



## SFUYSA Early Season 2013 Information

### **Responsibility:**

Participation in SFUYSA is a privilege, not a right. As one of the preeminent leagues in the State, we hold our members to a high standard of conduct. Over the last few seasons some of our member clubs have had multiple issues of serious violence and poor behavior. As a result, the Executive board has adopted the following position statement.

Any serious or multiple incidents of violence, team or spectator behavior that is deemed to be unacceptable by SFUYSA shall be placed before the Executive Board for disciplinary actions. These actions may include probation, suspension, withdrawal from participation, and expulsion of affected persons, teams, or the entire club. Past participant history, no matter if it was with the existing club or a prior club will also be considered in determining appropriate sanctions. It is a club responsibility to ensure that all of their participants are aware of and adhere to ethical and sportsmanlike behavior at all times.

### **Internet Web Site:**

The South Florida United Internet site is located at [www.sfuysa.com](http://www.sfuysa.com) Players, coaches, volunteers, etc. are all able to access the latest schedules, standings, fields, events, etc. from links on this page. Game reporting and interclub communication via email is also available. Note that there are several areas of this site that are restricted from general use and users must provide an Id and password for access.

Coaches and club representatives are solely responsible for the entry and maintenance of their online profiles. We try to provide as much information as possible through the web site and send out email notifications and reminders to Club Reps, their alternates, Assignors, Coaches, etc. In some cases our emails may go undelivered or find their way into spam or junk mail folders. We urge you to check your email folders and make sure to "whitelist" both Dataleague.com and sfuysa.com emails. Despite these efforts we cannot guarantee notification emails will be properly received by all parties. Ultimately, web generated email should NOT be relied upon as the sole means of communicating changes and schedules to participants.

### **Schedule Changes:**

Schedule changes are inevitable as a result of bad weather, unanticipated field closures, etc. However; the schedule of SFU games is considered **primary** compared to other events, tournaments, and outings. After the initial publishing of the schedule, Club Reps have one week to identify any problems that need to be corrected for their home games. During this period, Club Reps are able to submit requests for game time changes that will be automatically approved (provided that proper field availability was disclosed by the declaration deadline). Reps are encouraged to make these changes by sending a single email identifying all requested changes. This one-week period is used to modify games to accommodate referee assigning or to fix problems from already scheduled games etc. It is also during this week that Club Reps may request Division 2 games outside of Region A to be moved to back into Region A. If teams elect to move a Division 2 away game from outside of the Region, they MUST provide a field on the same date as the schedule date. Any requests made after the first week or for a different date, will be denied.

### **Unless mutually agreed to by both teams:**

- 1) No SFUYSA game can start before 9:00 AM or after 8:30 PM
- 2) No SFUYSA game that crosses two different FYSA Regions may start before 11:00 AM or after 6:30 PM

Procedural considerations: Due to the complexities of scheduling, some games that violate these two points may be created during the initial schedule creation and not caught prior to posting. During the first week of schedule publishing, it is the responsibility of both club representatives to identify any games that are in violation of the rule and provide an alternative time that satisfies the

criteria. Failing to identify the problem during the first week of publishing will serve as a mutual agreement of acceptance. Any request to change the game after the first week will require both reps to agree to the new change and the league will not intervene to enforce the change.

After the first week of schedule publishing, the following procedure should be followed when requesting schedule changes:

1) Only Reps or their alternates are to communicate with the Divisional VP's. However; if there is an emergency and you are unable to contact your representative, the Divisional VP's are there to assist you.

2) **Field-Only Changes** -- For late changes of field location only, the burden is on the **home team**. Make sure the visitor knows of the change as soon as possible prior to game time. If there could be a problem, make sure there is someone at the old-field location to direct the team and referees to the new location.

3) **All other Changes** -- If there is a need to change the date or time of a game, you will need to reach an agreement with the other coach of a suitable alternate play date and time. Have your Club Representative confirm your agreement by contacting the other club's rep. Once an agreement is reached, the two club reps will be able to make the game modification in the web site directly. All modifications of this type **MUST BE COMPLETED AT LEAST 24 HOURS IN ADVANCE OF THE GAME DATE**. Thus, any Saturday game change request must be approved by BOTH parties by midnight on Thursday. Any changes desired after the deadline will be disallowed by the system and a Divisional VP will need to intercede. These types of changes will be the exception and not the rule and may not be granted. Such exceptions might include an unknown school trip requiring the presence a majority of team members. **TOURNAMENTS, OR OTHER NON-EDUCATIONAL, TRIPS, ETC. ARE NOT SUFFICIENT GROUNDS FOR RESCHEDULE REQUESTS**. However: if teams have previously indicated conflicts in their declarations that were not met, every effort will be made to honor those initial requests. Note that in addition to reaching an agreement with the opponent, there may be other individuals which must approve of such changes. The home club's assignor and field/site directors should be consulted throughout the process. Although the league allows for game changes to occur up to 24 hours in advance of the scheduled play date, there may be other agreements in place that would prohibit such changes. For example, if a local club's agreement with their assignor calls for no game changes outside of a 96 hour window, there is nothing the league will do to override that policy. Also, in order to effectuate such a change, some assignor contracts may make it necessary for referees to be paid for the original game as well as the newly scheduled game. All of these issues need to be discussed and agreed to prior to the deadline.

4) **GAME CHANGES NOT APPEARING ON THE WEB SITE ARE NOT APPROVED**. If you have reached an agreement with your opposing coach, but the web site does not indicate the new information, the change has not been officially approved by the league. Playing the game without official approval can result in forfeiture by both teams plus fines. Contact your rep to make sure when there is a question.

5) **Rainout Policy**

**a)** Coaches are **not** authorized to call off a game due to weather or field conditions. The job of determining field suitability for play falls upon the referee. However, if a parks department or field director has closed the field, a referee is not allowed to overrule that decision.

**b)** If threatening weather is expected or at hand, coaches should contact the field director to make sure the fields are not closed. They should also make sure to have contact numbers for the opposing coach, the assignor, and the referees if possible in order to make notification should conditions change.

**c)** Time Frames. Since teams may be traveling large distances in inclement weather, the following deadlines will be observed in notifying of game cancellations due to field CLOSURE.

- Teams traveling less than **60** Miles -- No game may be called off more than **2** hours prior to it's scheduled start time
- Teams traveling between **61 - 120** Miles -- No game may be called off more than **3** hours prior to it's scheduled start time
- Teams traveling more than **120** Miles -- No game may be called off more than **4** hours prior to it's scheduled start time

**d)** Referee Payments. If the referee or field director has ruled the game to be a rainout **prior** to the game starting, **each** referee should be paid **\$5** by **each** team. Only referees that actually traveled to the field for the first game of their assignment at that location are eligible for the travel fee. Some clubs have assigning contracts that require full payment to referees. Should you be the visiting team at such a club, you are not required to pay any more than the \$5.00/per referee rainout fee. However, if you are requesting a schedule change (i.e. asking the referees to wait past the normal start time) you may be required to

commit to full referee fees even if the game is not able to be played. The league will not interfere in such matters unless the change is the result of a restriction that was known prior to scheduling and unaccounted for.

**e)** Both coaches should report the rainout to their respective Club Reps and attempt to work out a make-up day and time. If a new make up day and time has not been arranged within one-week of play, the league may set a date as per the rules.

In the case where failure to follow the above policy has occurred and penalties result, mileage determinations will be made between each Club's registered address as submitted on the SFUYSA Club Information form. Please use this information as a guide. The information is intended to avoid the premature cancellations of games and loss of potential goodwill amongst the participants.

**All teams must show up to scheduled games. Failure to show up will result in a fine of \$200 plus the costs of both teams referee fees and assigning costs.**

**No Show Procedure:** If a Team A does not show up to a scheduled game, then Team B needs to pay the referee fees for both teams. The referee MUST complete a game report indicating the no-show and Team B needs to fax that report in to the League and report the score as a no show without a score. Team B's Club will be reimbursed all referee fees paid plus \$100 of the \$200 fine that was assessed to Team A. Under no circumstances will the League reimburse individual coaches for referee fee payments. Clubs are credited for the amounts and are responsible for reimbursing their coaches. **MAKE SURE TO GET A COPY OF THE REFEREE REPORT INDICATING THE NO SHOW!**

### ***Game Reporting:***

Club Reps are responsible for game reporting and should be the only persons using the Internet-based game reporting system. We do not accept faxed or emailed game reports to the Divisional VP's for scoring purposes. Make sure you and your reps work out a system of reporting games scores so that they are completed by 5:00 pm on Tuesday following the play date. Failure to report scores in a timely fashion may result in forfeiture, fines, or both. **All coaches MUST keep a copy of ALL game reports throughout the season.**

### **New for 2013-2014**

#### ***Challenge League Nomination Reporting:***

##### *Division 1 (U13 - U19)*

This season SFUYSA has initiated the Challenge League to help promote its top players to both college and national team coaches. The format pits all-star teams from Northern clubs against their Southern counterparts in a Strikers pre-game exhibition at Lockhart Stadium. In order to promote fairness in selection of players to participate in this prestigious event, coaches are required to nominate players from their opponents after each SFUYSA league game.

Using an online form ([www.sfuysa.com/GmNomAdm.asp](http://www.sfuysa.com/GmNomAdm.asp)), coaches or club representatives must submit two (2) names of opposing players for consideration after each Division 1 Level game U13 to U19. They may submit up to five (5), but a minimum of two is required. Failing to submit player nominations is cause for administrative fines.

#### ***SFU Registration, Game Rostering, and Guest Play Procedures:***

The procedures for player registration and the completion of SFU Game Rosters and SFU Team Registration Forms can be complicated. Please make sure you are completely aware of all rules regarding the registration and rostering of players. Teams are still required to register their players to a "SFU Primary" team and to notify the registrar of those changes at least 24 hours prior that player participating in any league games. Player Registration is in two parts. First, players are registered to their club through FYSA. Once registered with FYSA, they are then "SFU Registered" using the **ONLINE** SFU Team Registration Form. Only Club Reps and their designees are able to enter the players into the new online registration form. For a non-club rep to use the form, they must obtain the link and passcode for their respective team and register online. Once completed, a backup copy of the form can be printed. Printing the form requires adobe acrobat reader as well as enabling a pop-up web page. A user guide is available on the web site to familiarize you with the process (<http://www.sfuysa.com/sfu/sfuteamreginstructions.pdf>).

Players must be FYSA registered to their club and appear on ONE and ONLY ONE SFU Team Registration, 24 hours prior to that player(s) participating in any league games. This requirement is for both new team/player registrations and **any** player additions or movements (i.e. Change of Status). Failure to follow this requirement could lead to game forfeitures, suspensions and sanctions

for playing ineligible players. It is not necessary to fax team registration forms to the registrar or Secretary as they are able to print the forms directly from the web.

#### **Registration and Roster Maximums:**

SFUYSA allows up to 22 players to be registered to a team in all age groups; HOWEVER, we recommend the following maximums based upon the number of players on the field.

For U9 and U10 – Recommended maximum registered with SFUYSA is **12**

For U11 and U12 – Recommended maximum registered with SFUYSA is **16**

For U13+ – Recommended maximum registered with SFUYSA is **22**

The maximum number of players allowed to dress and participate on a game roster is **18**

**FYSA** player registration is separate from SFUYSA and the maximum number of players allowed to be registered to a team that intends to participate in "Cup" competitions is **18** for (U9 to U13) and **22** for (U14+).

#### **AGE APPROPRIATENESS:**

It is SFUYSA & FYSA's policy(211.3) that all players compete at a level they are capable of both physically and developmentally. Any players participating in a **division** that is MORE than 2 years above their FYSA age classification MUST have permission from FYSA's DOC as well as their affiliate's DOC or Agent of Record. This permission must be obtained PRIOR to participation and for each event. (FYSA 211.3) A U8 player may participate in a U9 division, but cannot play in a U10 division. SFUYSA checks the age appropriateness of players using the online registration system as well as from game reports that are randomly submitted. Using a player that has not been pre-approved is a considered an illegal player and subject to game forfeiture; fines; and significant suspension.

#### **PLAYERS MAY NOT PARTICIPATE IN SFUYSA GAMES WITH FYSA TEMPORARY PASSES!**

SFUYSA only allows permanent passes for use within the league. Unverified, or "temporary" FYSA passes are not allowed in league games. Do not ask for special permission because it will not be granted unless FYSA has issued a written request asking the league to do so.

The use of "Guest" players during the season is allowed in South Florida United games. Teams may have age-appropriate guest players during the seasonal year, but NO GUEST PLAY will be allowed in any playoffs. Coaches may use any age appropriate players in their games as a means of promoting player development. However; there are several important restrictions that **MUST** be followed.

- 1) The maximum number of guest players allowed per team, per game is five (5) for 11v11, three (3) for 8 v 8 and two (2) for 6 v 6.
- 2) No player may play on more than one SFUYSA team on the same day.
- 3) Guest players are players not on the SFUYSA Team Registration Form for the team they wish to guest play for. They MUST however, be on a SFUYSA Team Registration form (SFU-registered) whose code must appear on the game roster under the guest play column. Primary SFU-registration will be determined solely using the SFU Team Registration Form submitted at the appropriate Roster Freeze Date for the event and not by the pass carried by the player.
- 4) Guest players may only come from within your club.
- 5) Guest players may not play on a Division II team within their same age group if they are primarily SFU-registered to a Division I team in that age group.
- 6) Players primarily SFU-registered to a team in their own age group, may guest play up to a team in a higher age group.
- 7) Players that are SFU-registered to a team above their own age appropriate group, MAY NOT guest play down to a SFU team registered at a lower age group.
- 8) Guest players **MUST** appear as guest players on the game roster.

As with using players not registered to your team, playing inappropriate guest players carries the same types of sanctions as would be found in playing an illegal player. Be VERY careful in your use of guest players!

#### **SFUYSA Game Roster Formats:**

The SFUYSA Game Roster form is on the web site and is also included in this coaches manual. Those of you with access to the online registration will be able to pre-fill the form from the players listed in your registration. Once you choose to print the form, it will open in adobe acrobat and you can add guest players, a game number, etc. Pick up some NCR paper and you can have perfectly legible game rosters with a minimum of time and effort. ALL GAME ROSTERS **MUST** be provided

on 3 part NCR paper, or other methodology for 3 EXACT copies to be provided. All information **MUST** be typed and clearly legible. In situations where guest players are added to the normal roster, it is acceptable for those players to be handwritten into the form as long as the information is clearly legible on ALL copies. If a player's name cannot be determined due to handwriting legibility, the player will have been assumed to be NOT on the roster. If he participated, the game is subject to forfeiture. Coaches are responsible for ensuring all information is complete and accurate. All game rosters must be kept until the end of the season (April 2011). Failure to follow the procedures for proper completion and submission of Game and/or Team Registration forms may result in game forfeitures, coach suspensions and administrative fines.

**TEAMS are REQUIRED to use SFUYSA GAME ROSTER FORMS.**

***Red Card Service, Reporting & Disciplinary Issues:***

Red Card reporting and the retention of player passes is the same as in recent seasons. Be aware of the potential fines and suspensions for failing to properly file, prepare and document your reports.

If a red card is issued in a game, or if a coach or spectator is ejected, **BOTH** Coaches, and the referee are required to fax game rosters to the VP Rules and red card committee (305)704-3811. Alternatively, you may scan and email the reports to redcards@sfuysa.com . IT DOES NOT MATTER IF YOUR TEAM DID NOT RECEIVE THE RED CARD OR SUFFER THE EJECTION. BOTH TEAMS MUST SEND IN BOTH COPIES OF THE GAME REPORTS. Referees are also required to file supplementary reports. Failing to send in a game report within the 48 hour reporting period results in the following fines:

**Failing to File Red Card Reports**

\$50 failing to file a game report where a red card was issued to **opponents team** (1st offense)  
\$100 second offense  
\$200 three or more offenses plus a 3 game suspension  
\$100 failing to file a game report where a red card was issued to their **own team** (1st offense)  
\$200 second offense  
\$500 three or more offenses plus a 6 game suspension  
\$25 for any referee that fails to file game report (charged to the club) plus suspension of referee until supplemental report is properly filed.

**Failing to File Game Report for Service of Red Card**

\$25 for failing to file game report seeking red card service within 48 hours. Alternatively, no credit for service.

Any questions regarding the red card procedure should be directed to the VP Rules. Do NOT fax all game rosters to the VP Rules. The only rosters that are required to be faxed are those in which a player (on either team) received a red card or to get credit for one serving it.

**Coach Ejections**

A coach ejected from a game will be fined \$200 for his first offense and \$500 for second and subsequent offenses. These fines are in addition to the mandatory minimum 2 game suspension for any ejection and may be increased by the discipline committee based upon the circumstances of the ejection and/or prior conduct of the coach.

**Miscellaneous**

\$25 minimum fine for unlisted administrative violation.

**Online Payments**

Clubs can view and pay suspension fees and fines online with either a PayPal account or credit card. We still accept checks to the treasurer, but payments made online will immediately update suspension and fine records allowing participation where appropriate. Also, for clubs that hold the suspended party accountable for their actions, anyone can make a payment for the open fines and fees. Visit <http://sfuysa.com/Payments.asp> for a list of open items.

***Suspension Service Requirements:***

For **SFUYSA** games in which suspended players or coaches are serving their suspension:

- 1) **PRIOR** to giving the game roster to the referee, check the "OUT" box next to the players' name and draw a thin line through the players name. Ensure that the players name is legible. Write "Out Serving Red Card" in the open area to the right of the players' name. Reporting the service for Coaches should be similarly identified.

- 2) When presenting the roster to the referee **BEFORE** the game, ask the referee to initial next to the "Out Serving Red Card" statement that the player is out.
- 3) PLAYERS SERVING A SUSPENSION MUST BE ONE OF THE 18 PLAYERS ON THE GAME ROSTER. Rosters may NOT be modified to add additional lines. Similarly, coaches serving a suspension must also be identified in one of the three coaches' spots on the roster.
- 4) Players are NOT required to be at the game in which they are serving a suspension, but may attend.
- 5) Coaches are NOT PERMITTED to be at a game in which they are serving a suspension. This means they cannot be within "sight or sound" of the game. They also may NOT communicate remotely via electronic or other means with their teams while serving a suspension.
- 6) Fax a copy of the rosters to the Red Card Committee (305)704-3811 or email a scanned copy to [redcards@sfuysa.com](mailto:redcards@sfuysa.com) to prove the player sat out.

For **Non-SFUYSA** games in which suspended players or coaches are serving their suspension:

- 1) The **ONLY** acceptable proof of service is the *SFUYSA Suspension Service Reporting Form* (<http://www.dataleague.com/sfu/suspensionserviceform.pdf>)

The *SFUYSA Suspension Service Reporting Form* is for reporting SFUYSA suspension service outside of league play only. Service within league games must be reported on league game rosters ONLY. All games MUST be served in FULL SIDED MATCHES ONLY (11v11, U11-12, 8v8, U9-10 6v6). To be accepted. Suspension service acceptance is at the discretion of the VP of Rules, and must be served with Primary team, or under special circumstance as Pre-approved by VP of Rules, SFUYSA.

### ***FYSA Rules Impacting Violent Conduct & The "Death Penalty" 502.5***

FYSA has adopted significant changes to the definition of Violent Conduct as defined below. While it may appear some actions which before could have been classified as 4 game suspensions will now be only 2 games, this rule is bound to be revisited at the next AGM. More importantly, 502.5 is still in force and all coaches should be aware in order to try and counsel their players away from such behavior. Also, the spitting rule has been expanded to include passive spitting actions (i.e. into the hand prior to a handshake)

#### **502.3 Violent Conduct:**

1. One (1) game suspension (minor infractions) -- dead-ball foul that is neither violent or with intent to harm or injure; attempting to strike, hit or punch.
2. Two (2) game suspension (minor infractions) -- is defined as the aggression of a player towards an opponent with clearly no intent to play or fight for the ball; threatening gestures.
3. Four (4) game suspension (major infractions) -- striking with the intent to injure; fighting; any intentional exposure of the anatomy considered lewd and lascivious; all gestures with any part of the body which implies visual profanity.
4. Six (6) game suspension (major infraction) -- Entering a fight in progress or action resulting in law enforcement being called; entering the field of play and committing any additional offense (e.g., violent conduct, foul or abusive language; this will be in addition to the sanction for the subsequent violation).

#### **502.4 Spitting - 4 (four) game suspension:**

Spitting is defined as spitting on or at an opponent or another person as well as spitting onto their own hand prior to shaking hands with their opponent and/or the referees or other game officials.

**502.5** Any player or coach who receives a second red card/ejection during a seasonal year or a third within two seasonal years for either violent conduct (major infraction), foul and/or abusive language directed, spitting, or referee abuse, after notification from FYSA to the player, coach and affiliate Agent of Record within seven (7) days, may be suspended for thirteen (13) games or six (6) months, whichever is longer. Multiple offenses relating to the same red card/ejection will qualify under this rule. The action may be appealed to the FYSA Protest and Appeals Committee.

### ***Home Team Requirements:***

**Field Conditions:** Home team fields must be in accordance with the dimensions, goals and markings as provided in this coaches manual; and MUST be ready for play at the assigned game time. Failing to provide fields that meet these criteria may result in removal of home games or removal of teams from participation. In the event a game is scheduled on a field that does not meet the criteria, teams should play the game with a note in the game report of any discrepancies. The outcome will be considered by the competition committee which may allow the game results to stand, or require a replay at the visiting team's park with the team that provided the improper field picking up the expenses. However, under no circumstances should game be played without properly secured goals or on any field where the safety of players may be a concern. In these cases it is the



responsibility of the teams to take pictures and include them with the report of any failure to play the game due to safety issues.

**Park Entrance and Parking Fees:** Home teams playing their games at parks that charge parking or admission fees MUST make arrangements with the park and/or the opponent to provide for free admission and parking for visiting players, coaches and spectators.

#### **Field Marshals:**

Field marshals are required at all SFUYSA games. Their role is to provide a calming influence on the spectators and hopefully act as a deterrent toward conduct that falls below the standards as established by FYSA and SFU. They are there to assist the referee in dealing with or disciplining spectators that the referee(s) feel are worthy of such attention and action. Each home club MUST provide a field marshal at each of their games. This person SHOULD NOT be affiliated with the team that is currently playing the game they are marshalling. They are not there to cheer for the home team and should be viewed as unbiased observers. They should wear a bright vest to easily identify their position and role. The field marshal needs to be identified to the referee **PRIOR** to the game and put their name on the game roster. Failing to provide a field marshal at a home game is an administrative violation that carries a fine plus the potential for removal of home games, for persistent violators.

#### **Referee Assigning Guidelines:**

SFUYSAs strives to have the best available referees in its games. We have the highest average payment structure and most challenging and entertaining games for referees. Assignors MUST attempt to put the best available crews into SFUYSA games while balancing the need to recruit and provide experience to younger and less experienced officials. The following guidelines must be followed in assigning SFUYSA games. Failure to follow these guidelines will subject the club to a potential loss of home games and/or fines.

1. All Assignors must be certified and properly registered with VP Referee of SFUYSA with all contact information (online SFUYSA Club Information)
2. Assignors must save Assignments during the year and when requested will have 48 hours to send in requested assignments.
3. All referees must be FYSA/FSR certified and listed on Referee list on FYSA/FSR website.
4. All game referees must be age appropriate to age of players. (i.e. a 12 year old is not proper on sidelines of a 14 year old game.)
5. At least one of the referees MUST be 5 years older than age group or a Grade 7 or above level referee.
6. Center referee must have at least 90 days experience from date of original certification.
7. For Early Season and Regular Season U15+ games, center referee must be Grade 7 and above or have a minimum of 1 year experience.
8. Any failure to comply will be considered an improper assignments and "CLUB" will be fined \$25.00 per occurrence. Determination of impropriety to be considered by Red Card committee. Consistent failure to comply could result in loss of home games and fines.

#### **Referee Information 2013-2014**

Only certified (USSF) referees may be assigned and receive payment for officiating. Note that referee fees MUST be paid **prior** to the game, in cash (in correct change), by each team's coach. Referees do NOT make change. If you give them two \$20 bills for your part of a U11 game, consider the \$3 extra as a cost of failing to follow the rules. Do not ask for it back at half time after you have collected from your players or parents to make the correct change.

#### **New for 2013-2014**

##### **Fees:**

<u>Regular Season</u>	<u>Per Team Per Game Amt</u>	<u>Referee Split</u>
U9 & U10	35	30-20-20
U11 & U12	40	36-22-22
U13 & U14	48	44-26-26
U15+	55	50-30-30
<u>Early Season</u>		
U13 & U14	48	44-26-26
U15+	55	50-30-30

#### **FYSA Player Hydration Rule:**

#### **402.4 Player Hydration**

In any FYSA sanctioned match a break will be given at the midpoint of each half of regulation time and at the end of each overtime period (if played) for player hydration. This break will be given at a normal stoppage of play and it is mandatory for any FYSA sanctioned match during which the air temperature is or is expected to reach eighty-five (85) degrees.

#### ***SFUYSA Mercy Rule:***

After the first half has been completed, or at any point in time in the second half where the goal differential meets or exceeds eight (8) goals, the game is considered complete and the match shall be ended.

#### ***Player Substitutions***

SFUYSA will be adopting the State Cup rules for player substitution for teams participating in **Division 1** age groups U16 to U19. If a U15 Division 1 team is participating in a U16 Division 1 age group, the U15 team will be required to play under the new substitution rules as well.

#### **U16 - U19 Division 1 Substitutions:**

- a. Substitutions will be allowed at **any** stoppage by either team, with the referee's permission.
- b. Each team is allowed a maximum of seven (7) substitutions in EACH half of play AND during overtime play.
- c. After leaving the game during a half of play, the substituted player may not re-enter the game during that same half of play.
- d. After leaving the game during overtime play, the substituted player may not re-enter the game.
- e. Substitute may not enter the field of play until the player he/she is replacing has left the field, and after being signaled onto the field by the referee.
- f. The Referee **MUST** be notified each time the goal keeper is changed.

**Procedural Considerations:** SFUYSA has adopted a Substitution Card form that is available online and can even be prefilled similar to the game rosters using the information from the Team's Online Registration data. The form is also available under the documents section for manual preparation. The form will print the cards onto standard Avery 5371, 8371 and 8871 Business Card stock to make it easier for separation.

Substitution cards should be laminated and an optional photo of the player placed on the back of the card. Distribute the cards to the players prior to the kickoff of each half and at the beginning of any overtime period. The referee should take the pass from each player as they participate in the game and then return the passes after each half and at the end of the game. Teams may also use their FYSA player passes in lieu of substitution cards.

#### **(U9 - U15 Division 1) and (U9 - U19 Division 2)**

Players may be substituted only during a stoppage of the game. The number of substitutions shall be unlimited. Substitutions may be made at the following times:

- a. Prior to a throw-in your favor.
- b. Prior to a goal kick, by either team, or after a goal is scored.
- c. After an injury, by either team, when the referee has stopped play.
- d. Between periods.
- e. No substitutions on corner kicks are permitted.
- f. While the league cannot mandate player substitution after a player receives a caution, it strongly recommends that all coaches substitute the player for a cooling down period. Substitutions are allowable at stoppages of play and it is suggested that the coach discuss this matter prior to the start of the game with the referee.
- g. A substitute may not enter the field of play until he has been so instructed by the referee.
- h. The Referee **MUST** be notified each time the goal keeper is changed.

#### ***Under 9/10, and Under 11/12 Field and Rule Modifications:***

SFUYSA will be utilizing the US Youth Soccer Association recommended field size and player participation format in its games. Modifications to FIFA Rules are listed below for these two categories.

#### ***U9-U12 Restriction on Punts and Free Kicks in Small-sided Games:***

In all small sided games U9 through U12; an indirect free kick from the center mark will be awarded to the opponent when a goal keeper punts, or a player kicks a free kick from one penalty area to the other penalty area without the ball being played first by another player.



## **Under 9/10**

### **Law 1 – The Field of Play**

Dimensions: The field of play must be rectangular. The length of the touchline must be greater than the length of the goal line.

**Length:** minimum 45 yards maximum 60 yards

**Width:** minimum 35 yards maximum 45 yards

Field Markings: Distinctive lines not more than (5) inches wide. The field of play is divided into two halves by a halfway line. The center mark is indicated at the midpoint of the halfway line. A circle with a radius of eight (8) yards is marked around it.

The Goal area: Conform to FIFA (6 yds).

The Penalty Area: A penalty area is defined at each end of the field as follows: Two lines are drawn at right angles to the goal line, fourteen (14) yards from the inside of each goalpost. These lines extend into the field of play for a distance of fourteen (14) yards and are joined by a line drawn parallel with the goal line. The area bounded by these lines and the goal line is the penalty area. Within each penalty area a penalty mark is made ten (10) yards from the midpoint between the goalposts and equidistant to them. An arc of a circle with a radius of eight (8) yards from each penalty mark is drawn outside the penalty area.

**Goals:** 6 x 18 or 7 x 21

**Law 2 – The Ball:** Size four (4).

**Law 3 – The Number of Players:** A match is played by two teams, each consisting of not more than six players, one of whom is the goalkeeper. The minimum number of players including the goal keeper required to continue or start play is four (4). The maximum number of guest players allowed in a game is two (2).

**Law 7 – The Duration of the Match:** Conform to FIFA with the exception of the match being divided into two (2) halves of twenty-five (25) minutes each. There shall be a half-time interval of five (5) minutes.

**Law 8 – The Start and Restart of Play:** Conform to FIFA with the exception that opponents of the team taking the kick-off are at least eight (8) yards from the ball until it is in play.

**Law 13 – Free Kicks:** Conform to FIFA with the exception that opponents are at least eight (8) yards from the ball.

**Law 14 – The Penalty Kick:** Conform to FIFA with the exceptions that the penalty mark is at ten yards and that players other than the kicker and defending goalkeeper are at least eight (8) yards from the penalty mark.

**Law 17 – The Corner Kick:** Conform to FIFA with the exception that opponents remain at least eight (8) yards away from the ball until it is in play.

## **Under 11/12**

### **Law 1 – The Field of Play**

Dimensions: The field of play must be rectangular. The length of the touchline must be greater than the length of the goal line.

**Length:** minimum 60 yards maximum 80 yards

**Width:** minimum 45 yards maximum 55 yards

Field Markings: Distinctive lines not more than (5) inches wide. The field of play is divided into two halves by a halfway line. The center mark is indicated at the midpoint of the halfway line. A circle with a radius of eight (8) yards is marked around it.

The Goal area: Conform to FIFA (6 yds).

The Penalty Area: A penalty area is defined at each end of the field as follows: Two lines are drawn at right angles to the goal line, fourteen (14) yards from the inside of each goalpost. These lines extend into the field of play for a distance of fourteen (14) yards and are joined by a line drawn parallel with the goal line. The area bounded by these lines and the goal line is the penalty area. Within each penalty area a penalty mark is made ten (10) yards from the midpoint between the goalposts and equidistant to them. An arc of a circle with a radius of eight (8) yards from each penalty mark is drawn outside the penalty area.

**Goals:** 6 x 18, or 7 x 21

**Law 2 – The Ball:** Size four (4).

**Law 3 – The Number of Players:** A match is played by two teams, each consisting of not more than eight players, one of whom is the goalkeeper. The minimum number of players including the goal keeper required to continue or start play is five (5). The maximum number of guest players allowed in a game is three (3).

**Law 7 – The Duration of the Match:** Conform to FIFA with the exception of the match being divided into two (2) halves of thirty (30) minutes each. There shall be a half-time interval of five (5) minutes.

**Law 8 – The Start and Restart of Play:** Conform to FIFA with the exception that opponents of the team taking the kick-off are at least eight (8) yards from the ball until it is in play.

**Law 13 – Free Kicks:** Conform to FIFA with the exception that opponents are at least eight (8) yards from the ball.

**Law 14 – The Penalty Kick:** Conform to FIFA with the exceptions that the penalty mark is at ten yards and that players other than the kicker and defending goalkeeper are at least eight (8) yards from the penalty mark.

**Law 17 – The Corner Kick:** Conform to FIFA with the exception that opponents remain at least eight (8) yards away from the ball until it is in play.

### ***Player Jersey Issues and Procedures:***

Some of the uniforms worn by teams are not predominately one color and may cause confusion on the part of the referee in his game decisions. As such, you need to be aware that if your team's uniform cannot be distinguished from the other team's by the referee, you may not be allowed to play the game. Should the referee decide that the uniforms are not sufficiently distinguishable, it is the **HOME** Team's responsibility to provide an alternate jersey. Should the referee also decide that the alternate jersey is indistinguishable; the **HOME** team may elect to wear training vests ("Pinnies") as long as players' numbers can be easily determined by the referee. However; if the home team is unable to provide an alternate jersey due to the **VISITORS** jersey not being predominately one color, the **VISITOR** will be required to play in their alternate jersey, or "Pinnies". Should either team wish to protest to the referee that the uniforms are too similar, they may do so, but it is the referee's final decision as to if they will allow the match to be played.

### ***U15 to U19 Premier Groups (TENTATIVE)***

In lieu of Late Season Championships, Early Season results will be used to identify the top teams for participation in the new SFUYSA-CDL Champions League Invitational. The Invitational event is planned for early March and will feature the top teams in each of the U15-U19 Premier Groups from both leagues. We anticipate the event will cover one or two weekends in a tournament style at a site mutually convenient to all participants. Teams not selected to participate in the SFUYSA-CDL event will be allowed to enter the SFUYSA traditional late season championships.

### ***U13 to U19 Division 1 Groups***

The U13 and U14 Early Season age group competition will come to a close on October 27<sup>th</sup>, 2103. In rare circumstances where weather has caused problems in completing a significant number of games, the Divisional VP may allow for games to be postponed or removed from the schedule. There is no late season for these two groups.

The U15 to U19 Division 1 groups (along with any Premier Teams not entering the SFUYSA-CDL Invitational) will be able to participate in the Late Season Championships during March of 2013. The top 8 teams from each age division as selected by the competition committee will be divided into two groups of four teams. Those two groups will participate in a 3 game round robin over two weekends. The top two finishers from each of the groups will compete in a semi-final and final championship weekend toward the end of March. Dates are still to be determined.

#### **Determining Top Teams:**

Ties will be broken using the following procedure. For all tiebreakers, if an uneven number of games have been played, any numerical measurements will be averaged over the number of games.

#### **Tiebreakers**

- 1) Head-to-Head
- 2) Goal Differential (with a maximum of +/- 3 per game)
- 3) Most Wins (avg)
- 4) Fewest Losses (avg)
- 5) Fewest goals against (avg)
- 6) Kicks from the Penalty Mark

In cases where there are more than two teams tied, head-to-head will only be applied if all three or more teams have played each other. If so and one team has lost to all of the others, that team is eliminated and the rest of the tiebreakers are applied to the remaining teams.

Thanks for all your anticipated hard work and we look forward to a happy and healthy Regular Season.

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