is head to head match play (which is done manually), the second tie breaker is least goals allowed, the website lists teams in this second tiebreaker order. Once the champion is determined the team is listed higher in the division standings.
- G. The following are violations of Policy or Procedure that the League will or could determine a forfeit
 1. **Failure to field your team or present your passes within 15 minutes of the games start time**
 2. **No YSSL passed coach at the field** – The YSSL does not accept any other League's coaching pass.
 3. Improper field dimensions
 4. Field markings are not clear or correct
 5. Corner flags are not appropriate, present or safe
 6. Goal posts are incorrect size and/or not anchored for safety
 7. Goal nets missing, not secure, or has holes in them
 8. Untimely notice of a field closure
 9. Unauthorized Game Change
 10. Failure to reschedule a postponed or rescheduled game
- H. Wins by forfeit will be awarded when:
 1. A "Game Card" and/or "Referee Game Report" are submitted to the league.
 2. The League has been notified in advance of a game that a team will not be available for competition
 3. A determination of the League Office or Executive Director stipulates a forfeit

XV. Game Conduct

A. Coaches conduct and responsibilities

1. The Head Coach, or the assistant coach acting in that capacity, is responsible for the conduct of the players, assistant coaches, parents and spectators.
2. Yellow and/or Red Cards will be issued to that Coach for disruptive and negative behavior involving an individual or groups of individuals from their club.
3. It is the responsibility of every coach to control game conduct, on and off the field, and to promote sportsmanship before, during and after a game.
4. Coaches must cooperate fully with any referees efforts to identify offenders (coaches, players, parents and/or spectators) related to any incident during or after a game.
5. The Head Coach, team manager or club manager should submit a "Referee Evaluation" which is found on the Team Page after the game is played.

B. Protection of referees (Referee abuse and assault is a violation of YSSL, IYSA, USYSA Rules and will be punished with sanctions imposed at local, state, and national levels) New state and local laws regarding the abuse and or assault of referees mandate jail time and extremely high fines.

1. Head Coaches and/or assistant coaches will be accountable to the League for all misconduct in which they, their players, the parents or spectators may engage.
2. Heckling or coaching a referee, including screaming in anger, or any other abusive conduct, constitutes "Referee Abuse" and will not be tolerated.
3. Abusive conduct toward a referee may be carded any time, before, during or after a game.
4. No one may intentionally touch a referee or any of their possessions in a violent, aggressive or hostile manner any time before, during or after a game.
5. Uninvited contact, if substantiated by credible evidence, whether met with a card or not, will result in Board action, including potential suspension or expulsion from the League.

6. Actions by the League regarding such conduct will be reported to the IYSA and all its affiliates.
 7. All referees have been advised, by the League, that they have no obligation to provide anyone with their name. At the referee's discretion, such a request will be regarded as unsportsmanlike conduct, which is a cardable offense.
- C. Investigation of Game Conduct Violations
1. The Rules and Protest Committee will investigate all significant matters presented in a referee's report or other reliable source.
 2. The referee's report is presumed to be accurate.
 3. The Committee may consider any substantial information available to it in arriving at a ruling.
 4. The Committee will then issue it's ruling and notify the respective Club Manager as to any actions and/or penalties declared.
 5. The Club Manager must communicate all decisions to the appropriate individuals and ensure that all payments and/or sanctions are upheld. Payments must be made to the League within ten (10) days after notification.

XVI. League Administration

- A. Protests pertaining to the field, or the game and its administration, must be filed with the referee before the game unless the reason for the protest occurs during the game. Examples follow:
1. Improper field size, goal size, and markings: No penalty area or goal area and no penalty mark and semi-circle. No side or goal lines. No center line or circle. No nets. Unusual holes or markings, or other conditions on the field which may be hazardous to the players.
 2. Improper shoes. Metal showing, etc. (see equipment).
 3. More than eighteen players in complete uniforms (shirt, socks, shorts, shoes)
 4. Illegal substitution of players. Switching uniforms during the course of the game.
 5. Late game start. (More than 15 minutes after the scheduled starting time)
 6. No player passes for all players on the line-up sheet, unless it has been dealt with prior to the game with the League and the Referee Assignor.

7. Suspended player or coach/manager actively participating in a game prior to reinstatement time.
 8. One team's reluctance to set a definite date for a make-up game.
 9. Player(s), coach/manager, or spectator(s) verbal abuse, heckling, or intoxication during the course of the game.
 10. Substituting illegally.
 11. In all protests, notify opposing coach/manager, captain(s), and referee, and sign the line-up sheet with the reason for the protest. The protest must be sent within forty eight (48) hours after the scheduled game time. NO EXCEPTIONS.
- B.** All Clubs are required and will be held accountable to assure that all their Coaches, Players, and Parents: Have read and understand
1. **Policy XI Protection of the players**
 2. **Policy XII Sportsmanship**
 3. **Policy XV Game Conduct**
- C.** Club Managers
1. Each member club of the League is required to provide a Club Manager.
 2. Each club must be represented by its Club Manager or an alternate at the Club Manager Meetings as listed on the YSSL Events Calendar on the YSSL.org website.
 3. Club Managers are the only individuals empowered to communicate with the YSSL Office Manager and YSSL Executive Director. This communication keeps everyone in the same loop.
 4. It is the responsibility of the Club Managers to provide communications from the League to all necessary club members and to keep the League informed of club concerns.
 5. The distribution and processing of all necessary paperwork must go through the Club Managers.
- D.** Club/Team/Coach/Player Fines
1. It is the responsibility of the club to see that all fines imposed by the league are paid. Any unpaid fines become the final responsibility of the club and must be paid prior to the start of the next season.
 2. Schedules and passes will not be distributed for the following season until all club fines and fees are paid in full.

XVII. League Violations & Penalties

A. Cards (Yellow & Red)

1. ***Player Yellow Card*** - A yellow card is a caution with no penalty. Repeated yellow card offenses by the same player may be subject to Board action.
2. ***Player Red Card*** - A Red Card is an ejection with the following penalties. Subsequent Red Cards will result in Board action.
 - a) 8U – 14U - \$50 fine and suspended from next League game.
 - b) 15U - 19U - \$100 fine and suspended from next League game.
3. ***Multi-game Red Card Suspension*** - If issued for violent conduct, there will be a mandatory 3 or 4 game suspensions and possible Board action.
 - a) **1 Game** – 2nd Caution - Foul, insulting, or abusive language - Denies a goal scoring opportunity - Serious foul play
 - b) **2 Games** - If an individual uses foul, insulting, or abusive language after being issued a send-off, they will be subject to a 2nd send-off (red card) and would serve a two game suspension.
 - c) **3 Games** - Spits on or in the direction of anyone – Violent Conduct of a wrestling nature such as holding, throwing, squeezing, pushing or otherwise manhandling.
 - d) **4 Games** - Violent conduct of a severe and dangerous nature such as punching, striking, or twisting which could cause bruises, fractures, strained or torn ligaments. If an individual strikes, attempts to strike, or mistakenly strikes anyone with their fist, forearm, elbow, head, knee, shin, or foot during a verbal or physical confrontation they will serve an automatic four game suspension.
 - e) All fines, penalties, suspensions and probations will carry over to the next season and/or year. This is tracked in the YSSL player/coach profile.
 - f) ***Coach Yellow Card*** - A Yellow Card results in a \$75 fine plus 60 day probation. A Yellow Card received while on Yellow/Red Card Probation will be treated as a Red Card. No protest of a yellow card (warning) is allowed. The opinion of the referee is final.
 - g) ***Coach Red Card*** - A Red Card results in immediate ejection, a \$300 fine, no additional game suspension, 60 day probation

and possible additional Board action. A Red Card received while on Red Card Probation will result in a \$300 fine, no suspension, full season probation and possible additional Board action.

B. Missing Assistant Referees

1. For all 13U – U19 games the home club is required to provide 2 Certified & Patched Assistant Referees to run the sidelines for the Center Referee.
 - a) If noted in the Referee Report one or more Assistant Referees are missing a fine of \$75 is issued to the home club.

C. Clubs/Teams failing to provide home field(s), with field and goal sizes as prescribed.

1. Forfeit the game and pay a fine of \$300. A second violation shall result in a \$300 fine and suspension from the YSSL schedule for the balance of the season.

D. Removal of a team from Field of Play

1. Coaches removing their team from the field during a game so as to end or delay the game without permission of the referee (not the agreement of the opposing coach) shall be guilty of unsportsmanlike conduct and shall incur a "red card" (send off) whether or not issued by the referee on the spot. Coach means coach, assistant coach, and other person in charge of the team acting as the coach during a game.
 - a) Red Card fine \$300
 - b) Any subsequent removing of his/her team from a game whether during the same seasonal year, or another, shall result in a red card (send off) with immediate punishment and YSSL Board action.

E. Forfeit of a League Scheduled Game

1. Voluntary Forfeit – Where one team is on the field ready to play and the opposing team is not on the field ready to play within fifteen (15) minutes after the scheduled game time, the absent or tardy team shall forfeit the game, which may result in a fine.
2. Imposed Forfeit - A forfeit imposed upon a person or team by the League for violation of rules, unsporting conduct, etc, which may result in a fine.
 - a) **1st offense:** forfeit of game and \$50 fine.

- b) **2nd offense:** forfeit of game, \$100 fine, and immediate posting of a \$250 bond.
 - c) **3rd offense:** forfeit of game and bond, expulsion from League.
- F. Playing Non Registered / Illegal Player
 - 1. Playing a non-registered player, or the illegal playing of a registered player, may lead to the following
 - a) A minimum fine of \$150
 - b) Forfeiture of the game and all proceeding games and/or the whole season
 - c) Board action, which could result in the coach, team, and/or club suspension, probation and/or expulsion.
- G. Registration of a player with inaccurate pass information - which includes a properly processed Release Form for a previously rostered player
 - 1. Will lead to a minimum fine of \$125 and Board action that could result in a coach, player, team, and/or club probation, suspension, or expulsion
- H. Not attending League meetings
 - 1. This may incur a \$50 fine.
- I. Persistent reluctance of one team to make up a game – As determined by the League Mediator.
 - 1. Forfeit and \$75.00 fine plus referee fees will not be refunded.
- J. Registered player or team found playing in an unaffiliated game or tournament without prior permission.
 - 1. Automatically suspended from further play for the remainder of the playing year. Scheduled games shall be forfeited and the team shall incur a fine of \$75.00.
- K. Returned Check Policy
 - 1. Returned check will incur a \$50.00 fine.
- L. Team not paying its fines promptly
 - 1. All fines must be paid within two weeks of being billed.
 - a) If unpaid – the Team will not be allowed to continue playing in the regular schedule until such time as all fines are paid. Teams will incur an imposed forfeit for games not played because of fines not paid.

XVIII. Protest, Hearing, and Appeal Procedures

- A. Referee decisions, right or wrong, are final if they pertain to the FIFA

Laws of the Game and the dynamics of play, or as modified by the YSSL and cannot be appealed or protested. No protests or appeals are allowed for Red Cards and Yellow Cards for players or Red Cards (send off) and Yellow Cards (warning) for coaches.

- B.** Any individual who is accused of any action or violation of league, state, or national rules has a right to a hearing. When charges are formally filed with the league, a Hearing Committee will be appointed by the Board to hear the evidence from both sides relative to the charges.
- C.** In some cases, charges brought by officials of the league will be cited in a letter that outlines the charges and sanctions stipulated by policy. To appeal the decision of the Board, a \$100.00 administrative fee and a written appeal request must be submitted through the Club Manager or the accused and received by the League within fourteen (14) days of the receipt of the Board ruling. The party seeking the appeal (Appellant) must include in the written appeal the name of the Appellant, the date of the decision to be appealed, the specific reasons on which the appeal is based, the relief sought and whether a hearing is requested.
- D.** The President of the League or the authorized designate on the Board and at least one (1) other Board Member shall form an Appellate Panel for purposes of review.
- E.** On an appeal, it shall be the burden of the Appellant to prove by a preponderance of the evidence that the relief requested is warranted.
- F.** The Appellate Panel will consider any substantial reliable information in arriving at its decision.
- G.** The Appellate Panel has the sole discretion whether to grant a hearing on appeal. In the event a hearing is permitted, the Club Manager will be given the date, time and place. The Club Manager is responsible for arranging to have the necessary parties present. All information must be submitted to the League at least three (3) days before any such scheduled hearing. Failure to do so may result in exclusion of the information.
- H.** Appellate decisions will be resolved at the following Board Meeting and communicated to the respective Club Managers in due course.