

South Texas Youth Soccer Association State Classic League Policies and Rules 2011-2012 Seasonal Year

Name

South Texas Youth Soccer State Classic League (SCL) - This league is a fully sanctioned US Youth Soccer and South Texas Youth Soccer Association competitive league.

Mission

To provide an opportunity for the most competitive play possible for the highest-level Division 1 teams within South Texas Youth Soccer Association to aid in the development of the competitive youth soccer player. SCL will serve as the league from which teams from South Texas Youth Soccer Association will qualify to participate in Region III Premier League West (PLW).

Owner

South Texas Youth Soccer Association (STYSA)

Management

SCL shall be managed by the STYSA Competitions Administrator (Administrator) and supervised by the STYSA State Classic League Committee (Committee). The Committee shall be comprised of the STYSA EVP, EDVP, and WDVP. An advisory committee, composed of members at large, will consist of One WD Boys DOC, one ED Boys DOC, one WD Girls DOC, and one ED Girls DOC. Members at large will be appointed by the STYSA President and serve until a successor is appointed.

Teams

Teams shall be comprised of the top Division 1 teams as determined by each District.

For teams qualifying to play in this league, or for teams using the league to qualify for play in the PLW or USYS NL, a consistency in rostering from the prior qualifying league must be maintained in order to be considered the same team. To be considered the same team, the current year official roster must include greater than 50% of the players on the official roster from which the team qualified for the current year league.

Consistency will be measured as of the league's current year roster freeze date compared to the official roster as of the last game in the competition that qualified the team for the current year league. All rosters will be the official roster as shown by STYSA.

SCL U13 Teams

SCL U13 Spring League shall be comprised of the top six U13 Division I teams as determined by each District from their respective Fall Division I Competitions as follows: For teams qualifying to play in this league, or for teams using this league to qualify for play in the PLW or USYS NL, a consistency in rostering from the prior qualifying league must be maintained in order to be considered the same team. To be considered the same team, the Spring official roster for SCL (after all transfers and adds) must include greater than 50% of the players on the official roster from the Fall Division 1 league. (See Roster Freeze Date and Transfers below)

Consistency will be measured as of the league's current year roster freeze date compared to the official roster as of the last game in the competition that qualified the team for the current year league. All rosters will be the official roster as shown by STYSA.

U13 Roster Freeze Date and Transfers

Teams playing in the SCL U13 Spring league may transfer or add players up to the maximum allowed by STYSA rule after the end of the Fall season State championships and until 14 days before the official date of first games of the SCL U13 Spring season. After completion of all transfers or adds and the roster is frozen, the team must still maintain a consistency in rostering as outlined above.

Subsequent Team Selection

See Section 3.6. Promotion and Relegation

Schedule

Each team will play matches scheduled by the Administrator. The State Classic League Committee will establish sites and match competitions.

SCL Discipline and Protest Committee

STYSA Appeals Committee

Fees

Set by the STYSA Executive Committee.

League Rules

The State Classic League is owned and operated by STYSA. Participation in the SCL is governed by the rules adopted by the United States Soccer Federation (US Soccer), US Youth Soccer (USYS), Federation Internationale de Football Association (FIFA) and South Texas Youth Soccer Association (STYSA) rules except where modified below.

SECTION 1. APPLICATION AND ADMISSION

- 1) SCL is not an open competition.
- 2) Participation of teams requires approval from the STYSA State Classic League Committee.
- 3) All applications for participation must be received by the deadline dates established for each season.
- 4) Applicable team qualifications from each District such as the greater than 50% or other carryover qualification must be met.
- 5) SCL eligibility for the following fall is subject to participation in the STYSA Spring Cups.

SECTION 2. FORMATION OF DIVISIONS

- 1) Supervision / Management
 - a) Each age group in each division will be under the supervision of the Committee and management of the Administrator.
- 2) Age Groups
 - a) Age Groups as defined by US Youth Soccer (i.e. Under-16) will be divided into single birth year divisions whenever there are sufficient teams participating in the League.

SECTION 3. OPERATIONAL PROCEDURES

1) Scheduling

- a) The Administrator will perform the required scheduling of each division for regular league play.
- b) Teams shall be required to play all scheduled dates as assigned by the Administrator.
- c) The Administrator will make every effort to schedule between 6 - 11 games for each team.
- d) Rescheduling of matches will only be done due to weather, field conditions or as outlined in 3.1.f. Any rescheduling will be handled by the Administrator based upon the SCL calendar.
- e) Teams may not cancel scheduled matches. Both teams will be fined and forfeit their match should they cancel. The Administrator or the Committee may also take disciplinary action.
- f) Schedule Changes and Rescheduling of Matches for U13 and above:

- (1) must be agreed to in writing by both teams and submitted to the STYSA Competition Event Administrator 10 days prior (Wednesday) to the scheduled (weekend) event.
- (2) The rescheduled game must be played prior to original scheduled game.
- (3) The rescheduling team is required to acquire and pay for all costs associated with the field and referee crew of the game.
- (4) The rescheduling teams shall be charged the cost of the original game.
- (5) Failure to supply an original game report to the STYSA Competition Event Administrator prior to the original rescheduled game shall result in a loss for each team.

2) Qualifying Matches

- a) Qualifying matches are those scheduled league matches against teams in your own division. The Administrator will schedule each team to play all other teams in the division at least once.
- b) SCL U13 Spring League Format. Single round robin of 11 matches. Teams participating in SCL U13 Spring League opt to play in this league. Cross state matches will be scheduled earliest in the SCL U13 Spring League Season, followed by intra-district matches. Standings will be determined by the 3 point system as outlined in 3.5
- c) Only qualifying matches will be used to determine league standings.

3) Non-Qualifying Matches

- a) The Administrator may schedule non-qualifying matches with teams outside the age group and/or division in order to complete the schedule.
- b) Non-qualifying matches WILL NOT be used to determine league standings.

4) Reporting of Scores

- a) All scores will be reported in accordance with Committee requirements.
- b) In the event of a forfeit, the forfeiting team shall notify the Administrator within 48 hours of such forfeit. Failure to do so may result in additional sanctions.

5) Standings

- a) The team with the highest points will be judged the winner of the division. Points will be awarded as follows:
 - i) Three (3) points for a win
 - ii) One (1) point for a tie
 - iii) Zero (0) points for a loss
- b) In the event two teams are tied on the basis of points the following tiebreakers will be considered in order until the tie is broken:

- i) Winner of head to head competition (This criterion is not used if more than two teams are tied.)
 - ii) Most wins
 - iii) Team with greatest net goal differential (NGD) which is computed as goals for minus goals against with a maximum - four NGD in each game.
 - iv) Team with least goals against. (There is NO limit on the number of goals that will be counted to determine this tiebreaker.)
 - v) Team with the most goals (maximum of four goals in each game).
- d) In the event more than two teams are tied on the basis of points the following would be used to break the tie:
- i) The sequence of tie breakers will begin with 5.b.ii and be followed until a team is eliminated.
 - ii) Once a team has been eliminated the sequence of tie breakers will begin again with 5.b.ii and be repeated starting over after each team is eliminated until only two teams remain.
 - iii) Once only two teams remain, the tie-breakers will begin again at 5.b.i.
- e) In the event that after having applied the tie breaker rules above teams remain tied the winner of a coin toss will be adjudged to have placed higher in the standings than the loser of the coin toss.

6) Promotion and Relegation

In a 6 team bracket, (U14 – U16), the top four finishers will be eligible for the following year's SCL Fall season with the top finisher competing for a PLW spot. The top SCL finisher, irrespective of the district the team is from, will play the bottom PLW team to determine which team will promote or relegate between SCL and PLW as defined in the format below. The 5th and 6th place SCL finisher will be relegated back to their respective associations D1 league play for the following season.

The top U17 SCL finisher, irrespective of the district the team is from, will play the bottom U17 PLW finisher to determine which U17 team will promote or relegate between SCL and PLW as defined in the format below. The SCL finishers in U17 after promotion/relegation will be relegated back to their respective associations D1 league play for the following season.

Using a 3-1-0 point system, the top SCL finisher must acquire 4 points in order to promote to PLW. If the bottom PLW team wins the first game, a second game will not be required as the top SCL finisher cannot achieve a 4 point advantage over the bottom PLW team. If the top SCL finisher wins or ties the first game, a second game is required. If the top SCL finisher is successful in acquiring 4 points, the top SCL finisher will promote to PLW the following year and the bottom PLW finisher will relegate to SCL. Both the top SCL finisher and the bottom PLW finisher are responsible for paying the game fees of the promotion/relegation games. These games will be played before the completion of the National Cup state tournament.

To fill the 5th and 6th seeds for the following year's SCL Fall season, the Eastern District Vice-President and the Western District Vice-President respectively with review by the SCL Committee will promote 2 teams each to play off in a round robin tournament before the completion of the National Cup state tournament. The associations may use any means to determine which teams they promote to this tournament, including using relegated teams as one or both of the two promoted to the tournament.

The format of the tournament will be a single round robin scored on the 3 point and tiebreaker system outlined above in Section 3.5.a and b. The top two finishers will be the 5th and 6th seed for the following SCL Fall season. SCL greater than 50% roster eligibility will apply.

To be eligible in the following year's SCL Fall season, the qualifying team must return greater than 50% of the players rostered from the previous fall season. For purposes of the SCL league only, the following matrix will be used to determine eligibility. SCL teams that qualify and play in PLW may have different eligibility requirements from their respective associations.

Previous Roster Size	Returning Players
12 or 13	7
14 or 15	8
16 or 17	9
18 or 19	10
20 or 21	11
22	12

In a 12 team bracket transitioning to a 6 team bracket (U13), the top 5 – 10 finishers will be eligible for the following year's SCL Fall season. The top 4 finishers, irrespective of the district the team is from, will be the STYSA representative PLW teams for the following year's PL season. The bottom 2 finishers will be relegated back to their respective association's D1 league play for the following Fall season.

To be eligible in the following year's SCL Fall season, the qualifying team must return greater than 50% of the players rostered from the previous Spring season. For purposes of the SCL league only, the following matrix will be used to determine eligibility. SCL teams that qualify and play in PLW may have different eligibility requirements from their respective associations.

Previous Roster Size	Returning Players
12 or 13	7
14 or 15	8
16 or 17	9
18	10

SECTION 4. MATCHES

- 1) Dates / Times It is the intent to schedule one match per day.
- 2) Failure to Play As Scheduled
 - a) Scheduled matches may be rescheduled due to inclement weather; otherwise, all matches must be played as scheduled.
 - b) Failure to play a match as scheduled will result in forfeiture of the match for league standings. The opposing team will be awarded a 3-0 win.
 - c) Any team that forfeits a scheduled match shall be fined \$500 per match plus the entire referee fees for each scheduled match, payable within five business days to STYSA.
 - d) Any team which fails to play two or more officially schedule games shall be considered to have abandoned the competition. It's played games will not count to determine league standings nor shall they be considered in the standings as forfeits. The team is not eligible to receive awards, shall not advance from the league into other competitions nor be placed in the league standings for the league.

SECTION 5. RULES OF PLAY

1) Games

- a) Games will be played under the applicable rules of US Youth Soccer and STYSA. Teams are responsible for obtaining and being familiar with the US Soccer Federation Official Administrative Handbook and the FIFA Laws as they govern League play with the modifications noted below.

2) Substitutions

- a) Unlimited substitutions may be used. A player may leave the field, be substituted for, and then return to replace another player an unlimited number of times.
- b) Substitutions may be made when the team is in possession of the throw in; by either team when there is a goal kick; by either team after a goal is scored; or by either team when there is an injury situation.
- c) If a player is removed from the game and no substitute enters the game for the player (team plays short), the original player may re-enter the game. Re-entry shall be at a normal substitution point (with approval of the referee) or at any point during game if the referee signals for the player's re-entry.

3) Match Length, Ball Size

Age Group	Length of Half	Ball Size
U17	45 min	5
U15 & U16	40 min	5
U13 & U14	35 min	5

Teams will use their age group as defined by US Youth Soccer and applicable STYSA Rules for the current seasonal year in determining length of match and ball size.

4) Fields

Fields for all age groups must meet the FIFA requirements of full sized fields. Minimum 100 x 60 and Maximum 130 x 80

5) Official Match

- a) A match shall be considered official after one full half of play (the second half does not have to start). If less than one half is completed and the match is called, the entire match must be replayed to become an official match.
- b) The STYSA Appeals Committee will decide the disposition of the match if called for gross misconduct by the team, coaches or parents.
- c) Scheduled matches are to wait 30 minutes after the official start time of the match before a forfeit can be assessed.
- d) Failure to appear will result in a forfeit.

6) Player Passes / Rosters

- a) In addition to a state association roster of as many as twenty-two players, each team playing in the SCL may have a 'Club Pass Roster' that is approved by the team's state association.
- b) A Club Pass Roster may have up to eight players listed who are eligible for participation in the team's SCL matches. An eligible player is one who is properly rostered to a primary team that is from the same club.
- c) Players once listed on the Club Pass Roster may not be removed until the SCL season of play is declared complete.
- d) A participating SCL team may list players on the Club Pass Roster at any time during the SCL season but must do so no later than the close of business three days prior to the scheduled match or the close of business Wednesday prior to the match, whichever is earlier, so that the team's state association has the opportunity to approve the roster or the roster change.

- e) Once a player participates in a SCL match that player may not participate on another SCL team until the end of that team's play in that current SCL event. In other words, a player may not play on a different SCL team on the same day, weekend, or event in the case of more than two consecutive days of play.
- f) Each team must present at the match site its laminated and pictured US Youth Soccer player pass for each participating player, signed by both the player and an official of his or her current State Association and an approved game day roster of no more than eighteen. Team players not on the game roster may sit on the team bench in street clothing.
- g) If a team does not present its US Youth Soccer player passes and a copy of its approved game day roster as provided in a) above prior to the end of the match, the opposing team will be awarded a 3 - 0 win. However, the match will not count as a forfeit for the losing team.
- h) NO GUEST PLAYERS ARE ALLOWED. Only players who are properly registered with the same club and are listed on either the official state association roster or a player who is properly rostered to the Club Pass Roster are eligible to participate.
- i) Playing of an ineligible player will result in automatic forfeiture of the match and possible suspension of the coach, possible expulsion of the team from the League with forfeiture of all bonds and fees, and notification to the team's State Association.
- j) US Youth Soccer Player passes shall be presented to the referee upon entering the field of play. Passes will be returned to the players at the end of the match.
- k) A copy of the roster described in a) above must be made available to the opposing team coach/manager upon request.
- l) The roster used for play in SCL matches must comply with National Championship Series Rule 221.
- m) All players will have their jersey numbers loaded in to the gaming system. Should there be a game day situation which creates a discrepancy caused by a change of jersey number; the discrepancy has to be resolved by both coaches and the referee.

7) Other

- a) Uniform Color Conflict
 - i) When there is a conflict in uniform color, the team listed first on the schedule must change.
 - ii) The referee's judgment regarding any other type of team color change is final.

- b) Coaching from Sidelines
 - i) Limited coaching is permitted only from one touch line from the center-line to the 18 yard line.
 - ii) Coaches may not enter the field without permission from the referee. Violation of this rule may result in a caution.

8) Inclement Weather

- a) Once the center referee has jurisdiction of a game, the game may be terminated only by the referee as provided by the FIFA "Laws of the Game".
- b) Each hosting association or club member is responsible for notifying the Administrator, who will notify all participating teams as soon as possible if their fields are closed due to inclement weather.
- c) All reasonable efforts must be made to complete the match on the scheduled date.
- d) If a match is called for inclement weather, the match shall be considered official after one full half of play (the second half does not have to start). If less than one half is completed and the match is called, the entire match must be replayed to become an official match..
- e) If fields are closed and/or games are cancelled and the referees are not notified prior to their arrival at the site, the officials will be paid for their first scheduled match only.

SECTION 6. MATCH CONTROL

1) Three Person System

- a) Matches must be officiated by the three person FIFA / USSF Referee System.
- b) In the event the assigned referee fails to appear (within 10 minutes of the match time), a certified official must be found to officiate the match. If no certified official is found to officiate the match, then the competition will not count as an official league match even if played with uncertified officials officiating. The referee may appoint replacements for assistant referees who fail to show up by the match time. In the event certified USSF officials are not available, the referee may appoint club assistant referees. Club assistant referees shall be limited to decisions only on touchlines and possession as specified by FIFA.

2) Termination of Matches

- a) Referees may suspend matches for lack of crowd control, poor team behavior or other unsportsmanlike circumstances. (Note – each coach is responsible for the behavior of his players. Each coach is responsible to assist the official, when asked, in the control of parents, fans and spectators.)

- b) The Referee shall issue a written USSF Referee Report concerning the suspension to the Committee Chairman within 48 hours of the end of the match.
- c) The STYSA Appeals Committee shall ascertain the facts and determine appropriate disciplinary action.
- d) Disciplinary action may include, but is not limited to:
 - i) Reprimand
 - ii) Forfeiture
 - iii) Suspension from one or more matches or
 - iv) Recommendation of a more severe penalty

SECTION 7. DISCIPLINE, PROTEST, GRIEVANCE AND APPEAL PROCEDURES

All SCL matches are subject to the STYSA Progressive Discipline System as defined in STYSA Administrative Handbook.

APPENDIX

- 1) STYSA is responsible for seeing that there is a site coordinator at the site on game days. The site coordinator is responsible for paying the referee fees unless other arrangements are specified. Officials are to be paid only for their work. If there is only one assistant referee, they receive only their payment. The other assistant referee fee may be paid to a club assistant referee, if he is a certified USSF official.
- 2) These rules and policies may be temporarily modified when extenuating circumstances or justified compelling considerations exist by a 2/3 vote of the Committee.
- 3) Due to time and distance the Committee may conduct its business, including voting on league matters, via email or teleconference.