



SOUTH TEXAS YOUTH SOCCER ASSOCIATION WESTERN DISTRICT SUPER II

RULES OF PLAY

Revised 1/21/08

A. GENERAL REQUIREMENTS –

1. FIFA Laws of the Game

FIFA Laws of the Game as approved by the **USSF** and modified by **USYS** and **STYSA** are applicable with any exceptions noted in these Rules of Competition.

2. Governing Authority

Western District Vice-President: The Western District Vice-President shall be responsible for all Western District Competitions.

Western District Operations: All games played by teams shall be under the jurisdiction of the Western District Vice-President with the assistance of the Western District Administrator.

3. Team Responsibilities

Each Super II team is responsible for the actions of its players, officials and spectators on or off the playing field during a game. Any team refusing or failing to play a game in compliance with the rules shall forfeit the game.

4. Administrative Rules and Player/Team/Adult Registration

With respect to administrative matters, player, team and adult registration, adult background checks, STYSA rules apply unless otherwise noted herein.

B. PLAYER ELIGIBILITY

1. At every game, each team coach or manager must have proof of his or her players' current seasonal year registration available for inspection by the match referee. Proof of registration is a properly prepared (laminated) USYS identification card for each player with the player's current picture (permanently attached) the player's signature and the association/club registrar signature appearing on the back. Any player or players not supplying the proper proof of registration will not be allowed to compete. The player identification number on the player card must match the identification number on the official roster signed by the registrar.

2. **The home team will provide the referee with a pre-printed game card. Players not participating in the match due to suspensions or not present at the game will be crossed off the game card.** The pre-printed game card will also serve as the official game report of those players who did or did not participate in the match.

C. REFEREES AND RESPONSIBILITIES

1. All Super II games shall be officiated by currently certified **USSF** referees and assistant referees.

2. Match officials shall be identified and assigned to officiate Super II games by the home team referee assignor or by the referee assignor for the fields in which Neutral Site games are played. No assignment of an individual, who has a direct relationship with the team, shall be made. A direct relationship would include but not be limited

to, an immediate family member including parent, sibling, grandparent, aunt, uncle, niece and/or nephew (biological, adoptive, half and/or step), or any member of the team's coaching staff. This is not intended to disqualify Club and/or Association board members and/or staff that do not have a direct relationship to the team.

3. The three-person system of refereeing must be used to officiate all matches. The center referee must be an adult on all Under-15 games and above. (An adult is considered to be at least 19 years of age.) Youth referees (16 years of age or older) may be used as centers on Under-11 through Under-14 games. In no instance shall a referee under the age of 16 center a SII match. A match will be rescheduled if requested by the visiting team if a certified referee crew does not appear at the match site within 30 minutes of the scheduled starting time. The match must be rescheduled within 7 days of the originally scheduled match date unless approved otherwise by the Western District Vice President or Administrator.
4. The home and visiting teams may agree to play a scheduled match officiated by a crew that is not in compliance with this section. If there is an agreement to play the match officiated by a referee crew that is not in compliance with this section, then a protest later filed for that reason alone will not be allowed. If the game must be rescheduled at the visiting team field, the home team remains responsible for the referee fees.
5. At the end of each match the match referee shall record on the game card the results of the match, the player rosters of both teams, all goals scored, any serious injuries requiring medical attention, and all disciplinary actions taken before, during or after the match, and will give the completed game card to the winning coach (home coach in case of a tie) before leaving the playing site. The game card should be signed by all referees and each team representative. This is an opportunity to review the card for accuracy. It is the responsibility of each team's manager or coach to inspect this report carefully before leaving the match site to ensure its accuracy. The score, all penalty points given and served will be accepted as shown, regardless of whether the card is signed. If the referee does not allow a team representative to sign the card, the Western District Administrator should be notified. The game card is the only official and final record of the match.
6. The team representatives should determine the current certifications of the referees prior to playing the match. If it is later discovered that a referee was not qualified to do a game in accordance with this section (e.g., not certified or under age), the game must be protested to consider replaying the game. All protests must be filed in accordance with Section D19 of the Super II Rules of Play.

D. PLAYING RULES

1. Players and Spectators

Teams must occupy the side of the field as established by the rules of the home association or club:

- a) If teams occupy opposite sides, then the home team shall have its choice of sides of the field.
- b) If both teams occupy one side and parents occupy the other in that Home Association, then this rule must be followed by all Super II teams and parents playing on that Association or club's fields.

2. Touchlines

When teams occupy opposite sides of the field: all persons except two (2) coaches are required to stay six (6) feet behind the touchlines. Coaches and team officials must occupy the midfield area not to exceed a distance of 10 yards on either side of the centerline.

When teams are both on the same side of the field: coaches and team officials must occupy opposite sides of the midfield area (divided by center line). In addition, parents and spectators must abide by these same requirements and shall occupy the side of the field directly opposite their team with the midfield area separating.

3. Uniform Colors

Each team must have alternate jerseys available at each match for use, if necessary. The alternate jerseys must have numbers on the back that correspond to the numbers on the team's regular jerseys and the game card roster. The home team must change jersey colors if the referee decides that a color conflict exists. In any event, every effort should be made by both teams to play the game as scheduled.

4. Uniform Numbers

All players are required to have individually numbered uniforms in order to participate in Super II matches. Players without proper uniforms, including numbers, may in the judgment of the match referee, not be allowed to compete. The numbers on the players' jersey must be the same as the player number on the game card roster.

5. Match Balls

The home team should provide the match balls for the referee's inspection prior to the match.

6. Field Marking and Nets

The home team is responsible for making sure that the field is properly marked, goals are properly anchored and netted, and the field is in a safe playing condition.

7. Substitutions

Substitutions will be allowed according to **STYSA** rules regarding "Substitutions":

- a) Substitutions shall be unlimited.
- b) No substitution will be allowed for a player sent off the playing field by the referee. No player shall enter or leave the field of play without the permission of the referee.

8. Scores

Game cards will be the pre-printed game cards provided to the Home team by Western District prior to the match. At the conclusion of the match a representative from each team, as well as all match officials should sign the game report.

The game score and any penalty points are to be called in to the Administrator within 48 hours by the winning team (or home team in the case of a tie). The game card shall be mailed to the Administrator by the winning team (home team in case of a tie) within 48 hours of completion of the match. Copies of the game card should be made prior to mailing in case it is lost on the mail. Any team that does not report the game score and penalty point information and mail the game card to the Administrator will have all points for a win or tie removed from the standings. Points will not be removed for a visiting team that ties a game and does not receive the game card. The Administrator may designate an alternate person, such as the age group Commissioner, to receive and maintain game scores and penalty points. If an age group Commissioner has been appointed, then the above actions are satisfied if the age group Commissioner is properly notified.

When playing multi-age levels together, the games outside your age level count in penalty point accumulations. All punishment for penalty point accumulations and red cards will be served at the next scheduled game. It is the coach's responsibility to make sure this occurs.

Both Coaches (or team managers/representatives) **should** sign the game card; this confirms that both have seen the "official record" of the game; if there are any inaccuracies (i.e., a penalty card has been credited to the wrong player) they should be resolved immediately if possible – if necessary, ask the referee to look at the player and confirm that he/she did give that player a card. If you think the game card is incorrect and cannot get it resolved at the field, make a note of this on the game card. CALL the Administrator immediately following the game if you filed a protest or noted that the game card was inaccurate.

9. Player Not Playing

If a player is not dressed for a game (i.e., player is absent, injured or serving a suspension), **THAT PLAYER SHOULD BE CROSSED OFF THE GAME REPORT AND CLEARLY NOTED THAT THEY DID NOT PARTICIPATE IN THE MATCH** if a player's name appears on the game report, he/she will be assumed to have played. Furthermore, be sure the numbers on the roster match the numbers on the shirts the players are wearing – beware of players grabbing a shirt.

Coaches must make every effort to play each registered player that is present at least one-half of the game unless unable to do so due to player's injury or for disciplinary reasons. In the event that a player is present but

will not be playing, the coach must inform the referee and the opposing coach as to the reason that player will not participate.

10. Foul Weather Procedures

Teams must appear at the playing site ready to play unless otherwise notified by the home team or field representative. In many instances, the referee will make the decision as to the playability of the field based on the condition of the field at the start of the match. If a match is abandoned because of foul weather before the second half has started, it shall be replayed in its entirety. If a match is abandoned after the second half has started, it shall be considered to be a completed match.

11. Match Scheduling

The Western District Administrator, in cooperation with the schedulers of other District Associations/Clubs, shall schedule all matches.

All teams must provide times and field locations for all games by the date specified by the Administrator. Failure to do so may result in home games being assigned to visitor's field.

If there are two teams from the same club, e.g., AU Capitals, Lions, Classics Elite, Lonestars, playing in the same competition and bracket, they must be scheduled to play their match at the beginning of the season.

Following receipt of the preliminary schedule, teams should make sure there is not a problem with game dates. All changes should be arranged with the opposing team contact, and the Administrator must be notified. Following the second deadline, any changes must be approved by the Administrator.

All games will be played on a home and home schedule. If the opposing team has to travel more than 75 miles, games should not be scheduled before 10:00 a.m. on Saturday and noon on Sunday, or after 4:00 p.m. on Sunday, unless agreed upon by both teams. (Use discretion here – consider how early/late they will be traveling and work with the opposing team.) If the opposing team has to travel 75 miles or less, the game may be scheduled as early as 8:00 a.m. on Saturday or 12:00 noon on Sunday, or as late as useful daylight will allow on Saturday or Sunday. Neither team may reject such scheduling solely on the basis that the start time is too early or too late. Scheduling of weekday games for intra-club or nearby club matches and night games is allowable, if agreed to by both teams.

Scheduling conflicts due to trainer/coach availability should be resolved when reasonable, but are not sufficient as the sole reason for rejecting a particular start time. Each team at the Super II level of play is expected to have an assistant or substitute coach available for each game.

12. Schedule Changes and Rescheduling of Matches

After final schedules have been approved by the Super Administrator, schedule changes will not be allowed except as approved by the Administrator. Teams have the option of refusing any request for a schedule change by another team made less than seven days in advance of the scheduled game. Email is an acceptable and preferred method of confirming and acknowledging changes.

It is the responsibility of the home team to notify the visiting team of any change to a scheduled game, including the possibility of inclement weather. Do not assume that someone else will do this. Field changes will not be subject to protest provided the fields are regulation and within the same vicinity.

If a team is unable to host a home game, for whatever reason, and offers to travel to the opposing team's site for the game, the costs (referees, fields) of the game are the responsibility of the team hosting the game unless otherwise agreed by both teams at the time of the rescheduling.

All matches postponed due to inclement weather or due to match officials not appearing for the match must be rescheduled within seven (7) days of the originally scheduled date, unless otherwise approved by the Administrator. Failure to comply with the seven (7) day requirement may result in the match being referred to the Western District Vice President to schedule the game or determine a result.

Rescheduling of matches due to inclement weather should adhere to the following guidelines:

- a) The home team coach should immediately find out from the field scheduler the available "open" field/time slots which the match may be played; he should then contact the opposing coach and agree on a mutually acceptable day and time to play the match.
- b) The home team coach should notify the field scheduler and the appropriate Coordinator or, if appropriate, age group Commissioner, of the agreed upon time and date. The home Association or club scheduler will contact the appropriate referee assignor.
- c) Coaches should complete their part of the procedure within 72 hours of the originally scheduled match date and time.
- d) Game SUSPENDED for Field Conditions:
A temporarily suspended match is one intended to be resumed in a reasonable time. The game will be resumed at the exact point of the temporary suspension. Examples: (1) Weather causes the match to be temporarily suspended for a passing storm or (2) a sprinkler system operates in error, and must be turned off before resumption of the game.
- e) Game ABANDONED for Field Conditions:
If the referee determines a match must be permanently abandoned due to the severity of the weather/playing conditions or other reasons, it will be rescheduled at the direction of the Administrator.

13. Duration of matches

The duration of season games is as follows:

U11 & U12	Two 30 minute halves
U13 & U14	Two 35 minute halves
U15 & U16	Two 40 minute halves
U17, U18, & U19	Two 45 minute halves

If for any reason other than inclement weather, a game is not played the full length for that age group, the Super II Committee shall have the power to:

- a) Order the game rescheduled, or
- b) Order the game to stand as played, provided that at least one half has been completed.

14. Scoring

All competitions will be scored using the following system:

- a) Three (3) points for a win;
- b) One (1) point for a tie; and
- c) Zero (0) points for a loss.

15. Forfeits

Any team that willfully or purposefully forfeits a match is subject to immediate and indefinite suspension. The score of the forfeited game shall be 3-0. At the discretion of the Western District Vice President, all games involving a team suspended due to forfeits will be removed from the standings.

Any of the following may result in a forfeiture of a match:

- a) An ineligible, suspended or unregistered player participating in a match. A player whose name appears on the game report is considered to have participated in that match.
- b) A suspended coach violating the terms of his suspension.

- c) Falsification of a game report.
- d) Failure of a team to field the minimum number of players to begin a match within thirty (30) minutes of the scheduled starting time of the match.
- e) A coach or other responsible adult not present with the team during competition or failure of such adult to be present within thirty (30) minutes of the scheduled match start time.

Forfeitures may not be declared at the field by the referee or by any agreement between coaches!

Final judgment of forfeits rests with Western District Vice President. The Vice President will determine if a team willfully or purposely forfeited a match. Forfeiture of said match may occur at any time prior to the end of the regular season for the team's playing age group. Any interested party may bring the reason for such forfeiture to the attention of the Committee. If a forfeit affects advancement to the state playoffs, then the Super II Committee can direct that the game be played. A team that forfeits a match may lose its qualification status and may be fined. Qualification status and fines will be determined by the Super II Committee. Willful forfeits will not be accepted or tolerated. If a team is declared to have two (2) forfeits in one season, they will be considered by the Super II Committee for possible disciplinary action, including but not limited to, immediate and indefinite suspension from **STYSA** sanctioned competition.

16. Tie-breaking Procedures

In the event ties exist in the standings at the end of a competition or a stage of a competition and the ties must be broken to determine which teams advance to State or Bracket Playoffs and/or distribution of awards, the following procedures will be used:

- a) Result of head to head competition during the competition or a stage of the competition.
- b) Highest goal difference (goals for minus goals against) in matches between / among the tied teams, with a maximum of 5 goals difference per game counted both for and against; for example, if the score is 8-1, the calculation would be +5 goals for the winning team, -5 goals for the losing team.
- c) Least goals allowed in matches between / among the tied teams.
- d) Highest goal difference (goals for minus goals against) in all games, with a maximum of 5 goals difference per game counted both for and against: see example in #2.
- e) Least total goals allowed in all games.
- f) Play-off match time and site to be determined by the District Coordinator. **STYSA** play-off rules shall apply in all such play-off matches (two standard overtime periods following regulation time) followed, if necessary, by **FIFA** kicks from the penalty spot. The Western District Vice-President may elect at his/her discretion some other option to break a tie if time does not allow for a play-off match.

The tie-breaking rules are to be applied progressively in any case of three (3) or more teams involved in a tie. That is, if three or more teams enter a sequence level tied, the top team will be identified with the tie-breaking progression. If two or more teams remain tied after the initial progression, then the process is to return to the first tiebreaker and begin the tie-breaking process again for the tied teams.

17. Determination of Play-off Berths

Participation in playoffs will be determined by order of finish at the end of regular season play (first place team will be District 1, second place team will be District 2.)

In age groups involving more than one bracket (e.g., A & B or North and South), participation in state playoffs will be determined by an age level championship at the end of the season. The Western District Vice President shall determine the format for the bracket championship games. These game dates must be established in the age groups final schedule prior to the start of season play.

Teams eligible to play in any level of playoffs MUST notify the Western District Vice President or the Administrator no later than the Monday before the playoffs if they choose not to attend the playoffs for any reason, or face disqualification from Super II, President's Cup or Director's Cup eligibility for the next season.

18. Disciplinary Matters

The Western District Governing body acknowledges and adopts the **STYSA** Discipline Point System as set forth in the STYSA Rules of Order, the most current amendment. It shall be the responsibility of the home associations to provide all their coaches with a copy of the aforementioned **STYSA** Discipline Point System prior to the start of each playing season.

Both players and teams start the season with a "clean slate" with respect to penalty point accumulation; however, any outstanding suspension from the prior season, which includes any Western District, STYSA, or extension of those tournaments through advancement, must be served at the start of the season.

Suspensions cannot be served at an invitational tournament, and penalty points awarded at an invitational tournament are not carried over to seasonal competition.

If a player receives a RED card during the game, the referee should NOT keep the player's playing card after the game. It is the responsibility of the coach/team manager to make sure the player does not play in the next game(s). In the event that a referee insists on keeping the player's card, the Administrator should be contacted immediately.

If a player is suspended from the game, he/she MAY attend the game, but should not be dressed to play; if a coach is suspended from a game, he/she MAY NOT attend the game in any role (a substitute coach should be present, and the suspended coach should have no contact with the players or substitute coach during the game).

All disciplinary and protest matters and protests will be directed to the Western District Vice President for appropriate action.

Penalty point information may be given to a team's official contact, but not to anyone from another team.

19. Protests

All questions relating to the qualifications of competitors, interpretation of the rules, or any dispute or protest, shall be referred to the Western District Vice-President or the appropriate Boys or Girls Coordinator.

- a) There are only three (3) acceptable causes for protesting a game after it has been played. They are:
 1. A team plays an unregistered, ineligible or suspended player.
 2. There has been an obvious error made in the application of the Laws of the Game that directly affects the outcome of the game.
 3. It is later determined that a match referee was not certified or was in violation of Section C – Referees and Responsibilities, contained herein.
 4. Matters of referee judgment are not protestable at any time.
- b) To be valid and eligible for consideration, each protest filed with the **WESTERN DISTRICT VICE-PRESIDENT** must include the grounds on which the protest is lodged.
- c) The written protest should clearly state:
 1. The name, address, phone number and team affiliation of the party lodging the protest;
 2. The date of the match, field location and age level of the teams involved;
 3. The approximate time of the incident in relation to the start of the game;
 4. The rule or rules which have been violated and a description of how it (they) was violated;

5. The score of the game prior to the incident, after the incident and the final score of the game;
6. The name of the opposing team, coach and club;
7. Two (2) copies of any information presented by witnesses;
8. The name of the referee; and
9. **The fee of \$200 payable to Western District .**

The intention to file a protest regarding the misapplication of the Laws of the Game must be made known to the match referee and the opposing coach (and noted in writing on the match report) before leaving the field. This does not require that the protest actually be filed. It allows the referee the opportunity to write up usable game report information.

All protests must be postmarked or received by the **WESTERN DISTRICT office to the attention of the Western District VICE-PRESIDENT** within 72 hours of the completion of the match being protested. Postage meter dates are not acceptable postmarks.

Any protest relating to referee certification, if known, late starts, the pitch (field), goalposts, bars, or other appurtenances shall be entertained for consideration only if an objection has been lodged with the referee in writing on the official match report (game card) prior to the start of the match.

20. Team Composition:

Any team that fails to return a majority of players from the roster of players that qualified the previous season will lose its qualification status and must re-qualify. An equal split is not a majority for teams with an even number of players on the roster the previous season.

21. WD Qualification Requirements

All teams in each age group, except U-11, must have qualified to compete in their current age group based on the previous Season's standings, subject only to any local association qualification rules.

22. SUPER II Qualification Tournament

The Western District Vice-President shall establish and publish the date for the Western District Qualification. The Western District Vice-President shall be responsible for determining the tournament sites, developing the tournament rules, age group brackets, seeding of teams and overseeing all matters related to the tournament competition.

Teams attempting to qualify must compete with those players they will roster for the fall.

No Guest Players!

All teams trying to qualify for SII MUST have in their possession a signed commitment and/or registration form for the upcoming season for **each player** listed on the tournament roster, or a roster signed by the club registrar indicating all players have committed to the team for the next season. The Western District Vice-President may investigate a team if a player who participated with the team in the SII Qualifying Tournament is not submitted on the fall roster. The following reasons will be accepted:

- a) Western District Vice-President approval of drop for medical hardship;
- b) Transfer to a team not competing in sponsoring association (for example, transfer from CAYSA to CBYSA. Transfer between clubs within the governing association, i.e., transfer from AU Capitals to Lonestars would not be an exception); and
- c) Western District Vice-President approval of a serious conflict.

E. Miscellaneous

Any item or issue that is not covered in these rules shall be directed to the Western District Vice-President or Administrator

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