

STATEN ISLAND YOUTH SOCCER LEAGUE

PART I **GENERAL POLICIES**

League Mission Statement

The Staten Island Youth Soccer League strives to positively impact the physical, mental, and emotional development of young persons while encouraging and fostering players' enthusiasm, appreciation, and understanding of soccer, and sports generally, through age-appropriate activities conducted in a fun, inclusive, respectful, and safe environment.

Policy 1 – By-Laws

1.1 Executive Board

The League shall be administered and operated by a duly elected Executive Board in compliance with the current By-Laws.

1.2 By-Law Supremacy

Every effort shall be made to interpret and implement and administer these General Policies in a manner to effect the By-Laws. If any of these General Policies conflict with the By-laws, the By-Laws control.

Policy 2 – Games/Competitions

2.1 Focus

All games, tournaments, and competitions played under the auspice of the Staten Island Youth Soccer League (“League”) are recreational. Although the League promotes competition, where appropriate, the overarching focus remains development of all participants in fun, inclusive, respectful, and safe environment.

2.2 Standings

The League will maintain team standings, in appropriate age divisions, using a point system. Each team will receive:

- (i) Three (3) points for a win;
- (ii) One (1) point for a draw; and
- (iii) Zero (0) points for a loss.

There are no tiebreakers for the purposes of the standings (*i.e.*, there could be a draw in teams' final placement in any one division).

2.3 Excessive Goal

Teams are encouraged to teach sportsmanship by displaying sportsmanship. As such, in divisions in which standings are maintained, any team winning a game by more than 6 goals will only receive one (1) point for the win and is subject to disciplinary action by the League. Teams are *strongly encouraged* to make tactical changes to prevent the 6 or more goal differential *before* such differential occurs (*e.g.*, swap

customarily offensive players to defense, discretely remove a player from the field, keep ball possession, *etc.*).

2.4 Game Cancellations/No-Show

The cancellation of games, regardless of how early before the scheduled game time and no shows impose confusion and expense on the League's operation. As such, clubs and teams are cautioned to consider non-soccer events (*e.g.*, Christenings, bar mitzvahs, weddings, picnics, vacations) with players and their families before scheduling occurs and alert the League's Scheduling Administrators as soon as possible. The League will make every effort to accommodate requests by clubs and team to avoid certain dates, however, it is impossible to accommodate every date. Any club or team cancelling a scheduled game or simply not appearing for a scheduling game will be fined in an amount to be determined and published (pre-season) by the Executive Board.

2.5 Protest/Appeals

In accordance with the League's focus on recreational and player development competitions, no club, team, or player may appeal or protect the outcome of any League competition or event; nor any Executive Board decision regarding any League competition or event, including but not limited to scheduling and team placement decisions.

Policy 3 – Registration

3.1 Eligibility

The League is open to all youth irrespective of race, nationality, color, religious affiliation or non-affiliation, socio-economic class, gender. The League, however, is limited to youth players. A youth player is any person who is 14 years or younger during the active season.

3.2 Registration

All clubs, teams, players, coaches, and other team personnel must be registered through GotSport, or such other league/competition platform that the League shall designate.

3.3 Membership

Only those clubs that are in good standing at the start of a season are eligible to enter teams/players to participate in League events and /or League competitions.

3.4 False Registration Statement

A club, team, or player registration form containing a false signature or false statement will subject the club, team, and player and all persons involved to disciplinary action, including but not limited to expulsion of the club, team, and/or player.

3.2 Team Divisions

The League prefers "true-to-age" divisions (*i.e.*, nine-year-olds play with and against other nine-year-olds, ten-year-olds play with and against ten-year-olds, *etc.*). In this connection, the clubs and teams should try to develop teams of players of the same age, recruiting where necessary.

3.3 Player Poaching

No team, through its administrators, coaching staff, players, parents or guardians, officers, or any other representatives, is permitted to induce another club/team's registered player to leave his or her team to transfer to and play with another club/team during the current seasonal year by the use of any means of communication and/or promises. Allegations of poaching shall be subject to a hearing by the Disciplinary Committee. Penalties for violation of this policy shall be set by the Executive Board.

Policy 4 – Disciplinary Matters

4.1 Intentions

The League seeks to promote effective and efficient operation. Effective and efficient operations require compliance with established rules and procedures. As in any organization, it is important to ensure compliance with rules and procedures. It is not the League's intention to be overbearing in its administration; however, the failure of some to abide by League rules and procedures impacts the League's functioning to the detriment of all.

4.2 Eastern New York Youth Soccer Association (ENYYSA) Zero Tolerance Policy

The League, its clubs, teams, players, and spectators will abide by the Zero Tolerance directive and policies as set forth by ENYYSA. All participants have been made aware of the current Zero Tolerance Policy and the same is available at the League's website.

4.3 Disciplinary Procedure

The League will adhere to the following procedures warranting Disciplinary Committee (DC) review.

- a) **4.3.1 Team Personnel Sent-Off** Team personnel consists of any coach, assistant coach, manager, director, or other personnel that appears on the team's roster. Any team personnel sent-off (*i.e.*, shown a red card) during a League competition or event is suspended for the following three (3) weeks, unless adjusted by the DC at a meeting with the suspended person and the Club Director, if any.
 - a. The suspension means the person(s) involved are *ineligible* to participate in any League competition or event during the suspension period (*e.g.*, can't coach another team in another League competition or event). Note, it is possible that ENYYSA will additionally suspend the team personnel from participation in ENYYSA competitions or events.
 - b. The DC will schedule an *in-person* meeting with the person(s) suspended within the three (3) week suspension period and will notify the Club Director, via email, of the meeting date.
 - c. If the suspended person(s) fail to appear within the three (3) week suspension period for a meeting, the suspension continues until at least the suspended person attends the meeting.
 - d. After, if not at the meeting, the DC can assess additional fines and/or suspensions and the DC shall inform the suspended person's Club Director of the same within three (3) days of the meeting's conclusion.
- b) Alternatively, if the DC upon learning of a team personnel send-off, deems the matter requires ENYYSA involvement, the person(s) involved are suspended until such time as ENYYSA advises the League that the person(s) can return to League participation.

- c) Any fine imposed as a result of team personnel being sent-off are imposed against the club/team and the failure to timely pay the same will impact the club/team's standing with the League.

4.3.2 Player Sent-Off

- a) Any player sent-off shall be suspended for the following three (3) weeks, unless adjusted by the DC at a meeting with the suspended person and the Club Director. For player send-offs, the player must *request* a meeting.
- b) The suspension means the player is *ineligible* to participate in any League competition or event during the suspension period (e.g., can't play for another team in another League competition or event). Note, it is possible that ENYYSA will additionally suspend the player from participation in ENYYSA competitions or events.
- c) Upon review, the DC reserves the right to impose a fine against the club/team and the failure to timely pay the same will impact the club/team's standing with the League.
- d) Upon review of a player send-off, the DC reserves the right to schedule an *in-person* meeting with the person(s) suspended within the three (3) week suspension period and will notify the Club Director, via email, of the meeting date. If the player fails to appear within the three (3) week suspension period for a meeting, the suspension continues until at least the suspended player attends the meeting.

4.3.3 Other Incidents/Occurrences

- a) The DC shall determine, in its sole discretion, whether disciplinary action is required as a result of any incident or occurrence reported during any League competition or event. Under such circumstances the DC may suspend the person(s) involved and fine the club/team. The DC may also, in its discretion, require a meeting with those involved.
- b) If the DC, upon learning of an incident or occurrence, deems the matter requires ENYYSA involvement, the person(s) involved are suspended until such time as ENYYSA advises the League that the person(s) can return to League participation.
- c) The DC reserves the right to meet with and/or take disciplinary action against any team or club as a result of accumulated cautions (yellow cards) or send-offs (red cards).

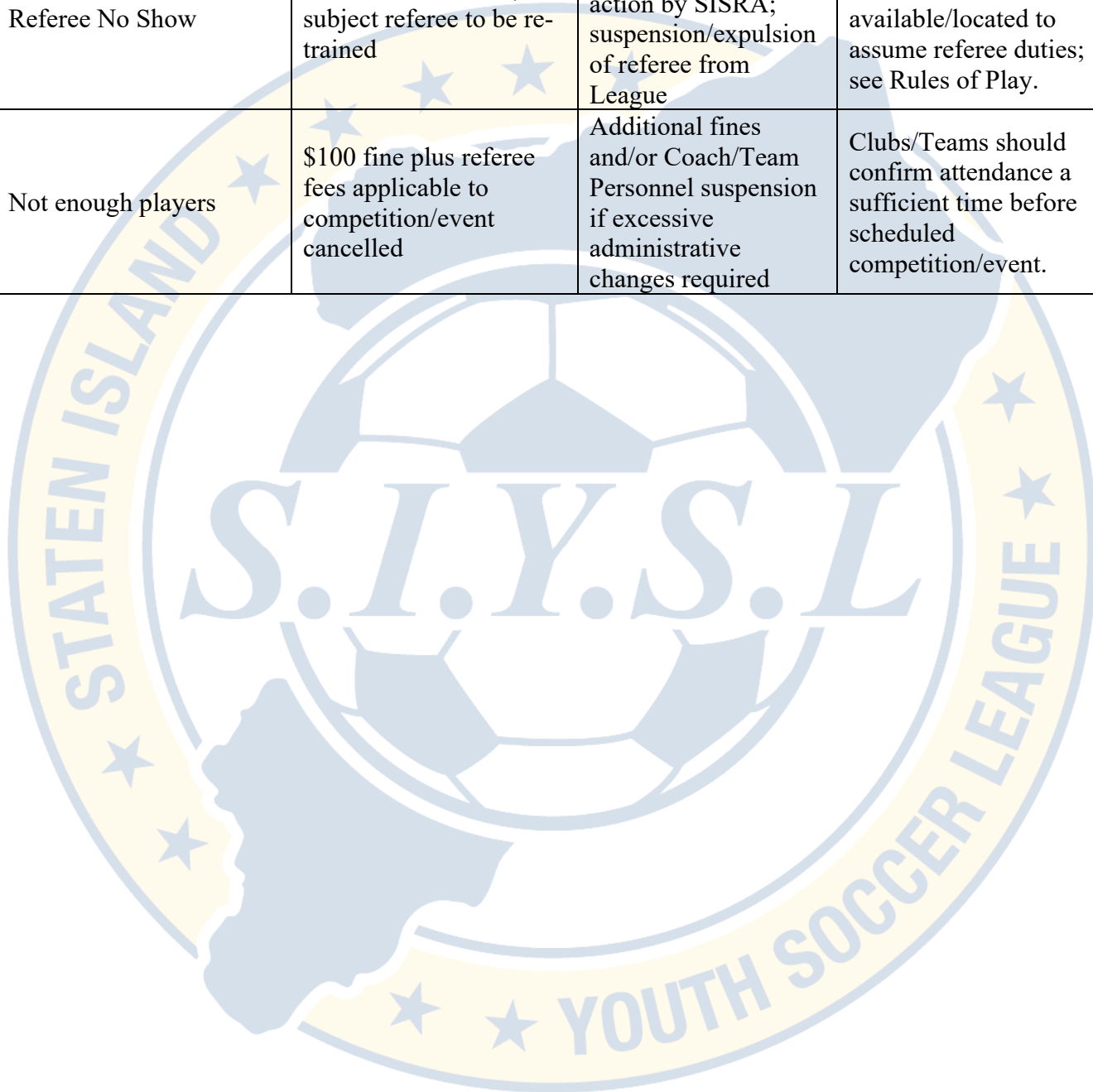
4.4 Fine Schedule

The Executive Board has approved the Fine Schedule below. The DC can deviate, in its discretion, from the Fine Schedule only in the rare situations that warrant such deviations. The DC and Executive Board reserve the right to impose fines, suspensions, or expulsions, for any incident/occurrence not listed below.

Occurrence	Minimum Fine/Penalty	Maximum Fine/Penalty	Note
Coach/Team Personnel sent-off (red card)	\$150 fine; 3 competition/event suspension	League expulsion	Additional fines and/or suspension depending on circumstances, Club/Team/Team Personnel history, <i>etc.</i>
Coach/Team Personnel cautioned (yellow card)	\$80 fine	Competition/event suspension	Additional fines and/or suspension depending on circumstances, Club/Team/Team Personnel history, <i>etc.</i>
Excessive Win – 1 st Offense	\$50 fine; email reminder	N/A	Applies in all age divisions
Excessive Win – 2 nd Offense	\$155 fine; email reminder	Additional Coach/Team Personnel suspension	Applies in all age divisions
Excessive Win – 3 rd Offense	\$225 fine; 1 game suspension of Coach/Team Personnel; email reminder	Additional Coach/Team Personnel suspension	Applies in all age divisions
Adding a Team after Placements but before schedule released	\$50 fine per team added	Additional fines and/or Coach/Team Personnel suspension if excessive administrative changes required	
Adding a Team after Placements and <i>after</i> schedule released	\$100 per team added	Additional fines and/or Coach/Team Personnel suspension if excessive administrative changes required	
Dropping a team after placements but before schedule released	\$100 fine per team dropped	Additional fines and/or Coach/Team Personnel suspension if excessive administrative changes required	
Dropping a Team after Placements and <i>after</i> schedule released	\$225 fine per team dropped	Additional fines and/or Coach/Team Personnel suspension if excessive administrative changes required	

Changing age division after Placements but before schedule released	\$50 fine per team changed	Additional fines and/or Coach/Team Personnel suspension if excessive administrative changes required	
Changing age division after Placements and after schedule released	\$100 per team changed	Additional fines and/or Coach/Team Personnel suspension if excessive administrative changes required	
Adding a team after Week 1	\$100 per team added; need Executive Board approval	Additional fines and/or Coach/Team Personnel suspension if excessive administrative changes required	
Dropping a team after Week 1	\$1,000 per team dropped	Additional fines and/or Coach/Team Personnel suspension if excessive administrative changes required	
Canceling scheduled participation in competition/event 5 or more days before competition/event	\$15 fine plus the total ref fee.	Additional fines and/or Coach/Team Personnel suspension if excessive administrative changes required	
Canceling scheduled participation in competition/event 4-2 days before competition/event	\$35 fine plus the total ref fee.	Additional fines and/or Coach/Team Personnel suspension if excessive administrative changes required	
Canceling scheduled participation in competition/event 1 day or less than 1 day before competition/event	\$100 fine plus referee fees applicable to competition/event cancelled	Additional fines and/or Coach/Team Personnel suspension if excessive administrative changes required	
Team No-Show	\$125 fine plus referee fees applicable to competition/event cancelled; recorded as	Additional fines and/or Coach/Team Personnel suspension if excessive	

	loss to no-show team competition/event not rescheduled	administrative changes required	
Referee No Show	\$100 fine to SISRA; subject referee to be re- trained	Additional disciplinary/education action by SISRA; suspension/expulsion of referee from League	Only applies if <i>no</i> official is available/located to assume referee duties; see Rules of Play.
Not enough players	\$100 fine plus referee fees applicable to competition/event cancelled	Additional fines and/or Coach/Team Personnel suspension if excessive administrative changes required	Clubs/Teams should confirm attendance a sufficient time before scheduled competition/event.



PART II

COMPETITION RULES & PROCEDURES

The Staten Island Youth Soccer League (“League”) adopts the following as the sole official Rules of Play, (“Rules”). These Rules shall be applicable to all games sanctioned by the League and played at any location the League designates. These Rules are a hybrid of the FIFA Laws of the Game (“LOTG”) as adopted, interpreted, and modified by United States Soccer Federation (“USSF”) for youth recreational competition in accord with Eastern New York Youth Soccer Association (“ENY”) guidelines.

Unless modified by these Rules, the current Laws of the Game and prevailing interpretations of the same apply to all games.

All participating clubs, coaches, players, and officials shall be deemed to have consented to these Rules in their entirety and expressly agree to play all League games pursuant to the Rules.

Rule 1 – The Field

1.1 Dimensions

The field of play shall be those designated by the League.

1.2 Safety

The Referee and Assistant Referees shall arrive in ample time before the game and inspect the field and its markings. The team designated by the League as ‘Home’ shall have responsibility for all field conditions; although the team designated as ‘Visitor’ is expected to assist the ‘Home’ team with any field condition issue.

If, *in the Referee’s sole discretion*, the Referee determines any condition on the field to present a danger to the players and such condition cannot be cured to the Referee’s sole satisfaction prior to the game’s start, the Referee must refuse to officiate the game and report the condition immediately to the League.

If, however, in the Referee’s sole discretion and upon credible information, the Referee believes a field condition can be remedied within 10 minutes from the scheduled game time, the Referee may elect (but is not obligated) to delay the game’s start for a maximum of 10 minutes from the scheduled game time. If the condition is not remedied, to the Referee’s sole satisfaction, within 10 minutes from the scheduled game time the Referee must abandon the game and report the condition immediately to the League.

Each goal *must*, in the Referee’s sole discretion, be surely anchored to the ground. If either goal is not securely anchored to the ground (or becomes unanchored during the game) and the goal cannot be re-anchored (within 10 minutes of the game’s scheduled kick-off time as provided above), the game must not continue (or start).

1.3 Flags, Flag posts

Temporary (*i.e.*, removable) corner flags and optional half-line flags may be used, provided such flags comply with LOTG. However, if one flag does not remain upright because of wind or otherwise, or is deemed unsafe by the Referee, the other flags can remain on the field.

In games requiring a “build out line,” if any, where no such line/marking is provided on the field; the teams, with the referee’s consent, may use “disc cones” or such other safe demarcation of the build out line.

Under no circumstances may the teams place *pointed* cones at the field’s corners or half; or within 10 yards of the field’s boundary lines.

1.4 Teams Technical Area & Bench

Both teams’ technical area and bench shall be on the same side of the field and located at least 1 yard from the touchline. The Referee shall, before or during the game, designate each’s team’s technical area if the field lacks markings for the same.

Only team personnel (coaches, trainers, ineligible players, and substitutes) on the approved roster shall be permitted with the team in the technical area. A maximum of 3 coaches, assistant coaches, trainers, or other non-player team personnel shall be in any one team’s technical area at a time. Team personnel must remain in a team’s technical for the game’s duration, except with the Referee’s consent. The Referee may limit the number of team personnel in a team’s technical area.

All spectators shall be located on the opposite touchline than the teams’ technical areas, and shall remain at least 2 yards from the touchline. Spectators may not “visit” the teams during the game or at half-time, except with the Referee’s consent.

Rule 2 – The Ball

2.1 Game Ball

Before the game, the Referee shall choose the game ball and, in the referee’s discretion, a replacement ball all of which the Home team shall provide to the Referee. If suitable balls are unavailable from the Home team, the Visiting team may provide the balls. No replacement ball shall be used during the game unless specifically called for by the Referee.

2.2 Size

The size/weight of the ball used during the game is determined by the age division indicated on the approved roster:

Age Division	Ball Size
U15	5
U12	5
U11	4
U10	4
U9	4
U8	3
U7	3

Rule 3 – The Number of Players

3.1 Maximum & Minimum

The maximum and minimum number of players on the field by one team at any time during the game is determined by the age division indicated on the approved roster:

Age Division	Max. Players	Min. Players
U15	11	7
U12	11	7
U11	9	5
U10	9	5
U9	9	5
U8	7	4
U7	7	4

If at any time during the game a team is unable to field the required minimum players, whether because of send-offs (*i.e.*, red cards) or otherwise (*e.g.*, injuries) the Referee shall stop the game and report to the League.

When a team has the required minimum number of players before the game, the game shall start at its scheduled time and the team may add players but only with the Referee's permission and during a stoppage of play.

3.2 Number of Substitutions

In all divisions, the teams shall be allowed unlimited substitutions, but may only substitute at certain stoppages of play as set forth in these Rules and with the Referee's permission. Any player that leaves the game on a substitution may return at the next stoppage in play.

3.3 Substitutions Permitted

Substitutions shall with the Referee's permission:

- (i) By either team, at the end of the first half;
- (ii) By either team, after a goal is scored;
- (iii) By either team, before a goal kick is taken;
- (iv) By either team, at a stoppage for an injury (only for injured player(s), but opposing team can match number of substitutions made for other team's injured player(s));
- (v) By either team, on a throw-in;
- (vi) On a corner kick, only by kicking team, but if kicking team makes a substitution then defending team can also make a substitution ("piggy-back rule");
- (vii) For a cautioned player (*i.e.*, shown a yellow card), in which case the other team may substitute 1 player. In no event can either team's substitutions exceed the number of cautions (*i.e.*, yellow cards shown).

Substitutions shall *not* be permitted at a stoppage for a foul, unless the substitution is being made for a cautioned player in compliance these Rules.

A player that is shown a caution (*i.e.*, shown the yellow card) *must* be substituted before the re-start of play and the cautioned player may re-enter only at the next permitted substitution opportunity.

A player that is sent off (*i.e.*, shown the red card) cannot be substituted and the sent-off player's team plays with one less player on the field for the remainder of the game.

3.4 Substitution Procedure

Substitutes shall be standing at the half-line before the ball is out of play. If possible, indicate to the Referee/Assistant Referee that a substitution is requested at the next stoppage. If the Referee is allowing the substitution, the Referee shall signal to the players to not put the ball in-play. The substitute(s) shall call off the player(s), and the substitute(s) shall only enter the field of play when directed to do so by the Assistant Referee or Referee regardless of whether the substitute(s) have already left the field. The substitute(s) shall only enter the field of play at the half line; the players shall only leave the field at the halfway line on the side of the teams' technical areas. Once the player(s) are fully off the field and the substitute(s) is fully on the field, the Referee shall signal for the ball to be put into play and resume the game. Any violation of the procedure set forth here may, in the Referee's discretion, be misconduct and therefore result in the appropriate discipline (*i.e.*, yellow or red card).

3.5 Player Leaving the Field

No player may leave the field of play without the Referee's permission. A player who leaves the field, with permission, to attend to an injury or equipment issue may be substituted or the team may opt to play without the player. If the team opts to play without the player, play shall resume and the player may re-enter the field during play *but only with the Referee's permission and away from active play*.

If, however, a player left the field because of blood, that player must be first checked by the Referee/Assistant Referee that the bleeding is stopped and there is no blood on the player's uniform.

3.6 Goalkeeper Change

A team may change the goalkeeper only at a proper substitution opportunity even if a field player is becoming the goalkeeper and the goalkeeper becoming a field player.

Rule 4 – Players Equipment

4.1 Team Uniforms

Team uniforms must consist of (1) jersey, (2) shorts (players may wear athletic pants provided, in the Referee's discretion, the pants do not pose a safety issue), and (3) socks. The teams' uniforms must be, in the opinion of the Referee, readily distinguishable from each other. Goalkeepers shall wear jerseys, where practicable, that are a different color than either team or the Referees (but the teams' respective goalkeepers may have the same color jersey). The use of "pinnies" is permitted, in the Referee's sole discretion, and it is the Home team's responsibility to have and wear such "pinnies" upon the Referee's instruction (all teams are encouraged to have pinnies with them at all games should the need for the same arise).

Players' jerseys shall have a number on them distinct from that of their teammates.

4.2 Player Equipment

All players must have soccer footwear, not necessarily cleats, without metal *and* approved shin guards – no player may play without suitable soccer footwear or shin guards. It is solely the Referee's decision, as

informed by other Match Officials if available, as to whether player's footwear/shin guard complies with the Rules.

NO PLAYER MAY PLAY WITH ANY JEWELRY; ALL JEWELRY MUST BE REMOVED BEFORE THE PLAYER ENTERS THE FIELD OF PLAY (WITH THE EXCEPTION OF A MEDICAL ALERT BRACELET THAT IS TAPED TO THE PLAYER AND VISIBLE). **THE COVERING, TAPPING, OR OTHERWISE CONCEALING OF JEWELRY, INCLUDING NEWLY-PIERCED EARS, IS NOT PERMITTED.**

No casts may be worn. Covering a hard cast with soft or "bubble" wrap is impermissible.

A brace, bandage, or other protective device may be worn if, *in Referee's sole discretion*, (1) the brace, bandage, or other protective device does not contain metal or hard plastic and (2) the brace, bandage, or other protective device does not present a danger to the player or the other players on the field. The Referee may require a brace or other protective device to be wrapped in soft material to *enhance* safety.

The Referee may order a player to remove equipment any time during the game or, in the alternative, order the player off the field to attend to such equipment, if, in the Referee's opinion, the player is gaining an advantage against other players from the equipment; regardless of whether such equipment was already considered by the Referee in the pre-game.

In colder weather, hats and gloves may be worn if, in the Referee's sole opinion, the same do not present a danger to the player or the other players. A hat with a hard brim of any kind is not permitted regardless of the brim's length or material.

4.3 Safety Inspection

The Referee and/or the Assistant Referees *must* conduct an inspection of every player's equipment and uniform before the game. The Referee's decision on whether uniforms are compliant, whether equipment is safe, or whether a player can play with a piece of equipment, is final.

4.4 Violations

Any violation of the uniform and/or equipment which is not remedied after the Referee's instruction may, in the Referee's discretion, render the player ineligible to play in the game and/or be misconduct and therefore result in the appropriate discipline (*i.e.*, yellow or red card). A player that enters the field with illegal equipment may also result in a caution/send off of the team's Head Coach.

Rule 5 – The Referee

5.1 Number

All games shall utilize only USSF licensed Referees. Whenever practicable and available, U15 and older games shall utilize a 3-referee system (Referee and two Assistant Referees) all of which shall be USSF licensed.

The teams will provide the Referee with a 10-minute grace period from the time of the scheduled kickoff to arrive at the game.

If, after the 10-minute grace period, a Referee fails to show, and Assistant Referees are present, one of the Assistant Referees will become the Referee and the Home team shall provide an Assistant Referee, subject to the Referee's approval, who shall (regardless of playing experience, league administrative experience, or coaching experience), indicate *only* whether the ball has passed fully out of play. An Assistant Referee provided by the Home team shall officiate on the touchline where the teams are located, not the side where the spectators are located. The remaining USSF licensed Assistant Referee shall officiate on side where the spectators are located.

Any Referee arriving beyond the 10-minute grace period, without having first informed the other officials and/or the teams, shall *not* participate in the game.

If a Referee fails to show, and *no* Assistant Referees are present, the teams shall seek a licensed Referee. If another licensed official cannot be located, a coach of the Home team shall officiate the first half and a coach of the Visiting team shall officiate the second half. The teams, however, may use a "neutral" Referee provided the Referee officiates the entire game *and is a licensed coach of any ENY affiliated club/team*.

Both teams must immediately submit a report if a Referee and/or Assistant Referee(s) failed to appear and identify who officiated the game, any issues, and any misconduct.

5.2 Referee's Authority

The Referee's authority is absolute and such absolute authority over the field, the players, the coaches, and the spectators, begins upon the Referee's arrival at the game's facility and continues until the Referee has left the facility.

The players, coaches, and spectators are reminded that many decisions during the match are discretionary, a matter of perception, rely upon a nuance of the LOTG or these Rules, and that the officials are rendering decisions in "the spirit of the game" then being played. The players, coaches, and spectators are also reminded that many of the League's officials are developing their officiating skills; much the same way the League's players are developing their playing skills.

The Referees are reminded that is absolute, such authority shall *always* be employed in a respectful, calm, and professional manner. The Referees should make every effort to resolve an issue without conflict and in manner that permits the player to play but, nonetheless, in full compliance with the LOTG or these Rules.

5.3 Referee Assignments

The assignments of a particular Referee to games shall be done by a duly appointed Assignor, or in such Assignor's absence, a member of the League's Executive Board.

5.4 Reporting Misconduct

The Referee must report all misconduct and/or unusual incidents via the League's reporting system (currently Game Officials) *and* via email to sisraboard@gmail.com within 24 hours of the games completion. If the League deems a player ineligible for a particular game, the League must notify the President of the Officials, the Assignor, and the teams' respective Head Coaches that such player is ineligible for the particular game.

5.5 Officials' Fees

Officials shall be paid on the field and before the team's pre-game inspection begins. The Referee may abandon the game for the failure to receive full payment before the game starts.

Each team shall be responsible for one-half (1/2) of the total officials' fees:

Age Division	Ref Fee (TOTAL between teams)	Ref Fee (<i>per team</i>)	Asst. Ref. Fee (if app.) (<i>per team</i>)
U15	\$60	\$30	\$15
U12	\$50	\$25	\$12.50
U11	\$40	\$20	\$10
U10	\$36	\$18	N/A
U9	\$36	\$18	N/A
U8	\$30	\$15	N/A
U7	\$30	\$15	N/A

Once the Referee has timely arrived at the field, the teams are required to pay the officials whether the game is subsequently played or partially played or not.

Rule 6 – The Other Match Officials

6.1 The Assistant Referees

Whenever authorized by the Executive Board, the League's Assignor (or in such Assignor's absence, a member of the League's Executive Board) shall utilize a 3-referee system (Referee and two Assistant Referees) in all U15 and older games. Each of the assigned officials shall USSF licensed.

The Assistant Referees' duties and responsibilities shall be those delegated to them by the Referee. The Referee's decision is final, even if in contrast to an Assistant Referee's decision, including but not limited to whether a player shall be penalized for offside.

6.2 The Fourth Official

The League shall designate a person or persons as the Fourth Official(s) to serve for all games occurring at any particular venue. The Fourth Official shall have the powers and authority as per the LOTG including but not limited to those delegated to him/her by the Referee and recommending that the Referee take disciplinary action against any player, coach, or other team personnel.

The Fourth Official shall have the power and authority to act on behalf of the League's Executive Board to move games, shorten game lengths, address spectator issues, assist the Referee in field condition decisions, assist the Referee in safety decisions.

6.3 Treatment of Assistant Referees and Fourth Officials

Any misconduct, foul language, inappropriate gestures, or the like directed towards an Assistant Referee and/or a Fourth Official shall be regarded as if the same was directed towards the Referee, and the appropriate discipline shall be dispensed.

Rule 7 – The Duration of The Game

7.1 General Duration

All games shall be played in 2 halves. The length of each half is determined by the age division indicated on the approved roster:

Age Division	Half Length
U15	35 mins
U12	30 mins
U11	25 mins
U10	25 mins
U9	25 mins
U8	20 mins
U7	20 mins

The Referee shall keep the game's official time. The Referee shall reduce each half's length by the amount of minutes the game started late, *provided*:

1. The Referee (or at least one Assistant Referee) was at the field on time;
2. Both teams had the minimum number of players to play;
3. The coaches are informed (not asked);
4. IN NO EVENT MAY THE HALF'S LENGTHS BE REDUCED BY MORE THAN 4 MINUTES EACH HALF (8 MINUTES TOTAL GAME TIME).

7.2 Half Time

Every game shall have a half-time of a minimum of 5 minutes and a maximum of 7 minutes. Under no circumstances may a half time be less than 5 minutes.

7.3 Stoppage Time

Under no circumstances, can the Referee add time to either or both halves for playing time lost during play. That is, once the Referee starts the time for a half the time cannot be stopped until the expiration of the designated half's length or the Referee's termination of the game. If the Referee chooses to allow hydration breaks, the time is *not* added to the halves.

7.4 Inclement Weather (*Other Than Thunder/Lightening*)

If, upon arrival at the facility and in the Referee's sole discretion, weather presents a danger to the players and the inclement weather is likely to continue, the Referee must not play the game and report to the League.

If, however, upon credible information *and* with the consent of *both* Head Coaches the Referee believes the inclement weather may subside enough to permit play, the Referee *may* elect (but is not obligated) to delay the game's start for 10 minutes from the scheduled game time.

If, to the Referee's sole satisfaction the inclement weather has subsided enough to permit safe play at the expiration of or during the 10 minutes from the scheduled game start time, the halves shall be reduced, by 7 minutes each half.

If, to the Referee's sole satisfaction the inclement weather has *not* subsided enough to permit safe play at the expiration of or during the 10 minutes from the scheduled game start time, the game shall be abandoned and the Referee shall report the same to the League.

7.5 Thunder/Lightening

If before the game starts the officials hear thunder *or* see lightning, the game must be abandoned. All officials and players must retreat to safe area *off* the field during the delay.

If, *during* the game, the officials hear thunder *or* see lightning, the game shall be immediately terminated, the officials and the players shall leave the field of play, and the Referee shall include in the Game Report the minute of termination and the score at the time of termination. All officials and players must retreat to safe area *off* the field during the delay.

7.6 Abandoned/Terminated Game Result

In any case when the game is abandoned or terminated, as a result of inclement weather or any other reason, the decision as to whether the game shall count in the League's standings or shall be replayed in any form is for the League, not the Referee, in accord with the League's Policies and Procedures. The Referee shall immediately report the same to the League the game, the time, the field, the score at the time of the abandonment/termination, the reason for the abandonment/termination, and the time of the abandonment/termination.

The Referee, if asked, shall refer all inquiries as to the game's validity or outcome to the League.

Rule 8 – The Start & Restart of The Game

8.1 Coin Toss

Before kick-off, the designated team captains shall participate in a coin toss. The Visiting team shall call head or tails. The decision made by the team winning the coin toss whether the Visiting team will take the kickoff *or* choose which goal the team will attack in the first half.

Depending on that team's choice, the other team (*i.e.*, coin toss loser) takes the kickoff (*i.e.*, coin toss winner chose which goal to attack) or chooses which goal to attack (*i.e.*, coin toss winner chose to take kickoff).

8.2 Pre-Game Coaches Conference

BEFORE KICK-OFF, BUT AFTER THE REFEREE AND/OR THE ASSISTANT REFEREES HAVE COMPLETED THE MANDATORY INSPECTION OF EVERY PLAYER'S EQUIPMENT AND COIN TOSS, THE OFFICIALS SHALL MEET SIMULTANEOUSLY WITH BOTH HEAD COACHES (AND ANY LEAGUE OFFICIAL THAT MAY BE PRESENT). THE REFEREE MAY DISCUSS ANY ANTICIPATED ISSUES AND/OR RESOLVE QUESTIONS POSED BY THE HEAD COACHES. IF THERE IS ANY DISAGREEMENT BY THE HEAD COACHES AS TO THE RESOLUTION OF A PARTICULAR ISSUE, THE REFEREE'S DECISION ON THE ISSUE SHALL BE FINAL. THE REFEREE, HOWEVER, HAS

NO AUTHORITY, EVEN WITH THE CONSENT OF BOTH HEAD COACHES, TO CHANGE OR MODIFY ANY RULE CONTAINED HEREIN.

8.3 Restart of Play

The Referee shall determine the restart of play following a stoppage in compliance with the LOTG and these Rules.

Rule 9 – The Ball In and Out Of Play

9.1 Referee Decision

Only the Referee, with the assistance and advice of the Assistant Referees, if any, but regardless of such assistance or advice, shall determine whether the ball is in play or out of play in compliance with the LOTG and Rules.

9.2 In and Out of Play

The ball is out of play when it has:

- (i) Wholly passed over a goal line on the ground or in the air;
- (ii) Wholly passed over a touch line on the ground or in the air;
- (iii) The Referee has stopped play;
- (iv) If it touches a match official on the field of play, remains on the field, *and*
 - a. A team then starts a promising attack; or
 - b. The ball goes directly into a goal; *or*
 - c. The team last in possession loses possession of the ball.

If the Referee stops play because the ball touched a match official on the field, the restart is a dropped ball at the location where the ball made contact with the official, except when the ball contacted the official inside the penalty area the Referee will drop the ball to the defending goalkeeper).

Rule 10 – Determining the Outcome of a Game

10.1 Goals

The Referee shall determine whether a goal is scored in compliance with the LOTG and these Rules. The Referee shall report the number of goals, if any, scored by each team.

10.2 Tied Score

Any game may end in a tied score (*i.e.*, a draw). There shall be no penalty kicks or additional periods of play in regular season games; unless otherwise directed by the League as described below.

The League may, however, authorize penalty kicks, additional periods of play, or both for certain League tournaments or other special League events. The League shall inform the Referee Assignor, the President of the Officials if any tie-breaking mechanism is to be utilized in any game a reasonable time before the game begins.

Rule 11 – Offside

11.1 Offside Position

If any *part* of a player's head, torso, or legs, is in the opponent's half of the field, nearer the opponent's goal line than the second-to-last opponent and is ahead of the ball, the player is in an offside position. It is not an infraction to merely be in an offside position.

11.2 Offside Infraction

A player shall be penalized for being offside when, *in the Referee's discretion*, the player while in an offside position, is judged to interfere with play, interfere with an opponent, *or* gain an advantage from such offside position.

11.3 No Infraction

A player, even in an offside position, cannot be penalized for offside if the player receives the ball *directly* from a goal kick, throw-in, or corner kick. Whether the player receives the ball *directly* from a goal kick, throw-in, or corner kick is solely in the Referee's discretion (with assistance and advice from the Assistant Referees).

11.4 Restart

If a player is penalized for an offside, the restart shall be an Indirect Free Kick for the opponent at the point where the ball was first played by a teammate to the offside player. As a result, and although rare, there can be an Indirect Free Kick taken in the offside player's defending half.

Rule 12 – Fouls & Misconduct

12.1 Fouls

The Referee shall determine whether a foul was committed and, if so, whether and how to penalize for the foul, in compliance with the LOTG and these Rules. The determination of whether a foul occurred and how, if at all, to penalize for the foul is in the referee's sole discretion (with the assistance and advice of the Assistant Referees and Fourth Official).

12.2 Misconduct

The Referee shall determine whether misconduct was committed and, if so, whether and how to penalize for such misconduct, in compliance with the LOTG and these Rules. The determination of whether a misconduct occurred and how, if at all, to penalize for the misconduct is in the referee's sole discretion (with the assistance and advice of the Assistant Referees and Fourth Official).

12.3 Advantage

The Referee may, in the referee's sole discretion, allow play to continue when an offence occurs and the non-offending team will benefit from the continuation of play. The Referee may, however, penalize the offence if the anticipated advantage does not ensue or within a few seconds. The Referee may also discipline for any misconduct regardless of whether the Referee applied advantage during the next stoppage of play.

12.4 Communication with Referee

No player, coach, trainer, team official, team personnel, or spectator may approach the Referee at the half-time, end of the game, or during any other stoppage (e.g., hydration break, cooling break, between extra periods of play). If any person approaches the Referee the Referee can:

- (i) Decline to engage a conversation/exchange;

- (ii) Engage the conversation but retain the ability to end the conversation at any point; and/or
- (iii) Take appropriate disciplinary action against any person approaching the Referee.

Referees are encouraged, especially during a spirited game, to decline engagement and avoid players, coaches, trainers, team officials, team personnel, or spectators during stoppages.

12.5 Behavior of Bench, Coaches, Spectators

The Referee is authorized to discipline substitutes, coaches, and other team personnel appearing on the approved roster. The Referee shall (with the assistance and advice of the Assistant Referees and Fourth Official) verbally warn, caution (*i.e.*, show yellow card), and/or send off (*i.e.*, show red card) substitutes, coaches, and other team personnel appearing on the approved roster.

EACH TEAM'S HEAD COACH IS RESPONSIBLE FOR THE TEAM'S SPECTATORS AND BENCH PERSONNEL. ANY MISCONDUCT BY A SPECTATOR OR OTHER UNIDENTIFIED TEAM PERSONNEL SHALL BE ENFORCED AGAINST THE HEAD COACH IN ACCORDANCE WITH ENY'S ZERO TOLERANCE POLICY.

Referees shall *not* verbally warn, caution (*i.e.*, show yellow) or send off (*i.e.*, *show* red card) spectators. To the extent the Referee cannot discern an offending spectator's team affiliation, if any, the referee shall caution *both* Head Coaches. If the Head Coach(es) cannot accomplish removal of the offending spectator, the Referee shall terminate the game and report the incident to the League; but not send off the Head Coach(es).

12.6 Second Caution

If any one player receives 2 cautions in the course of a game (including extended time periods and/or kicks from the mark when utilized) the player shall be sent off upon receiving the second card. The Referee shall show the second caution (yellow) *and then* the send-off (red) sequentially to the player. The team of the sent-off player may *not* be substituted (*i.e.*, replaced by a substitute) and the team of the sent off player must play the remainder of the game less one player at all times.

12.7 Cautioned/Sent-Off Player

A cautioned (yellow card) player shall leave the field immediately upon being shown the yellow card. The cautioned player may be substituted (*i.e.*, replaced by a substitute) in accordance with Rule 3. The cautioned player may return to play at the team's next substitution opportunity *if*, in the Referee's discretion, the cautioned player has been adequately addressed by team personnel and the cautioned player is not in an agitated state.

Rule 13 – Free Kicks

13.1 Free Kicks Awarded

The Referee shall award free kicks (direct, indirect, penalty kicks) for fouls and misconduct in compliance with the LOTG and these Rules; and shall ensure the same are taken in compliance with the LOTG and these Rules.

Rule 14 – The Penalty Kick

14.1 Penalty Kick Awarded

The Referee shall award penalty kicks for fouls and misconduct committed inside the Penalty Area in compliance with the LOTG and these Rules; and shall ensure the same are taken in compliance with the LOTG and these Rules.

Rule 15 – The Throw In

15.1 Throw-In Awarded

The Referee shall award throw-ins in compliance with the LOTG and these Rules; and shall ensure the same are taken in compliance with the LOTG and these Rules. The LOTG and these Rules require only substantial compliance with the proper throw-in requirements.

15.2 Place of throw-In

The player taking the throw in shall take it at a point within 1 yard along the touch line where the ball left the field of play.

15.3 Thrown Ball Never Enters Field

If a team's throw in fails to enter the field of play, the throwing team shall re-take the throw in from the spot where the original throw-in was taken.

15.4 Thrower's Feet On Touchline

Players throwing the ball into play must have at least part of each of their feet touching the touch line.

15.5 Player Disability

When a player with a disability is taking a throw-in, the Referee shall consider the disability's effect on the player's ability to comply with this Rule in judging the throw in.

Rule 16 – The Goal Kick

16.1 Goal Kick Awarded

The Referee shall award goal kicks in compliance with the LOTG and these Rules; and shall ensure the same are taken in compliance with the LOTG and these Rules.

16.2 Procedure

The kicking team must place the ball anywhere within the Goal Area. At the time it is kicked, the ball must be stationary. All opponents must be outside the kicking team's Penalty Area. However, if, when a goal kick is taken, any opponents are inside the penalty area *because they did not have time to leave*, the referee allows play to continue. If an opponent who is in the penalty area when the goal kick is taken, or enters the penalty area before the ball is in play, touches or challenges for the ball before it is in play, the goal kick is retaken.

HOWEVER, IN ALL GAMES DESIGNATED AS U8 OR U7 ON THE APPROVED ROSTER, ALL OPPOSING PLAYERS *MUST BE* OUTSIDE THE PENALTY AREA, AND NO OPPOSING PLAYER MAY ENTER THE PENALTY AREA *UNTIL THE BALL HAS COMPLETELY EXITED THE PENALTY AREA*. THE REFEREE SHALL ORDER THE GOAL KICK RETAKEN IF ANY ENCROACHMENT OCCURS OR THE BALL FAILS TO EXIT THE PENALTY AREA.

16.3 Ball in play

Once the ball is set for the goal kick, the ball's position may not be changed.

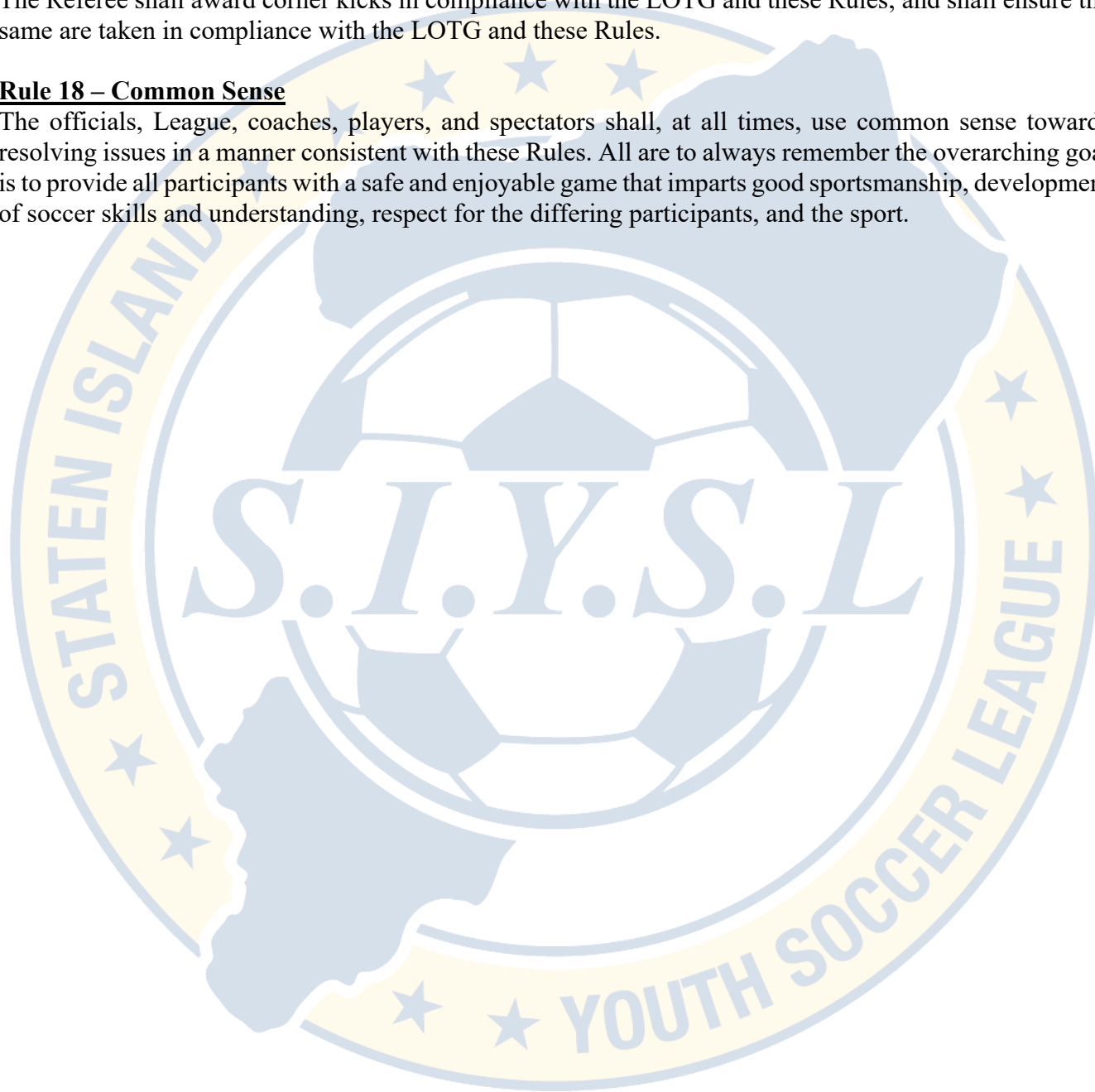
Rule 17 – The Corner Kick

17.1 Corner Kick Awarded

The Referee shall award corner kicks in compliance with the LOTG and these Rules; and shall ensure the same are taken in compliance with the LOTG and these Rules.

Rule 18 – Common Sense

The officials, League, coaches, players, and spectators shall, at all times, use common sense towards resolving issues in a manner consistent with these Rules. All are to always remember the overarching goal is to provide all participants with a safe and enjoyable game that imparts good sportsmanship, development of soccer skills and understanding, respect for the differing participants, and the sport.



PART III

RULES OF PLAY SUMMARY CHART

Staten Island Youth Soccer League FALL 2022								
Age Division	Ball Size	Game Model	Substitutions	Half Lengths ³	Goal Kicks	Offside	Heading	Referee Fee ⁵
U15	5	11 v. 11	SIYSL Rule	35 mins	LOTG	Yes	Yes	60/30/30
U12	5	11 v. 11	SIYSL Rule	30 mins	LOTG	Yes	Yes	50
U11	4	9 v. 9	SIYSL Rule	25 mins	LOTG	Yes	No ⁴	40
U10	4	9 v. 9	SIYSL Rule	25 mins	LOTG	Yes	No ⁴	36
U9	4	9 v. 9	SIYSL Rule	25 mins	LOTG	Yes	No ⁴	36
U8	3	7 v. 7	SIYSL Rule	20 mins	SIYSL Rule ²	No	No ⁴	30
U7	3	7 v. 7	On the fly ¹	20 mins	SIYSL Rule ²	No	No ⁴	30

Footnotes:

1. Players can be substituted during dynamic play (*i.e.*, teams do not have to wait for a stoppage). However, if an entering player touches the ball before the exiting player is off field, it is an IDF for the opposing team at the location where the touch of the ball occurred.
2. In U8 and U7 games, on a Goal Kick, all opposing players must be outside the penalty area, and no opposing player may enter the penalty area until the ball has completely left the penalty area. Any infraction, re-take the kick. This is only in the noted division of SIYSL games, referees are required to check the local rules of competition for other leagues.
3. All games are to be full time unless expressly agreed upon by the coaches and referee before the game begins. No half can ever be reduced by more than 4 minutes without *both* coaches' approval before the game starts.
4. In U11 and younger games, players cannot deliberately play the ball with their heads. Any deliberate play of the ball with the head results in an IDF for the opposing team at the location where the deliberate heading occurred.
5. These fees are applicable in SIYSL games only; referees are required to check the local rules of competition of other leagues to determine each league's fees. In SIYSL games, the referee fee is divided evenly between teams. If one of the teams does not appear for the game or does not have the minimum players to start the game, the referee should *not* receive *any* fee and the referee will be paid subsequently if the referee completes a "No Show Report."

Coaches of U15 SIYSL games should come to each game prepared to pay \$60 *each* in case Assistant Referees are assigned that game. Under *no circumstances* can a game be officiated by two center referees (*i.e.*, no "two referee" system). If an AR does not appear for an assigned game, coaches should

adjust the referee fee accordingly (*i.e.*, each team pays \$45). The AR should officiate on the parent side of the field (coaches are expected to assist (but not insist) with whether the ball is out-of-play; and the referee will make the final decision and decide the re-start).

