



# YOUNG SPORTSMEN'S SOCCER LEAGUE

P.O. Box 724

Arlington Heights, IL 60006-0724

Voice mail 847-818-1440 - Fax 847-818-1487

Web site: [www.yssl.org](http://www.yssl.org)

Email: [info@yssl.org](mailto:info@yssl.org)

# Special Rules

# And

# Procedures

As a condition of our affiliation with the Illinois Youth Soccer Association (IYSA), Young Sportsmen's Soccer League (YSSL) and all its member clubs, teams, coaches, players, parents, administrators, and officials are subject to all rules, regulations, policies, and procedures of the IYSA, USYSA, and USSF.

The following rules apply only to the Young Sportsmen's Soccer League and the games played within our league. You may encounter different interpretations of these rules in other leagues or non-league sponsored tournaments.

**Affiliated with:**

*Illinois Youth Soccer Association – United States Youth Soccer Association  
United States Soccer Federation– Fédération Internationale De Football Association*

## TABLE OF CONTENTS

Club Registration of Teams with the YSSL.....	1
IYSA Registration of Teams, Players and Coaches.....	2
YSSL Registration Requirements .....	3
The Leagues Schedule of Game and Weather Related Postponements .....	4
Authorized Game Changes.....	5
Officiating of the Game .....	6
Fields .....	7
Teams/Guest Players .....	8-9
Game Starting Time.....	10
Game Rules.....	11
Protection of the Players.....	12
Sportsmanship.....	13
Cards and Penalties.....	14
Official League Standings .....	15
Game Conduct.....	16
League Administration .....	17
Current League Format.....	18

## I. Club Registration of Teams with the YSSL

### A. Team Registration

1. Club's register their teams on-line at [www.yssl.org](http://www.yssl.org) by clicking on Online Registration
2. All information must be accurate and complete
3. Any information relative to the team's history, make-up, and current structure which would affect its placement for Division alignment must be included in the "Registration Notes For Seeding"
4. Club Administrators will provide each of their teams with a "Registration Packet" which includes instructions for on-line registration, "YSSL Player Commitment Form", and the "IYSA Medical Release and Liability Waiver Form."
5. 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
6. U15 players, not in high school, may be allowed to play U14 in the fall season **only**. The player's pass will be marked "Fall League Play Only." The player cannot participate in any tournaments. No more than 3 such players can be rostered to the same team. The League must receive a letter of request from the Head Coach of the team including details about the player's size, weight, and skill and an acknowledgement that the players participation is limited to "FALL ONLY" and that the coach will process the "Release" at the conclusion of the fall season.
7. All team coaches must register with the League and obtain a YSSL coaches pass. The Head Coach of every team U13 and above must hold an IYSA "E" Coaches License or higher. U8-U12 coaches must have taken the age appropriate coaching module. Any individual working in a coaching capacity needs the age appropriate module. **(New, unlicensed coaches of entry-level teams will be given 6 months to obtain an age appropriate module license.)**
8. Club Trainers preferring a Trainers Pass must possess a minimum of a State "D" License and must register with the League to obtain a YSSL Trainers Pass.
9. Club Coach Passes require a minimum of a State "E" License and must register with the League to obtain a YSSL Club Pass.

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

1. Clubs are required to provide a field for every 3 to 4 teams registered. Each field must have a mix of ages assigned to it. For example, (14 & 13); (12 & 11); (10, 9, & 8). **DO NOT assign single age groups to a field.**
2. If your designated fields are not available during the "Required and Programmed" dates, days, and times, **it could affect your 5 games at home schedule.** U8's through U14's are scheduled Saturdays from 12:00 pm to 6:00 p.m. (a single game on Saturdays are given a 4:00 p.m. start) U15's through U19's are scheduled on Sundays from 8:00 am to 12:00 pm. Both age groups may be assigned Monday through Thursday times starting at 6:00 pm in fall and 6:30 pm in spring. Clubs whose fields are available on Saturday only or Sunday only will not be negatively impacted by the 5 games at home policy.
3. If a club changes a field location after the schedule has been created, they will be assessed a \$10 fee for each game affected by the field change. The club will be responsible for all communications of the change to the league, club, and teams affected by the change. **They will be responsible 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.** The league will contact the referee assignors and ultimately the referee. **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.**

### C. Club eligibility to register teams in the YSSL.

1. Clubs should have a minimum of 2 teams and 1 field to register in the league.
2. One or both of these requirements can be waived to promote, provide, and support youth soccer.

## II. IYSA Registration of Teams, Players and Coaches

Registration of a player with inaccurate pass information (which includes a properly processed Release Form for a previously rostered player) 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	FIELD	MINIMUM
U8-U9-10	14	7V7	5
U11-12	16	9V9	6
U13-14(15-19)	18 (22)	11V11	7

- C. Players may be rostered on only one IYSA affiliated team at a time.
- D. All additions and releases require the completion of on-line process and the return of the player's pass. All adds (players and coaches) require a \$10 processing fee.
- E. Transfers between teams in the same club are unlimited and does not count toward the limits set for National competition.
- F. Players must show one of the following as proof of age:
  - Birth Certificate
  - Baptismal Certificate
  - Drivers License
  - Alien Registration
  - YSSL Player Pass (year just ended)
  - Passport

\* School IDs or other league passes are not acceptable. If a foreign certificate is used, the birth date must be clearly evident or a notarized translation is needed.
- F. The birth year for Age Divisions is found by subtracting the age division from the starting date of the soccer year. Example: If the soccer year is 8/1/08 - 7/31/09 and you are in the Age Division U9, the birth year would be 99 (2008 – 9 = 99).

<u>AGE DIVISION</u>	<u>BORN ON OR AFTER</u>	<u>AGE DIVISION</u>	<u>BORN ON OR AFTER</u>
U8	8/1/00	U14:	8/1/94
U9:	8/1/99	U15:	8/1/93
U10:	8/1/98	U16:	8/1/92
U11:	8/1/97	U17:	8/1/91
U12:	8/1/96	U18:	8/1/90
U13:	8/1/95	U19:	8/1/89

- G. IYSA registered teams wanting to travel out-of-state or out of the United States must obtain a "Travel Permit" for "friendly" games or tournaments. Contact the IYSA office for information and permits. (847) 290-1577 or at [www.iysa.org](http://www.iysa.org).

### 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. (Intraclub transfers are exempt from this rule.)
- B. A player signing an "IYSA Team Registration Form" is bound to that team for the entire soccer year unless the **player requests** a release from that team.
- C. YSSL Policy on Releases and Transfers
  1. 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.
  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. All voluntary releases submitted to the YSSL Registrar will be processed. Any player requesting a release from his team must advise his Head Coach. The coach or Club Administrator will process the release at [www.ysssl.org](http://www.ysssl.org) at the Online Registration selection. **A players release cannot be denied or delayed by a contractual arrangement made with the player or their parent/guardian if that player is in fact a minor.**
  4. An "involuntary release" **IS NOT PERMITTED** in accordance to IYSA and USYSA policies. A coach, team manager, or club official or administrator can not release a player from their team without grave and specific reasons such as; death, injury, or a change of residence from the geographic location.
  5. Releases received during a soccer season **in which charges of recruitment have been substantiated,** will be investigated and proceed to a Hearing if applicable. Complaints of unpaid fees and/or unreturned club property should also be reported to the league for consideration. No release will be processed without the necessary completed form and the player pass.

- IV. The League's Schedule of Games and weather related postponements, field closures and rescheduling.
- A. No club(s), team(s), or coach (es) can unilaterally or mutually agree to change a scheduled game for any reason without the knowledge and expressed permission of the League. See the next section "Authorized Game Changes."
  - B. Unless your Club Administrator has been notified or verified by the League Administrator that a game has been cancelled, then only the referee at the field can cancel it. (Bad weather or field closure)
    - 1. Games called due to lightning during the first half will be postponed and replayed in their entirety.
    - 2. Games called due to lightning after the first half will be considered complete and the score will stand.
  - C. Field Closures related to weather conditions.
    - 1. It is the responsibility of the Home Team to provide a timely and direct communication to the visiting team Coaches and League Administrator that a field has been closed.
    - 2. When a field is closed with less than 24 hours notification the League will make the final decision regarding the postponement, cancellation or forfeit of the game.
  - D. The League will not initiate the rescheduling of postponed games.
    - 1. **Arrangements for postponed games must be submitted within 10 days of scheduled game.**
    - 2. The Club Administrators must conduct the rescheduling of all postponed games through the League Administrator using a properly executed "Change of Game Form."
    - 3. Rescheduled games must be played by the last scheduled date of the season.
  - E. 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 Administrator immediately.
    - 2. No team will be awarded a win through a forfeit for failure to reschedule a postponed game unless the League Administrator was notified within the 10-day limit from the original game date and he/she determines a forfeit based upon the merits of the complaint.

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

- V. Authorized Game Changes are subject to all of the following.
- A. Clubs will be provided with a Preliminary Schedule. A Scheduling Meeting 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. After the Scheduling Meeting teams will be permitted "time changes" only until the 1<sup>st</sup> day of the month the season starts.
    2. Any changes to date or location will be considered an actual Game Change
  - B. Each team is allowed to initiate two free unilateral schedule changes per season. (Changes caused by State Cup participation or if 3 or more players will be attending an ODP scheduled event will not be included in the two game change limit.) If more than two changes are necessary for a team, the cost per change is \$50 each.
  - 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 web site on the "Change of Game Form" located on the Team Page.
    2. All game changes must be submitted to the League by the 7<sup>th</sup> week of play. The date will be posted on the [www.yssl.org](http://www.yssl.org) website.
    3. The form must be received by the YSSL 7 days prior to the originally scheduled game date or the revised game date (whichever is earlier), from the team requesting the change. Forms submitted late **will result in a \$50 fine and possible forfeiture of the game.**
    4. The form **must include** all revised date information. If you are having difficulties agreeing on a reschedule date, contact the YSSL League Administrator so that you do not fail to meet the 7-day deadline.
    5. The Club Administrator of record will be notified by E-mail that the Game Change has been received and approved.
    6. All rescheduled games must be played by the last date of the season
    7. Unauthorized game changes will be treated as a forfeit plus a \$100 fine for both teams
  - C. **Impact of game changes on the original field schedule**
    1. It is the responsibility of the Home Field club to coordinate with the Referee Assignor the movement of the other team schedules when the middle games of a multiple game set is changed
    2. Failure to make this accommodation will result in a \$75 fine

- VI. Officiating of the game - the Referee, Assistant Referees, Club Linesmen, and Game Results
- A. Referee "No Show"
1. If a referee fails to show for a game the game should not be played. The YSSL requires the game to be officiated by a currently USSF Certified, age appropriate, and experience qualified Center Referee.
  2. It is up to the Head Coaches of both teams to determine if the game can be played. 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.
  3. 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.
  4. It is the responsibility of the Center Referee to report the game results to the League and to maintain the Game Card for recording purposes.
- B. 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 U8 - U10 each team must provide a qualified volunteer at each game to assist the Center Referee as Club Linesmen.
  2. For U11 - U19 each 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 will result in a forfeit.

1. Field and Goal sizes are approximately:

AGE	LENGTH	WIDTH	GOALS	FREE KICKS
U8-U9-U10	55/70 YDS.	40/55 YDS.	6'X18'	6 YDS
U11-12	75/90 YDS	50/65 YDS	7'X21'	8 YDS
U13-19	100-120 YDS	60/80 YDS	8'X24'	10 YDS

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. Note U8 thru U11 Guidelines for downsized measurements. (The eight (8) and ten (10) yard from corner line respectively and spectator lines parallel to the touchline and no further than the top of the Penalty Box are strongly suggested.)

4. Corner flags of appropriate design must be present and safe.

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.

4. The goal lines and adjacent touchlines parallel to the Penalty Box must be kept clear of spectators and coaches.

## VIII. Teams

### A. Maximum number of players on the field is:

AGE	ROSTER	FIELD	MINIMUM
U8-U9-U10	14	7V7	5
U11-U12	16	9V9	6
U13-U14 (15-19)	18 (22)	11V11	7

1. One of whom must be a goalie.
  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 to and retained by the referee before the start of the game.
1. Individual players, trainers or coaches without passes will not be permitted to participate. The assumption should be they have been ejected and their passes surrendered.
  2. Teams without passes have until 20 minutes after the scheduled start time of the game to present their passes. The game will NOT be played and will be recorded as a forfeit.
  3. A team must have one of its League registered coaches present throughout the game. The coach must present a Coach's Pass for the specific team, a Club Coach's Pass, or a Trainer's Pass.
    - a. If one is not present at the start of the game. The game will NOT be played and will be recorded as a forfeit.
    - b. If an ejection leaves a team with no registered coach, the game will be stopped and a forfeit of 1:0 or the actual score, which ever is higher, will be recorded.
- D. **The use of Guest Players during League play has been added to the IYSA Rules.** The guidelines and restrictions for Guest Players is spelled out below.

A team is allowed as many guest players up to the roster size (maximum number).

1. Guest Players must come from a younger team or the same age but in a lower division in the same Club.
  2. He/she must be Rostered on a team in the IYSA and present a valid pass from that team in the same Club.
  3. Guest Players cannot come from teams of a higher age group regardless of their age.
- 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.
- B. Teams must be checked in and ready to play at the scheduled time.
- C. Games starting late must reduce the minutes per half to maintain the schedule of later games.
- D. Games delayed beyond 20 minutes 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 size and game length by Age Division.

AGE	GAME LENGTH	BALL	AGE	GAME LENGTH	BALL
U8-10	2 X 30	4	U13-14	2 X 40	5
U11-12	2 X 35	4	U15-16	2 X 45	5
			U17-19	2 X 45	5

Size 4 ball is 25 - 26 inches in circumference and weighs 11 - 13 ounces.

Size 5 ball is 27 - 28 inches in circumference and weighs 14 - 16 ounces.

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. U8 through U12 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. U13 and above must substitute with the consent of the referee at the following times.
  1. Prior to a throw-in for your team. **For U13 & 14's if the team in possession elects to sub, both teams can.**
  2. Prior to a goal kick by either team.
  3. After a goal by either team.
  4. After an injury where play is stopped to access the injury. **Substitution for the injured player in mandatory**, 1 for 1, at discretion of the referee.
  5. 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.
  6. At half time.

C. Corner kicks are all taken as normal corner kicks.

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 \$50 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. The injured player's coach will wait to be waved onto the field by the referee. 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 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.
- F. Pulling a team off the field or refusing to complete a game will 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. **DO NOT** take this as an opportunity to discuss the officiating of the game!

## 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. U8 - U14 \$25 fine and suspended from next League game.
    - b. U15 - U19 \$50 fine and suspended from next League game.
    - c. If issued for violent conduct, there will be a mandatory 3 or 5 game suspensions and possible Board action.
  - 3. Subsequent Red Cards will result in Board action.
- B. Coaches.
  - 1. A Yellow Card results in a \$25 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 a \$100 fine, no less than the next game suspension, 60-day probation and possible additional Board action. A Red Card received while on Red Card Probation will result in a \$150 fine, no less than a 5 game suspension, full season probation and possible additional Board action.
- C. Trainers.
  - 1. A Yellow Card results in a \$25 fine plus a 60-day probation. A Yellow Card received while on Yellow/Red Card Probation will be treated as a Red Card.
  - 2. A Red Card.
    - a. The first Red Card is a \$100 fine with a 60 day probation and possible additional Board action.
    - b. The second Red Card in the same soccer year is a \$200 fine with a 60 day probation and possible additional Board action.
    - c. The third Red Card in the same soccer year is a \$300 fine plus a minimum 2-week suspension from all YSSL games, a full season probation and possible additional Board action.
- D. **The "Player/Coach Ejection Record."**
  - 1. **Coaches must provide the referee with this form as a receipt for each Pass surrendered due to an ejection. The form is to be filled out and signed at the field by the referee.**
  - 2. **The coach keeps the form to present to the referees of subsequent games to fill out and initial until the suspension period has been fulfilled.**
  - 3. **The completed form if faxed, mailed or dropped off as proof that the suspension has been fulfilled. The fine and pass return arrangements are noted on the form.**
- E. All fines, penalties, suspensions and probations will carry over to the next season and/or year.

XIII. Official league standings.

- A. The League's "Division Standings Report" is posted on the League web site [www.yssl.org](http://www.yssl.org) throughout the season.
- B. If there are discrepancies in the League Standings, the game number, teams and scores should be reported to the League within two weeks of the posting of the scores and no later than two weeks after the conclusion of the current season.
- C. Teams are awarded three points for every win and one point for every tie.
- D. Total points accumulated decide a team's standing within its division.
- E. If tied in total points, the first tiebreaker is head to head match play, if applicable, and then the team with the least goals scored against is listed higher.
- F. 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 20 minutes of the games start time**
  2. **No team passed coach at the field**
  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. An Untimely notice of a field closure
  9. An Unauthorized Game Change
  10. Failure to reschedule a postponed or rescheduled game
- G. 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 provided in advance of a game that a team will not be available for competition
  3. A determination of the League Administrator stipulates a forfeit

#### XIV. 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 must submit a "Referee Evaluation" to the League for every game. The scores for each game will not be posted for your team until the evaluation for that game has been received. Evaluations are submitted via the [www.yssl.org](http://www.yssl.org).

##### 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 notifies the respective Club Administrator as to any actions and/or penalties declared.
5. The Club Administrator 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. All Clubs are required and will be held accountable to assure that all their Coaches, Players, and Parents:
  1. Have read and understand
    - a. Policy XI Protection of the players
    - b. Policy XII Sportsmanship
    - c. Especially Policy XV Game Conduct
  2. All Club Members have seen and understand "Attitudes are Contagious."
- B. Club Administrators
  3. Each member club of the League is required to provide a Club Administrator.
  4. Each club must be represented by its Club Administrator or an alternate at the Administrator Meetings as listed on the YSSL Activity Calendar and the web site.
  5. Club Administrators are the only individuals empowered to communicate with the League Administrator and the Heads of League Committees.
  6. It is the responsibility of the Club Administrators to provide communications from the League to all necessary club members and to keep the League informed of club concerns.
  7. The distribution and processing of all necessary paperwork must go through the Club Administrators.
- C. Club, team, coach, and 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.
- C. Protest, Hearing, and Appeal procedures
  1. All decisions (calls and no calls) of the referee relative to the FIFA rules of the game and the dynamics of play are final and cannot be appealed or protested. This includes decisions pertaining to the issuing of Red Cards, Yellow Cards and Send Offs.
  2. 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.
  3. 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 Administrator 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.
  4. 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.
  5. 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.
  6. The Appellate Panel will consider any substantial reliable information in arriving at its decision.
  7. The Appellate Panel has the sole discretion whether to grant a hearing on appeal. In the event a hearing is permitted, the Club Administrator will be given the date, time and place. The Club Administrator 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.
  8. Appellate decisions will be resolved at the following Board Meeting and communicated to the respective Club Administrators in due course.

## YSSL Format FALL 2009 & SPRING 2010

AGE	FIELD PLAYERS	MINIMUM ON FIELD	MAX ROSTER	MIN ROSTER	BIRTHDATE Born On/After	GAMES
U8	7v7	5	14	7	August 1, 2001	10 Fall + 10 Spring
U9	7v7	5	14	7	August 1, 2000	10 Fall + 10 Spring
U10	7v7	5	14	7	August 1, 1999	10 Fall + 10 Spring
U11	9v9	6	16	7	August 1, 1998	10 Fall + 10 Spring
U12	9v9	6	16	7	August 1, 1997	10 Fall + 10 Spring
U13*	11v11	7	18	11	August 1, 1996	10 Fall + 10 Spring
U13* Elite	11v11	7	22+	11	August 1, 1996	As scheduled - Min 3 games
U14*	11v11	7	18	11	August 1, 1995	10 Fall + 10 Spring
U14* Elite	11v11	7	22+	11	August 1, 1995	As scheduled - Min 3 games
U15*	11v11	7	22+	11	August 1, 1994	10 Spring
U16*	11v11	7	22	11	August 1, 1993	10 Spring
U17*	11v11	7	22	11	August 1, 1992	10 Spring
U18*	11v11	7	22	11	August 1, 1991	10 Spring
U19*	11v11	7	22	11	August 1, 1990	10 Spring

- \* The club is responsible for scheduling and paying assistant referees for all U11 thru U19 games. These costs are not included in the listed team fees.
- + Plays 11 v 11 on the field with a maximum roster of 22 players but may dress and play only 18 in any one (1) game.
- U13 thru U19 includes option for Elite division with a minimum of 3 and maximum of 10 games as scheduled by team.
- Guest Players – a team is allowed as many guest players up to the roster size (maximum number), players have to be from a younger age group or the same age group but form a lower level team.

AGE	FIELD LENGTH	FIELD WIDTH	GOAL SIZE	BALL	GAME TIME	OFFSIDE	KEEPER	SUB-STITUTIONS	ARs
U 8, U9 & U10	55/70 yds.	40/55 yds.	6 x 18 ft.	4	2 X 30 MIN	YES	YES	On the Fly [1]	suggested
U11 & U12	75/90 yds.	50/65 yds.	7 x 21 ft.	4	2 X 35 MIN	YES	YES	On the Fly [1]	mandatory
U13 & U14	100/120 yds.	60/80 yds.	8 x 24 ft.	5	2 X 40 MIN	YES	YES	Referee Consent [2]	mandatory
U15 & U16	100/120 yds.	60/80 yds.	8 x 24 ft.	5	2 X 45 MIN	YES	YES	Referee Consent [2]	mandatory
U17 - U19	100/120 yds.	60/80 yds.	8 x 24 ft.	5	2 X 45 MIN	YES	YES	Referee Consent [2]	mandatory

[1] Allowed on the "fly" at anytime without referee consent. 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] With referee consent at your team's throw in, the opposing team's throw in if they are substituting, goal kicks, & kick offs.

For U17 – U19 (highest division only) there will be no reentry in a half once a player has been substituted.

