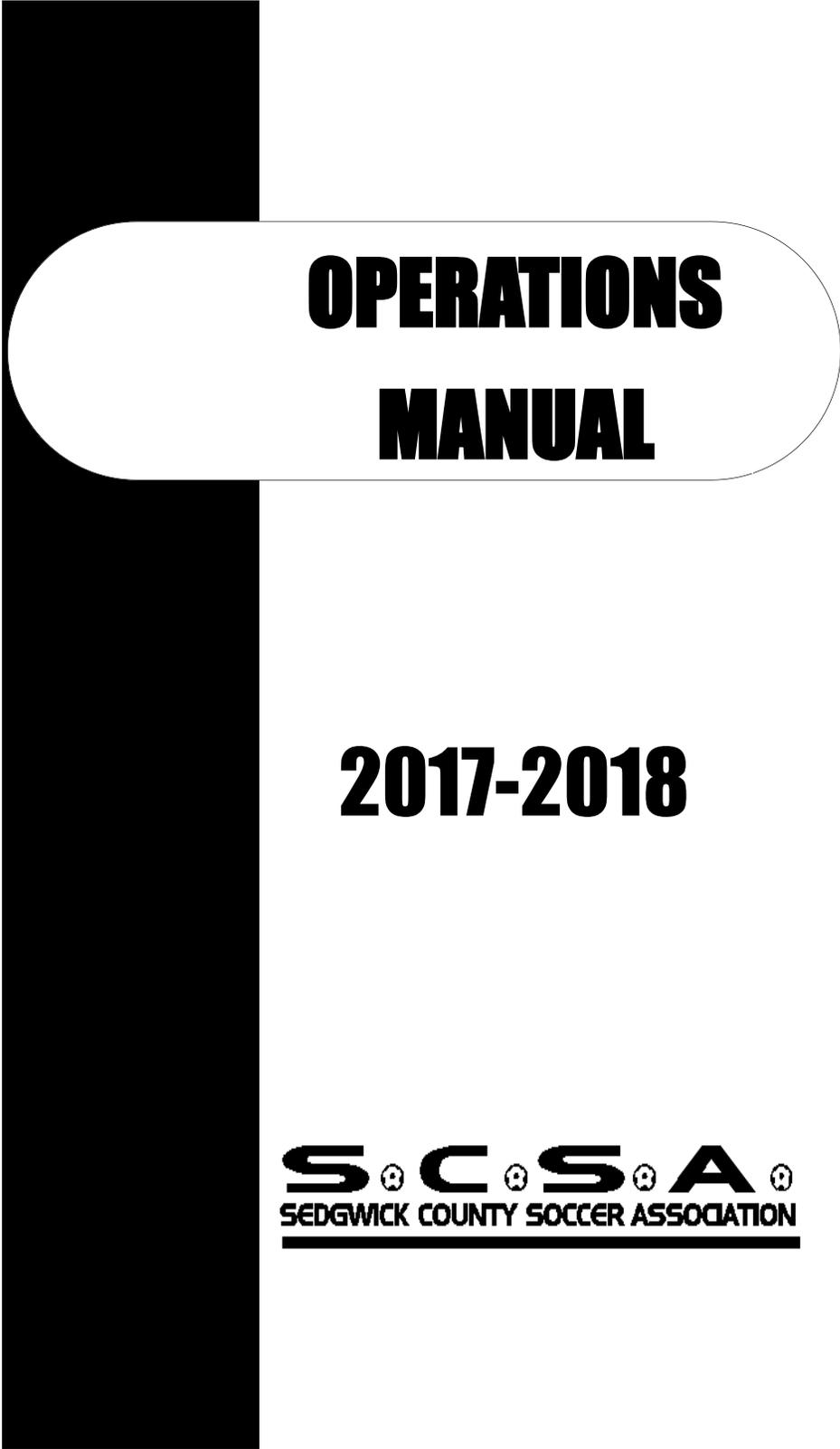


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This document updated July 2017.



OPERATIONS MANUAL

2017-2018

S C S A
SEDGWICK COUNTY SOCCER ASSOCIATION

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DEFINITIONS

Add - The addition of a player to a team's roster.

Amateur Sports Act of 1978 - provides an equal opportunity to amateur athletes, coaches, trainers, managers, administrators, and officials to participate in amateur athletic competition, without discrimination on the basis of race, color, religion, age, sex or national origin, and with fair notice and opportunity for a hearing to any amateur athlete, coach, trainer, manager, administrator, or official before declaring such individual is ineligible to participate.

Assistant Referee - Their duties shall be subject to the decision of the referee. An Assistant referee assists the referee in the diagonal system of control and will be instructed by the referee on their duties as assistants. The primary duties of the assistants will be to enforce Law XI (Offsides).

At Large Player - A registered player who is registered as an individual member of KSYSA but is not currently rostered to a team.

Club – An organization which has an identifiable membership of youth soccer players on whose behalf the organization conducts or engages in youth soccer activities.

Club Referee - When neutral assistant referees are not assigned or fail to appear for a match as assigned, the match referee may seek the assistance of a club assistant referee(s), whose duties shall be as delegated to them by the referee.

Competitive Team - A team is classified as a Competitive Team if the team participates in an inter-club league in which no rule restricts the manner in which players may be rostered to participating teams, except for rules which: (a) define and prohibit unethical recruiting behavior; or (b) limit the participation of players previously rostered to another team.

Disbanded Teams - (Recreational) When a coach abandons a team, provided he/she gives a letter to the League explaining this. The coach may not participate with any other League team for the remainder of the seasonal year.

Disbanded Teams - (Competitive) When players leave a currently registered team and the remaining players on the roster is less than eight (8).

Discipline - Action resulting in suspension.

Dismissal - The directive to leave the premises.

District - A geographical subdivision of a State Association.

Federation – The United States Soccer Federation, Inc.

FIFA -The Federation Internationale de Football Association is the world-wide governing body of soccer.

Free Agent - A player that is free to tryout for any soccer team without restrictions. All players are free agents until July 15th, or until they are registered and rostered to a team, whichever occurs first. After July 15th, a player remains a free agent until such time that they register and roster to a team.

Friendly Game - Coaches of both teams must mutually agree upon the date, time and location of a rescheduled game when a team is unable to play as originally scheduled by the SCSA League. Referees must be approved by the SCSA Referee Assignor prior to game time. Friendly games are not played on SCSA league fields.

Game Card – The form that is a permanent record of games played.

Game Lineup Cards – Postcard sized cards with spaces to record information about a single game, the team and players involved. Persons listed are considered to have played.

Guest Player - A registered player participating in a competition for a team to which the player is not rostered for the purpose of tournament play. (See also “Registrar’s Guest Player)

Ineligible Player/Team Official – Improper participation by a person not rostered, under suspension or any other restriction.

International Game – A game arranged between the teams of the Federation and another FIFA national association or a team comprised of players of more than one FIFA national association.

Involuntary Release - The removal of a player from a team's roster at the request of team authorities.

KSYSA - Kansas Youth Soccer Association -The governing body for youth soccer in the State of Kansas.

Laws of the Game - Except as provided by the League, the FIFA “Laws of the Game” shall apply to any and all competition sanctioned by KSYSA/ USYS.

League – An organization that conducts competition among soccer teams.

League Team - A team which participates in regularly scheduled league play.

Multiple Roster – To roster on two (2) or more teams by the same individual.

National Member – Means a sports organization that has soccer teams competing in each of at least 26 states and is recognized by FIFA as disciplined of soccer played other than under the “Laws of the Game”.

National State Association (NSA) – The administrative body within a territory determined by the National Council to carry out the Federation’s programs for amateur youth or amateur adult players, or both.

ODP/PDP - Olympic Development/Player Development Program conducted annually by USYS and KSYSA to promote player development in the sport of soccer.

Player - A youth registered in accordance with USYS and NSA Rules.

Previously Rostered – Any player who is added to a team after having been rostered on another team during the current seasonal year.

Recreational Team - A team will be classified as Recreational if the team participates in an inter-club or intra-club league in which: (a) the use of tryouts, invitations, recruiting or any like process to roster players selectively to any team on the basis of talent or ability is prohibited and the coach may not exclude any previously rostered player; (b) the clubs administering the league accept as participants in the league any and all eligible youths (subject to reasonable terms of registration) and will be responsible for assignment of players to teams; (c) there is an established league rule requiring that each player must play at least one-half of each game except for reasons of injury, illness, discipline or reasonable cause; and (d) teams are required to accept assignments provided there is room on the roster.

Referee - A game official who has completed the necessary training for USSF certification. “The referee is licensed to officiate affiliated matches and has authority and will exercise the powers granted to him by the “Laws of the Game.” The referee will employ the Diagonal System of Control. The referee has full authority before, during and after the match.

Referee Abuse – (a) Referee abuse is a verbal statement or physical act not resulting in bodily contact which implies or threatens physical harm to a referee or the referee’s property or equipment. (b) Abuse includes, but is not limited to the following acts committed upon a referee: using foul or abusive language toward a referee; spewing any beverage on a referee’s personal property; spitting at (but not on) the referee; or verbally threatening a referee. (c) Verbal threats are remarks that carry the implied or direct threat of physical harm.

Referee Assault – (a) Referee assault is an intentional act of physical violence at or upon a referee. For purposes of this policy, “intentional act” shall mean an act intended to bring about a result, which will invade the interests of another in a way that is socially unacceptable. Unintended consequences of the act are irrelevant. (b) Assault includes, but is not limited to the following acts committed upon a referee: hitting, kicking, punching, choking, spitting on, grabbing or bodily running into a referee; head butting; the act of

kicking or throwing any object at a referee that could inflict injury; damaging the referee's uniform or personal property, i.e. car, equipment, etc.

Region - For purposes of the administration of US Youth Soccer. There are currently four geographical Regions: Region I - East, Region II- Midwest, Region III- South and Region IV- West.

Registrar's Guest Player - An at-large player who is loaned to a USYS team for the purpose of playing in a tournament. Registration deadlines apply.

Registration - The signing of intent to play the sport of soccer and the paying of fees to become a member of this Association. Game eligibility is subject to registration deadline.

Risk Management – a background check is completed on each team official rostered to the team. A third party company completes the confidential background check and reports directly to KSYSA who provides final status to SCSA.

Rostering - Assignment of a registered player to a team. A player is considered rostered to a team no later than when the player first participates for the team in any competition sanctioned by a National State Association or its member leagues, clubs, or teams.

Rules and Regulations of FIFA - All of the statutes, orders, definitions, rules and regulations set forth in the FIFA handbook from time to time.

Season – Any individual playing session within the seasonal year (i.e. SCSA operates Fall and Spring seasons).

Seasonal Year – The seasonal year shall be from August 1 to July 31.

Select Team - The official select (all-star) team of USYS or any of its regions, affiliated National State Associations or any district or geographical sub-division thereof, or any league.

Serious Foul Play – When a player uses violence or excessive force when challenging for the ball on the field against an opponent. There can be no serious foul play against a teammate, the referee, an assistant referee, a spectator, etc. The use of violence or excessive force against an opponent under any other conditions must be punished as violent conduct. It is also serious foul play if a player commits any tackle, which endangers the safety of an opponent.

Suspension - The temporary withdrawal of rights and privileges such as, but not limited to: the right to play, coach or otherwise administer or participate (directly or indirectly) in the game of affiliated soccer. Any person or group (team, club, league, Board, etc.) that has been suspended shall be in less than good standing for the entire term of the suspension with all rights and privileges withdrawn unless specifically stated otherwise by the suspending authority.

Suspension Because of Litigation - Any person participating in a USYS program or in any State or local association program who becomes involved as a defendant in litigation detrimental to the welfare of youth players or litigation based on activities detrimental to the welfare of youth players, shall be suspended from all soccer related activities until completion of the litigation. The status of the person shall be reviewed by the suspending body at the completion of litigation. Suspensions under this resolution shall be determined by the State Association. Matters detrimental to the welfare of youth players shall include crimes of immorality and felonies. The person has a right to appeal whether the matter which is the substance of the accusation, if true, is detrimental to the welfare of youth players.

Targeted Recruiting —means contact which is made with specifically-targeted registered individual players (or their parents/guardians) or specifically-targeted registered Teams (as opposed to the public generally or soccer players, including competitive soccer players generally) which contact attempts to cause the targeted specific players (or their parents/guardians) or Teams to leave their current affiliation for the current seasonal year or the following seasonal year. For purposes of this definition and Rule 3.13.5, contact is not limited to personal contact, but will include contact by phone, text, e-mails and social media messages. Targeted Recruiting specifically excludes (i) contact during the free agency period and (ii) advertising, marketing, information sessions and promotion made to the public generally or to soccer players (including competitive soccer players) generally and contact which results from responses thereto.

Team - Any group of players, coaches, and managers created for the purpose of playing soccer. Teams may be created at the national level (e.g. to represent the U.S. in International Matches and other competitions), the divisional level, the regional level, the state level and the local level. Professional teams participating in the Professional Division must be certified by the NBOD as provided in USYS.

Team Official - Unless otherwise noted, a team official constitutes any coach, assistant coach, trainer, and team manager rostered to a team. (Note: USYS Membership Passes issued only if team official is risk managed.)

Tournament Team - A team which may include guest players and is put together for the sole purpose of playing in a tournament or other sanctioned non-league competition.

Transfer - The addition of any *Previously Rostered* player to a team or changing player's *Multiple Roster* status from Secondary to Primary (NOTE: State Cup rules limit cumulative transfers to a total of five (5) during any particular seasonal year.).

USOC - The United States Olympic Committee that is the corporation created pursuant to the Amateur Sports Act to oversee all amateur athletic activity in the United States.

USSF - The United States Soccer Federation, Inc.- the national governing body of soccer in the United States; recognized by FIFA and the United States Olympic Committee.

US Youth Soccer - United States Youth Soccer - part of the youth division of USSF.

Violent Conduct – The aggression of a player towards an opponent who clearly has no intention of playing or fighting for the ball is violent conduct. The ball can be in or out of play. It is also violent conduct when a player attacks a teammate, the referee, an assistant referee, a spectator, etc. The offense of spitting at someone, no matter whom, is also regarded as violent conduct.

Voluntary Release - Removal of a player from a team's roster at the written request of the player and written confirmation from the head coach.

Youth Division - The administrative and coordinating body for all National State Associations containing leagues and teams in which individuals under nineteen (19) years of age play soccer. It shall also be the coordinating body for all youth soccer organizations in the United States as delegated by the Federation.

Youth Member - The Youth Division, its National State Associations, and all other member organizations, which conduct programs for athletes under nineteen (U19) years of age.

Youth Player – An individual who has not reached 19 years of age prior to January 1. A player who reaches 19 years of age during a seasonal year is allowed to complete that seasonal year. A player who reaches 19 years of age during August of one seasonal year shall be allowed to complete all of the next seasonal year. (Note: USSF Policy 601-5 for youth eligibility to play on an amateur league team.

I. INTRODUCTION

A. Welcome to Sedgwick County Soccer Association

SCSA was founded in June of 1991 by a small group of soccer enthusiasts who were interested in merging KJSF and WUSA into a unified soccer league. The main goal of this new organization was to build a unified soccer league incorporating Wichita and the surrounding area. Interest, effort and enthusiasm are the ingredients for perpetuating this league. Add to those positive attitudes among the coaches, players, teams, parents, and league officials and you have a successful youth soccer program!

Again, welcome, and let's begin each season on this thought:

Winning and losing through good sportsmanship is the highest honor a player, team, coach, and league can achieve.

B. Purpose and Goals

The primary purpose of SCSA is to provide the opportunities and environment to enable youth players to realize their potential in the game of soccer by developing their skills and knowledge of the game to the greatest extent possible. Goals set to accomplish this purpose are:

- Provide the highest quality, best competition and best-organized league possible. This is accomplished by recruiting dedicated and hard-working volunteers, by encouraging coaches in the formation, development and refinement of high quality teams, and by providing the highest quality of competition for these teams.
- Encourage member teams to participate in competitive play against teams from other areas, states, and nations through tournament play and friendly games scheduled during tours. To help in the accomplishment of this goal, member teams are given as much information and help as possible to enable them to find and compete in tournaments and other competition in other areas.
- Help prepare individual players for higher-level competition, including high school, college and state team play.
- Encourage development of soccer at the local level. This is in accordance with the original purposes of the League and is expressed in a number of ways. Sponsor periodic referee and coaching certification clinics to help upgrade the local skill level in these areas.

C. Membership

The membership of SCSA is open to all without discrimination on the basis of age, pregnancy, national origin, race, ethnic background, religious beliefs or sexual orientation.

II. GENERAL RULES AND REGULATIONS

The following resolutions relating to the League policies and regulations of the Sedgwick County Soccer Association have been adopted by the Board of Directors and shall govern the conduct of the League during the fall and spring outdoor. The Board of Directors or SCSA officials shall determine any matters not provided for in these rules and reserves the right to amend any rules. Any request for waivers or appeals must be submitted in writing, accompanied by any applicable fees as shown in Section III. L. Protests.

The following individuals will be subject to a background check: Coaches, assistant coaches, rostered trainers, rostered managers, SCSA Board members, employees and referees. It is the policy of SCSA to reject anyone, who as participants fails to meet the requirements of the KSYSA Risk Management Policies

(www.kansasyouthsoccer.org) or for any and all risk management concerns or any other reason relevant to the league or club in its selection process.

A. League Affiliation

1. Sedgwick County Soccer Association shall be affiliated with the United States Youth Soccer (USYS) via membership in the Kansas Youth Soccer (KSYSA).

2. This League shall adhere to all rules and regulations as set out in the USSF, USYS and KSYSA Rules and By-laws. Any conflicts may be resolved in favor of superseding higher authority.

B. Seasonal Year/Seasons

1. The seasonal year shall be from August 1 to July 31 of the following year.
2. SCSA operates Fall Outdoor and Spring Outdoor seasons.

C. Age Groups

1. Age Groups shall be comprised of players who are, before the first day of January of the current seasonal year: Under 19 years, Under 18 years, Under 17 years, Under 16 years, Under 15 years, Under 14 years, Under 13 years, Under 12 years, Under 11 years, Under 10 years, Under 9 years, Under 8 years, Under 7 years, Under 6 years, Under 5 years

2. Upon agreement by the League Scheduler and League Administrator, in consultation with the League President, teams within a given age group may be split into multiple divisions for scheduling purposes.

D. Team Officials

1. All coaches, assistant coaches and trainers must meet the following conditions: Must have an USSF License before participation in their second season of coaching in SCSA.(i.e. If a coach participates in the fall season a license must be obtained prior to any subsequent season.)

2. Must be in good standing under KSYSA & SCSA policies.
3. Must successfully pass a periodic risk management background check

E. Team Officials Principles of Conduct

1. Ethics

- a. Strive to maintain integrity within our sport.
- b. Know and follow all rules and policies set forth by clubs, leagues, state and national associations.
- c. Work in the spirit of cooperation with officials, administrators, coaches and spectators to provide participants with maximum opportunity to develop.
- d. Be a positive role model for both players and parents.
- e. Set the standard for sportsmanship with opponents, referees, spectators and administrators.
- f. Keep the sport in perspective with education.
- g. Encourage moral and social responsibility.
- h. Just say no to drugs, alcohol and tobacco.
- i. Team officials should continue their own education in the sport.

2. Player Development

- a. Develop the child's appreciation of the game.
- b. Keep winning and losing in proper perspective.
- c. Be sensitive to each child's developmental needs.
- d. Educate the players to the technical, tactical, physical, and psychological demands of the game for their level.
- e. Implement rules and equipment modifications according to the player's age group.
- f. Allow players to experience all positions.
- g. Players need to have fun and receive positive feedback.
- h. Practice should be conducted in the spirit of enjoyment and learning.
- i. Provide the appropriate number of training sessions and games according to the player's stage of development.
- j. Strive to help each player reach his or her full potential and be prepared to move to the next stage of development.

3. Safety

- a. The team official's first responsibility is the health and safety of all participants.
- b. It is recommended coaches become certified in basic first aid and are aware of their club, league, or state requirements in this area.
- c. Be prepared to handle first aid situations as well as medical emergencies at all practices and games, home and away.
 - Obtain a properly supplied first aid kit and know how to use it. Learn how to properly treat injuries.
 - Know 911 emergency procedures/telephone location and location of nearest emergency medical facilities.
 - Always carry player medical release forms. Forms available on league website.
 - Follow up on all injuries with parents/guardians.

- d. Know and understand the Laws of the Game.
- e. Utilize proper teaching and instructing of players regarding safe techniques and methods of play.
- f. Implement appropriate training programs to make sure players are fit for practice and competition.
- g. Supervise and control your players so as to avoid injury situations.
- h. Inspect player's equipment and field conditions for safety reasons. (Penalty: A player improperly equipped shall be instructed to leave the field of play. There shall be no replacement until the next opportunity to substitute. However, the removed player may re-enter during a dead ball after reporting to an official who shall be satisfied the player's equipment, uniform and/or person is in order.
- i. Illegal equipment shall not be worn by any player. This applies to any equipment which, in the opinion of the referee, is dangerous or confusing. Types of equipment which are illegal include, but are not limited to the following:
 - All jewelry, projecting metal or other hard plates or projections on clothing or person must be removed with the exception of medical bracelets or medical medals. Taping over any jewelry or items defined above is not permissible, it must be removed. Medical bracelets or medical medals may be worn but must be taped with only the required data visible.
 - Casts, splints or body braces made of a hard substance in its final form such as leather, rubber, plastic, plaster or fiberglass unless covered on all exterior surfaces with no less than ½ inch thick, high density, closed-cell polyurethane, or an alternate material of the same minimum thickness and similar physical properties to protect an injury. A medical release for the injured player signed by a licensed medical physician shall be available at the game site.
 - Shin guards which have exposed sharp edges.
 - Face or spectacle guards.
 - Helmets, hats, caps or visors. (Exception: The goalkeeper may wear an approved head protector, without a bill secured by a chin strap; the goalkeeper may wear a soft-billed baseball type hat or soft-billed visor; players may wear soft and yielding caps during inclement weather.)
- j. Required equipment includes jersey (numbered and tucked in), shorts, socks, suitable shoes and shin guards (age appropriate size). (Shoes shall meet the following standards: All cleats, studs or bars shall not be less than ½ inch in diameter or width, and they shall not project from the sole or heel of the shoe more than ¾ inch. Leather, rubber, nylon or plastic cleats are legal.)
- k. Any player with the presence of blood on his/her person or uniform is required to leave the field of play and may not return until such time that the blood has been removed with the referee's permission.

4. First Aid Kit for Youth Soccer

Supplies

(1) 6" ace wrap	(2)	instant cold packs
(1) 4" ace wrap	(1)	tube antibiotic ointment
(1) 2" ace wrap	(1)	bottle antiseptic solution
(20) assorted band-aids	(1)	jar petroleum jelly
(2) rolls 2" gauze	(1)	bottle sterile saline
(1) roll 3" gauze	(1)	bandage scissors
(1) roll 4" gauze	(1)	nail clippers
(10) 4" x 3" gauze pads	(1)	multi-purpose pocket knife
(5) 2" x 2" gauze pads	(1)	pen flashlight
(10) alcohol wipes	(1)	arm sling
(3) rolls athletic tape	(1)	contact lens case
(3) rolls underwrap	(1)	bottle 200 mg ibuprofen**
(1) bottle 325 mg Acetaminophen**	(5)	cotton swab sticks
(5) tongue depressors	(1)	cell phone
(1) pack moleskin		

* oral medications should only be administered by medical personnel or with parental approval.

Remember injuries occur in both games and practices. Always have a medical bag available equipped with basic first aid supplies and training equipment, even if a medical professional is not immediately available.

- Pack extra supplies for weekend tournaments or road trips.
- Be sure to restock and replace expired or damaged items regularly.
- Make sure there is a ready supply of fresh drinking water for games and practices.
- In addition to these supplies, always carry:
 - a list of phone numbers and player contacts in case of emergency.
 - a record of each player's known medical problems, medications and allergies.
 - Medical Release form, signed by the parent/guardian, for each player current within 12 months. Notarization is not required.

III. OPERATIONAL RULES AND REGULATIONS

Note: At the discretion of the League Administrator, with the approval of the League President & League Registrar, a team may be moved from the Competitive to Recreational, Recreational to Competitive or up one age group. Age divisions for Competitive are limited to U-9 thru U-19.

A. Types of Teams. US Youth Soccer recognizes two types of teams:

1. Teams with females only are Girls Teams.
2. All other teams are Boys Teams.

B. General

1. Competitive Team - Responsibility for player selection lies entirely with the team officials. There are no restrictions as to geographic area in the formation of a team, provided the rules and regulations are followed, including those concerning transferred and newly registered players. See also Definitions: Competitive Team.

2. Recreational Team - The team must accept assigned players from the League if the team has openings on its roster. See also Definitions: Recreational Team. The League will also assist players who sign up to play in forming teams and appointing team officials.

*All Recreational Team Officials shall have the responsibility to ensure each player participating in a game for his/her team shall be given the opportunity to play in each half of the game. **Team officials shall allow each player to participate at least one-half of the game.***

3. Youth Amateur Players (Reference USSF Policy 601-5, Section 4) – A youth player may play an unlimited number of adult games or sign an adult form without losing his or her youth eligibility. The youth player must notify his or her youth coach or other authorized team official of the player's intention to play adult games. The youth player shall request, in writing (1) eligibility clearance from Kansas Youth Soccer, and (2) permission from the appropriate Adult State Association or National or Regional Adult League in which the adult team upon which the player will be playing plays. When the clearance and permission have been granted, the Adult State/ National/Regional Adult Association has sole discretion in permitting a youth player to play adult games and will be responsible for establishing the procedure under which this will be implemented. (USYSA Rule 208, Section 2)

4. International Players - As required by USSF Policy 601-6, as amended, a player who comes to the United States on or after the player is 12 years of age, must request and receive an International Clearance in the manner and form required by the USSF, before he/she is eligible to be registered as a player. A player born within the United States who is registered with a FIFA Affiliated team outside of the United States and returns to the United States after the player is 12 must also obtain an International Clearance. However, an international clearance is not required of a player who is 12, 13, 14, 15, or 16 years of age if the player and the player's parents sign a statement that the player has not signed a professional contract or received money from a professional team for playing soccer. (USYSA Rule 207).

5. Kansas State High School Athletic Association (KSHSAA) General Soccer Regulations: "From the first Tuesday following Labor Day through the last Friday preceding Memorial Day, no more than six players (excluding seniors) from the same school squad may practice or participate together on the same outside team. Participation by more than six squad members (excluding seniors) shall make them ineligible for the remainder of the school year and any further middle/junior or senior high school, unless reinstated by the KSHSAA Executive board." SCSA will NOT offer interpretation or advice regarding this

rule. For further information, contact your high school athletic director or the KSHSAA office.

6. KSHSAA allows exceptions for U15 players to play in the U14 division for SCSA league play: a) player is enrolled in 8th grade, b) player opted out of HS soccer, c) home schooled players, or d) players high school does not offer soccer. For U15 boys not yet in high school, this would be only for the fall outdoor season, and for U15 girls not yet in high school, this would be only for the spring outdoor season. During the club season, the U15 player must play on an age-appropriate team. The player is responsible for the compliance with KSHSAA rules.

C. Free Agency Period, Advertising and Player Recruitment

1. Free Agency – There will be one open free agency period each year.

a. All youth players become "free agents" as of the first Saturday after State Cup completion. Players shall remain free agents until July 15th, or until they are registered and rostered to a team, whichever occurs first. After July 15th, a player remains a free agent until such time that they register and roster to a team.

b. There are no transfer fees allowed during this time and no forms required to try out for a team. Players may be required to pay fees to any clubs/teams to which they have committed per written contract with that club/team.

c. Once a player is registered and rostered to a club/team, they are bound to that club/team for the seasonal year until a release is requested and approved. A player shall have ten (10) days in which to change their mind without penalty, financial or otherwise.

d. Unless a player is a free agent, coaches, teams and/or clubs must have a written release from the player's coach or playing association to try out, practice, or be placed on a roster.

2. Advertising: For the subsequent soccer year, teams may market, promote, and advertise generally (including advertisements of tryouts) and provide information about themselves (including information sessions and other public events), in any manner or medium, so long as: (1) no inaccurate advertising or information is used and (2) such Clubs, Teams or coaches do not violate. The advertisement is limited to the KSYSASA policies as provided for in Rule 3.13.5.

a. Targeted Recruiting is strictly prohibited except as expressly permitted in KSYSASA Rule 3.13.5. Individuals, Teams or Clubs who engage in Targeted Recruiting in violation of KSYSASA Rule 3.13.5 are subject to penalties as described in KSYSASA Rule 5.5.3. For clarity, it would constitute Targeted Recruiting for a coach who moves from one Club to another Club during a seasonal year, or at the end of a seasonal year, if the coach (or anyone acting on

the coach's behalf) attempts, prior to the start of the free agency period, to induce a registered player (or their parent or guardian) of any Team, or registered Team as a whole, to leave their current affiliation during the current seasonal year or for the following seasonal year.

b. If any Responsible Representative is contacted, prior to the start of the free agency period, by a player, parent (or guardian) of a player, or Team as a whole inquiring about switching affiliations during a seasonal year or for the following seasonal year, such Responsible Representative may provide information relating to the Club's or Team's tryouts and general information about the Club or Team.

c. A player may attend training sessions or practices of a Team or Club (or their coaches or other affiliates) only if the attendance was initiated by the player or their parent/guardian (including by response to an advertisement, information session or marketing material that is not provided in a manner that would otherwise constitute Targeted Recruiting) and the player has written permission from their current coach. Responsible Representatives are those individuals acting on behalf of, and the authority from, a Club or Team and may include parents/guardians of layers, trainers, Team managers, coaches or other representatives.

d. Contact by Clubs with players on independent Teams (i.e. Teams which are not part of a Club) that would otherwise constitute Targeted Recruiting is permitted (and will not be deemed Targeted Recruiting) if the contact is approved (prior to the contact) by the coach of such independent Team or by the SCSA or KSYSASA Office.

e. Contact by Clubs with players on other Clubs that would otherwise constitute Targeted Recruiting is permitted (and will not be deemed Targeted Recruiting) if the contact is approved (prior to the contact) by the Club at which the player is rostered at the time of the contact. Any Club, Team, coach or player may request a determination in writing (which may be by e-mail) by the State Office as to whether a proposed contact with a player or Team would constitute Targeted Recruiting in violation of this Rule 3.13.5 prior to such contact, and shall be entitled to rely (as to the specific instances of proposed contact described) on any such written determination by the State Office that the proposed contact does not violate this Rule 3.13.5. The Board of Directors may always subsequently clarify that any such contact does or does not constitute Targeted Recruiting (such clarification to be applicable to contact occurring after the date of publication of the clarification by the Board of Directors.)

f. No coach, assistant coach, trainer, team representative, registered player, parent, or advertisement may offer any kind of inducement to recruit a player to play on their respective team. Forms of inducement include but are not limited to: Free T-shirts, free uniforms, college scholarships, free or discounted travel costs, professional coaching, etc. This rule applies to verbal discussions, letters, brochures, social media, and newspaper articles about a team's accomplishments, which mention a team's tryouts or include a contact person or telephone number regarding tryout information; as well as radio and television advertisements.

g. If a coach or team needs a guest player for a tournament, the coach should contact the player's primary coach first, before contacting the player or their parents. If the player is multi-rostered, the coach of the secondary team must also be contacted. Upon receiving permission from the player's coach or coaches, the player and their parents may be contacted. Written documents or printed e-mails requesting permission and giving/receiving permission to use a guest player are recommended.

3. Tryouts:

a. When not in free agency period, any player rostered to one team who wants to tryout or practice with a different team must have a written release form signed by the player's coach PRIOR to practicing with or trying out for another team. If a written release form has not been signed by the rostered player's coach, that player cannot participate in any other team's practice or tryout. A written release is not needed during the free agency period.

b. Prior to the start of free agency, SCSA will allow clubs and/or teams to advertise their next season's team on the SCSA website. SCSA will post the tryout information to be available throughout the free agency period. SCSA will post tryout information subject to full payment of fees.

D. League Registration

1. All team officials must attend a scheduled meeting, as determined by the Board of Directors. This meeting will be announced by written notification. It is the coach's responsibility to either attend the meeting or have his registered assistant coach at the meeting. (*THE LEAGUE WILL NOT BE RESPONSIBLE FOR TRANSMITTING SCHEDULES TO TEAMS NOT REPRESENTED AT THE MEETING.*)

2. Team officials must submit the following materials to the League Registrar before the team and players may participate in any League activity or game. Fees must be paid in full prior to a team being placed on the schedule. The forms below can be found on the league website.

a. Properly completed and signed membership form for each player as provided by the League prior to registration. Signatures acknowledge responsibility to abide by all current rules and regulations of the League.

b. To add a player not previously USYS rostered or USYS rostered with another team in the current seasonal year, submit completed USYS membership form and appropriate fees. (NOTE: State Cup participants are limited to a cumulative total of five (5) previously rostered players, i.e. transfers.)

c. To remove a player from your roster once the player is rostered to the team, submit a completed Player Release Form, signed by parent/guardian and head coach and return the form and player pass to SCSA office.

d. Team Officials are required to complete a risk management or background check and a Team Official Membership Form before being eligible to be added to a team in any capacity and be able to be on the sideline for any sanctioned game. Signatures acknowledge responsibility to abide by all current rules and regulations of the League.

e. Proof of age shall consist of a Birth certificate, a Uniformed Services Identification and Privilege Card (DD Form 1173) issued by the Uniformed Services of the United States, or birth registration issued by an appropriate government agency, state driver's license, Board of Health records, passport, alien registration card issued by the United States Government, a certificate issued by the Immigration and Naturalization Service attesting to age or a certification of an American citizen born abroad issued by the appropriate government agency. Hospital, baptismal or religious certificates will not be accepted. Proof of age is required only the first year the player is registered with SCSA or when requested by the League.

f. Completed Alpha List of Players and Coaches Form.

g. Completed Conflict Form, indicating desired division to be scheduled and coaching/team conflicts for the upcoming season.

h. Multiple Roster form and State fees where applicable,

i. Player Medical Release Form should be completed for all players, kept on file with the team and available at every event the team participates including practices and League games. Medical release form is MANDATORY at USYS sanctioned tournaments for all players. In the case of U19 players who have turned 18 years of age, the player may sign the form. Forms can be found on the league website. Notarization of the medical release is not required.

j. Completed Contact Sheet (with complete practice location information for insurance purposes.)

i. All appropriate fees.

3. Player and Coach passes: All players (**U-9 and older**) and team officials (**U-7 and older**) on the coaching sideline must show their pass before each League game. **It is the responsibility of the team official to have each coach and player pass laminated.** The team official shall add all pictures in the league software for player/coach passes. Photos used should be no more than one (1) year old.

a. **Players:** All U-9 & Older Competitive teams will be issued a pass for each player on their roster.

b. **Team Officials:** All U-7 & U-8 Recreational teams and All U-9 and Older Competitive teams will be issued a pass for each coach, assistant coach, trainer, manager, if they have an approved risk management background check.

c. Any Recreational team that has been issued player/team official passes shall adhere to the same rules as noted herein with regard to Competitive teams.

d. Duplicating passes is not allowed and is not in accordance with FIFA, USYS, and USSF Rules. Any team found in violation of this rule will be subject to sanctions by the SCSSA Board of Directors. The pass is the property of USYS. The pass shall be used for USYS sanctioned events only.

4. Any player signing a Registration Form is bound to that team for the entire seasonal year, unless he/she requests a release on the proper Player Release form.

5. A player or team official must submit all documents to the League office no later than 10 a.m. Wednesday for eligibility the following Saturday, Sunday, or subsequent games.

E. Rosters – Adding and Releasing players

(Note: See Section F for rules specific to multiple roster and club pass.)

1. Youth players are eligible to play if they turn 5 within the seasonal year but not be 20 before the end of the seasonal year. Please refer to the Age Group Chart on the league's website for specific birth date ranges for each age division.

2. Roster limits are as follows:

Under 5/6 - (6 players)

Under 7/8 - (8 players)

Under 9/10 - (12 players)

Under 11/12 - (14 players)

Under 13/14 - (18 players)

Under 15/19 – (22 players)

(Note: Under 15/19 teams may roster 22 players but have no more than 18 on the sideline at any game.)

3. Each team may have up to five (5) eligible Team Officials (including Coaches, Managers or Trainers) listed on a roster. No more than three (3) registered and rostered Team Officials may be in the marked coaching boxes (team's technical area) during any game. No team managers, parent representatives, parents, siblings, etc. are allowed in the technical area during any game. (NOTE: All coaches must obtain their license prior to the second season of coaching.)

4. Once the Fall rosters (or player's first registration of the seasonal year, whenever it may occur) are submitted to the League Registrar, the player previously rostered rule is in effect throughout the entire seasonal year (August 1 through July 31).

5. Team officials may add players to competitive teams throughout the current seasonal year until the maximum number of registered players is reached. When the roster reaches its pre-set limit, the team official may replace players as long as he/she is in compliance with the Player Release and Player Transfer Rules.

6. A player may request of his/her team official a release from their team, with signatures of parent and the proper completion of Player Release Form – found on league website. Providing the player is in good standing with the team, no unpaid fees and the uniform returned, the team official may sign the Player Release forms (and submit the player pass where applicable), permitting the player to move to the team of his/her choice.

7. For any player requesting a release, a Drop/Transfer form must be submitted to their current coach and club Registrar. After the 10-day rescission period, players are bound by any signed financial or contractual obligations with their current club/team. Should they choose to transfer to another team, all monies or financial obligations must be settled in full between team and player. (SCSA will not be the arbitrator between team and player with regard to financial matters.)

8. When a player leaves a team, the League will not complete the transfer process until the League or team is satisfied or the parties agree to the transfer.

9. The Player Release Form is not required by SCSA/KSYSA/USYS for transfer from one seasonal year to another. However, it is a good idea to complete a Player Release Form, if possible, between seasonal years in case questions arise concerning the legality of the transfer. This is especially true if the player is going to, or coming from, another Affiliated League.

10. When a team disbands during the seasonal year, and that fact is officially recognized by the League, any player from that team may register at once with another team, but shall be considered a previously rostered player. Any and all rules mentioned shall apply to this type of situation. The disbanding team shall turn all team official and player passes into the League Registrar.

11. A player may be released from a team involuntarily only if the player is unable to play for one of the following reasons (KSYSA Rule 3.14.2):

- a. The player has violated rules of the USSF/USYS/KSYSA.
- b. The player has moved beyond a reasonable travel distance. Determination of what constitutes reasonable travel distance is subject to definition by KSYSA.
- c. The player is injured in such a manner that the player will not be able to participate for the remainder of the seasonal year.

Involuntary dismissal for reasons not listed may be subject to team official disciplinary action by the SCSA Board.

12. SCSA Board of Directors may dismiss a team official from the League. If the dismissal is contested, the team official must submit a written request to the SCSA league

office. The Board of Directors will review the documentation and provide a decision. If the panel finds the reasons to be valid, the team official is removed from the roster.

13. A player may be removed from their team at the discretion of the SCSA Board of Directors. If a player release is contested, the player must submit a written request to the SCSA league office and the Board of Directors will review the documentation and provide a decision. If the panel finds the reasons to be valid, that player is removed from the roster and becomes a free agent free to roster to a new team.

14. A team/club may place a player in bad standing because of financial or equipment debt outstanding to a team/club. The SCSA Registrar will initiate the request on behalf of the team/club to KSYSA. Information and procedures to complete this process will be found at the league website – Forms/Documents - Policies & Procedures.

F. Multiple Roster or Club Pass

1. Multiple roster or club pass players are limited to playing in two consecutive divisions within an age group. For example, a player in the U12 age group may play U12 Division 1 and U12 Division 2. However, the player may not play U12 Division 1 and U12 Division 3. Players may multiple roster or club pass up to the next age group without limitations.

2. **Multiple Roster:** A player may be multiple rostered to two (2) or more teams during the seasonal year under the following conditions:

a. Multiple Roster capability is limited to Competitive team players **ONLY**. A player may not multiple roster with a second team in the same division for league play.

b. Any player wishing to be multiple rostered must complete a KSYSA Multiple Roster Request Form found on the league website. This form will designate the players “primary” and “secondary” teams and must be signed by the player, his/her parent or legal guardian, and a coach from each involved team. A membership form and appropriate fees must be presented for the new team(s) the player is rostering with. In the event it is not a simultaneous multi-roster, the player pass of the original team must be returned to the League to be reprinted to indicate primary or secondary status.

c. A completed copy of each Multiple Roster Request form, signed by all involved parties, must be sent to SCSA League office before any player will be rostered.

d. No coach, assistant coach, trainer, team representative, registered player or parent may approach a player for the purposes of multiple rostering without first contacting that same player’s current coach. Failure to comply with this rule may result in the offending party serving a up to a three (3) game suspension.

e. In the event that the coaches of the involved teams disagree on the designation of the primary team, the player may not participate or be rostered until the issue has been resolved.

f. A player may change his/her primary designation at any time during the seasonal year by submitting a revised KSYSA Multiple Roster Form, complete with all applicable signatures along with the player passes which need to be reprinted. A change in status is considered a previously rostered player transfer.

g. In the event of any scheduled conflict, the games for the **primary** team will always take precedence. The player must play for the **primary** team if he/she plays, unless written permission is given by a team official of the primary team for the player to participate with the secondary team. The one exception to this rule would be if there were a schedule conflict with a State Select team event, the player may play for the State Select team.

h. If both teams enter the same competition (State Cup, tournaments, etc.), the player is required to play for his/her primary team.

i. If a player who is multiple rostered wishes to be a “guest player” for another team, the Player Loan Agreement must be signed by the team officials of all teams to which the player is rostered before the form can be officially approved.

j. A multiple rostered player will be issued a USYS player pass for each team to which he/she is rostered. Each player pass shall indicate whether the team is primary or secondary.

k. A player may be registered on more than one team within an age group at the same time, with the following provision:

(1) In order to participate in State Cup, a multiple rostered player must be registered as a Primary player on the State Cup team.

(2) Any exception to league multiple roster procedures must be in writing to be submitted to the Board of Directors for review and/or approval.

(3) A player may be registered to play in both SCSA and non-sanctioned league (ie, AYSO or YMCA) at the same time without being considered a multiple rostered player.

3. Club Pass System: Club pass provides an alternate option to the multiple roster player or secondary player. The purpose of club pass is to provide opportunities for players to be moved to higher level competitive teams or to age up teams for developmental purposes only. Club pass is not intended for the purpose of gaining competitive advantages.

a. General club pass rules:

(1) Competitive teams, age U9 through U19, may use club pass because they have a player selection or tryout process. Recreational teams, U5-U8, are not eligible.

(2) Club pass teams cannot span more than two (2) age divisions.

(3) Club pass teams must play in at least two (2) or more divisions. Teams or clubs may not use club pass to increase the maximum roster size in place as set by USYSA, KSYSA and SCSA.

(4) Once players are designated as primary or secondary on the initial roster, club pass players may play up a division but not play down to a lower division unless listed on each division on the initial roster.

(5) Club pass fees are assessed by division scheduled for the team fee, field usage fee and other fees listed on the Registration Fees by season. KSYSA fees of \$13.00 is assessed once based on one player fee per team.

b. Registration or Rostering of teams and players:

(1) Club pass teams and players will roster and register their teams in the same manner as non-club pass teams. Club pass teams must submit an initial alpha roster at time of registration designating each player as Primary or Secondary.

(2) Club pass teams will be issued one player/coach card per individual rostered regardless of number of divisions played. Coaches are responsible for having the correct player cards for the game as listed on the game roster.

c. Movement of players during league games: Teams using Club Pass Rosters may make changes to their league roster, however all transactions for the league play roster will follow the SCSA rules and fees (adds, transfers and releases).

(1) Club pass teams must submit an amended roster to the SCSA office on or by the Tuesday before the start of league games. An amended roster is not needed if no changes from the initial alpha roster.

(2) Each club pass player should be shown with first and last name and listed by division designated as primary or secondary within the divisions.

(3) Team club pass roster needs to match the game line-up card used for the subsequent league game and not exceed the KSYSA maximum roster for the team's age group for each division.

(4) A club pass template is available at the SCSA website – Forms/Documents to use as the club pass roster. A similar format may be used but all information needs to be submitted as included on the template.

(5) Each scheduled league game during the scheduled season requires a new club pass roster each time there is player movement between divisions. If no changes from the previous scheduled game, no new roster is required.

(6) Weekly player changes listed on the club pass roster must be submitted by Thursday prior to the team's scheduled game. These player changes must be consistent with the game's line-up card.

(7) Failure to submit timely club pass rosters will result in those games being forfeited until the roster is received.

(8) Once the initial club pass roster is set, weekly player transfers from one division to another division will be assessed \$7 per player. No fee assessed for players removed from a division roster.

(9) Payments of club pass transfers should be made timely within the season and paid in full prior to the last league game played.

d. Recommendations for Clubs using the Club Pass system. Use it as a reward for player(s) who have shown improvements throughout the season.

(1) Determining the club pass roster early in the season provides team stability and minimizes the changes throughout the season.

(2) Club pass is designed to allow players to play up to improve skills, not to play down even if true age appropriate.

(3) Have a player participate in only one division per day with no more than 2-3 games in a weekend.

(4) Communicate clearly to all of your parents the purpose of this system. Constant movement of players can be difficult to explain to parents and players.

(5) Constant movement of players between the divisions can be costly and time consuming on behalf of team, coach and SCSA office.

G. Scheduling

1. A schedule will be generated each season within 15 business days of the registration deadline for Competitive and Recreational players. Although every effort is made to ensure that the coaches receive a firm schedule as soon as possible, it should be recognized that changes are often necessary.

2. The home team is responsible for certain actions listed elsewhere in this manual, including providing the game ball and changing to an alternate shirt if a uniform color conflict occurs.

3. The League will schedule eight (8) games for all teams registered at SCSA by the listed seasonal deadlines.

4. Games can only be postponed or canceled by the President, Premier Administrator, Recreational Administrator, Field Administrator or League Administrator.

5. The League Scheduler, in consultation with the League Administrator or President, will determine if a game can be moved to another field site, at which time the League Administrator will notify teams involved in any changes as early as possible. Changes may be made to any scheduled game to facilitate the progression of play. Field personnel have complete discretion in altering game times and/or fields for all scheduled games.

6. Referees may notify Field Administrators to determine if a game may be suspended due to weather or field conditions if, in his/her opinion, it is dangerous for the players to continue. In the event of a suspension, it is the responsibility of each team to verify the status of their game before leaving the complex. If games are canceled due to weather, a game is considered final if half-time has been reached (signaled by the referee's whistle). The cancelled game is considered over and the score at the time of the cancellation is the final score. Games not yet to half-time will be replayed in its entirety. (See Rescheduled game procedures.)

7. Whenever games are postponed due to weather or field conditions, the games may be rescheduled as referee and field availability permit. Notification to the teams will be given seven days prior to the rescheduled game, if possible. Notification will be considered valid if notified by the League. Emailed messages or messages left on answering machines will be considered valid notice. The Referee Assignor will reschedule the referees and assistant referees. (See Rescheduled game procedures.)

8. Failure to field a team or maintain the minimum numbers to field a team (Per FIFA Law 3) for a scheduled game will result in a fine of fifty dollars (\$50.00), payable and due to SCSA within one (1) week of written notification and a forfeited game for league standings. Any team that forfeits a game will not be eligible for first place award. Should this occur repeatedly, the team officials and his/her team will be dismissed from the League permanently. A team official may request a review by the Board of Directors to appeal the fine. Should the team official request such a review the League will hold the check until after the Board reviews the matter. In all cases, the coach is responsible for the fine and shall be considered in bad standing if the fine remains unpaid.

FIFA Law 3 Fielding a Team: If the available players fall below specified numbers at any time during the match, the team unable to field a team shall forfeit the game.

- 11 per side games (U-13 & Older) minimum total of 7 players;
- 9 per side games (U-11 & U-12) minimum total of 6 players;
- 7 per side games (U-9 & U-10) minimum total of 5 players;
- 4 per side games (U-7 & U-8) minimum total of 3 players;
- 3 per side games (U-5 & U-6) minimum total of 2 players.

a. SCSA shall retain \$10.00 of the fine with the remaining \$40.00 being paid to the team winning as a result of a forfeit.

b. In the event both teams forfeit, neither team shall pay the forfeit fee.

c. Should the Board decide to waive the fine, or be unable to collect the fine, no payment shall be made. If both teams agree, fine shall be waived.

9. If a team fails to show up for a regularly scheduled game or cannot field the minimum number of players to play the game, that game will go on record as a forfeit by that team. The score will be posted as a 3-0 win for the winning team. If a team receives notification for a rescheduled game and cannot show up at the scheduled time, the team shall either forfeit the game or request an alternate date from the appropriate Administrator. The final decision to grant an alternate date is at the discretion of the League Administrator, in consultation with the League President, League Scheduler, and Referee Assignor. Should the alternate game date not be accepted, the team making the request shall forfeit the rescheduled game.

10. Abandonment of Game – any one or both of the competing teams shall not prematurely terminate a game. Should a team terminate a game without permission of the referee; it shall forfeit said game and be held liable for the forfeit fee. Forfeit rules shall apply.

11. Refusal to Play – a team, which refuses to play a scheduled game shall forfeit said game and shall be held liable for fines involved. Forfeit rules shall apply.

H. Rescheduled Game Policy

1. SCSA will not reschedule games due to changes in conflicts or multi-roster player availability. **There are no exceptions to this policy.** Failure to participate in the scheduled game will result in a forfeit and a \$50.00 fine.

2. If the original game is unable to be rescheduled by the League, the rescheduled or friendly game date is not accepted by the opposing team, the team making the request shall play as originally scheduled or forfeit the original game. SCSA will show the game as a forfeit by the requesting team with a score of 0-3.

3. If after two attempts by SCSA League Office to reschedule a game due to a weather cancellation and neither team is able to agree to a rescheduled date, the game will be shown as not played in the final standings.
4. Teams failing to notify the League Office or no-show for the original or confirmed rescheduled game or friendly game will be assessed a forfeit and receive 0-3 score in standings.
5. Rescheduled Request procedures - See procedures at SCSA website.
 - a. A completed request for a rescheduled game during the regular season must be received in the SCSA Office a minimum of 10 calendar days prior to the original game date. Games will not be rescheduled if the request is received less than 10 calendar days prior to the original scheduled date.
 - b. Communications between teams must go through the Head Coach and/or Manager only. No exceptions. It is the Initiating Team's responsibility to contact the Opposing Team, not SCSA.
 - c. There is a \$25 reschedule fee paid by the Initiating Team when the Rescheduled form is submitted to SCSA.
 - d. Rescheduled games are available only during regularly scheduled Saturday and Sunday league season. Limited to no more than 2 rescheduled games in a season.
6. Weather related rescheduled games - See procedures for SCSA website
 - a. Originally scheduled games cancelled by weather or natural disaster are moved to the League's scheduled rainout date when possible.
 - b. SCSA will not recognize a conflict on the scheduled rainout dates. Any changes to these games will be treated as a rescheduled game by the Initiating Team.
 - c. If opposing team does not agree to a reschedule or mutual date is not found, the initiating team will receive a 0-3 forfeit as final game score. No forfeit fine assessed to the initiating team if the original scheduled game was the result of weather cancellation.
 - c. If weather related rescheduled games are not able to be played due to time or referee availability, the final score will be shown as not played.
7. Rescheduled as Friendly game
 - a. If both teams involved are unable to reschedule according to the reschedule game procedures, the head coaches may agree to a friendly game. The final score of the friendly game may be used in lieu of the scheduled league game. [See Definitions for

Friendly Game] It will be the responsibility of the two teams involved to mutually agree on a date, time and location.

b. The SCSA Referee assignor MUST approve the referees for all friendly games. If said Assignor is not available then a secondary SCSA Assignor's approval must be obtained. There are no exceptions to this policy. Teams are responsible for payment of the referees for the friendly game.

c. Friendly games, scrimmage games,, practice games and tournament games with affiliated teams must be played on currently insured property and must be reported to the League Office prior to the match in order for KSYSA/USYS insurance to be in effect. The League strongly suggests that teams call and confirm that the locations being used are currently insured by KSYSA.

d. The league office must be notified at least 10 days in advance of the friendly game and in written form, and the results called in after the game for league credit to be received.

e. The initiating team official shall provide the following information to the League Office: opposing team name, opposing coach's name, opposing team's league affiliation (if not SCSA), date of the game, time of the game, and field location of the game.

f. If either the initiating or opposing team has agreed to a friendly game and coordinated with SCSA but does not show, the final score will be shown as a forfeit with a final score of 0-3 recorded for the team who did not show.

I. Rules of Play

1. General

a. Except as otherwise provided herein, the FIFA "Laws of the Game" shall apply to any and all competition sponsored by this organization. Any deviation from FIFA Laws for the betterment of soccer in the League shall be at the discretion of the Board of Directors.

b. If teams are not ready to commence the game after a ten-minute delay, the center referee shall consult with field personnel regarding status of the game.

c. Nobody is to be behind the goal lines for any reason when the game is being played. Referees will request these individuals to move.

- d. The coaches and players will be expected to remain within any marked coaching boxes. The maximum number of rostered coaches allowed on the sidelines with the players during a game will be three (3).
- (1) For all Competitive teams (U9 and older), the teams and their coaches shall be on the opposite side of the field from the spectators.
 - (2) For all Recreational teams (U8 & younger), the teams, their coaches and their spectators will be on the same side of the field. No spectators will be allowed behind the assistant referees.
- e. The maximum number of rostered team officials allowed on the sidelines with the players during a game will be three (3). Rostered teams may have up to five (5) team officials on the roster.
- f. In the tradition of the League, some type of handshake between the players and team officials of the teams following the game is encouraged.
- g. All persons on the sidelines are expected to stand five (5) feet from the touchline so as to facilitate the unencumbered movement and sight of the assistant referee.
- h. THE TEAM OFFICIALS ARE ALWAYS RESPONSIBLE FOR THE CONDUCT OF HIS/HER PLAYERS, PARENTS, AND SPECTATORS.**

2. Substitutions

- a. Substitutions shall be unlimited in number. (If there is a goalkeeper change it is required that notification be given to the referee. If the goalkeeper is to become a field player, his/her jersey number is to be reported to the referee.)
- b. A substitution can be made, with the consent of the referee, at the following times:
- (1) The team in possession may substitute anytime the ball is out of play (corner kicks, throw-ins). However, teams not in possession of the ball can only substitute during these situations provided that the team in possession is also substituting.
 - (2) Free substituting is allowed for both teams after goals, goal kicks and half time.
 - (3) The substitutes must be at the centerline ready to enter before the referee will allow the substitution to take place.
 - (4) The referee has the authority not to allow the substitution if he/she believes that the procedure will stop the flow of the game or is being used as tactical time wasting ploy.
 - (5) If a player is shown a yellow card, the player **must** leave the field and the team official may substitute for the yellow-carded player, with the referee's permission. The opposing team will be allowed one substitution at this time only if the team

official elects to substitute for the yellow-carded player. The yellow-carded player may re-enter the field only at a guaranteed substitution.

(6) After an injury by either team, when the referee stops play.

(7) If a player has a bleeding injury or blood on his/her uniform, the player must leave the field of play. The player will only be allowed back on the field of play when the injury is cleaned and covered or the uniform cleaned or changed.

c. Substitution will specifically not be permitted for any red carded player ordered from the field of play by the referee.

d. No player shall leave or enter the field of play without the consent of the referee. This rule includes stepping over the touch line for a drink.

e. The incoming players will come to the substitution box at the half line. They will not enter the field of play until the players coming off the field have left the field of play at the half line.

3. Length of Games

a. U-17, U-18, U-19	Two 40 minute halves
U-15 and U-16	Two 40 minute halves
U-13 and U-14	Two 35 minute halves
U-11 and U-12	Two 30 minute halves
U-9 and U-10	Two 25 minute halves
U-7 and U-8	Two 20 minute halves
U-5 and U-6	Two 16 minute halves

b. League games can end in a tie. Under no circumstance should a regular season League game that is tied at the end of regulation play be played into overtime. Should this occur, the score will revert to a tie. That is the score the referee will report.

c. Mercy Rule—If at any time after the 1st half of a game is completed, the goal differential becomes 10 goals, the team leading will be awarded the win. The coach of the team that is trailing by 10 goals will have the option to continue play to the conclusion of the game; however, no additional goals will be officially recorded or counted for either team through the remaining portion of the game. The official score will be recorded as the score when the 10 goal differential occurred.

d. Half time is to be five (5) minutes for U-10 and below age groups. Half time is to be ten (10) minutes for U-11 and older age groups. However, a referee may cut the half time if the games are running behind schedule. The referee will notify both coaches if he/she is cutting the half time.

4. Ball Size

- a. A Size 5 ball will be used for U-13 and older age groups.
- b. A Size 4 ball will be used for U-9, U-10, U-11 and U-12 age groups.
- c. A Size 3 ball will be used for U-5, U-6, U-7 and U-8 age groups.

5. Number of Players - The League will follow, as much as possible, the recommendations of the USYS regarding the number of field players per team. The number of players per team shall be as follows:

U-5 and U-6 (3 v 3) no goalie	U-7 and U-8 (4 v 4) no goalie
U-9 and U-10 (7 v 7)	U-11 and U-12 (9 v 9) U-13 and older (11 v 11)

6. Field Sizes (up to) Goal Area Penalty Area 1/2 Line Center Circle

U-5 & U-6	20yds x 15yds	none	3 yd arc	yes	3yd. radius
U-7 & U-8	40yds x 27yds	none	3 yd arc	yes	6yd. radius
U-9 & U-10	60yds x 43yds	6yds X 6yds	14yds X 14yds	yes	10yd. radius
U-11 & U-12	80yds x 55yds	6yds X 6yds	18yds X 18yds	yes	10yd. radius
U-13 & older	120yds x 75yds	6yds X 6yds	18yds X 18yds	yes	10yd. radius

7. Goal Sizes (Minimum)

U-5 and U-6	4-1/2' h x 9' w x 2' d
U-7 and U-8	6-1/2' h x 12' w x 2' d
U-9 and U-10	6-1/2' h x 18-1/2' x 2' d
U-11 and U-12	7' h x 21' w x 3' d
U-13 and older	8' h x 24' w x 2' d

J. Lineup Cards, Game Cards and Player Passes

1. It is the responsibility of both the home team official and the visiting team official to sign and completely and properly fill out his/her respective game lineup card, verifying the eligibility of those players listed, and submit the card to the referee PRIOR to the start of the game. The card must contain the FULL first and last name of all participating players, as listed on their official USYS roster, and their jersey numbers.

2. All players listed on the game lineup card will be considered to have played, whether they actually played or not. (i.e., if a red carded player is listed on the lineup card of the team's next regularly scheduled USYS game, it will be considered that the player played in the game, and the team will be required to forfeit the game and the player will have to sit out an additional game.) See also Section III.L-1.

3. The captain on both teams are to be indicated by an asterisk (*) next to the name.

4. The score listed on the game card shall be the official score as recorded by the center referee.

5. A USYS MEMBERSHIP PASS LAMINATED WITH A PLAYER PICTURE shall be given to the referee prior to each game for the following persons:

- All coaches (no matter what the age or type of team)
- All U9 & older players

6. The No Card – No Play rule will be strictly enforced. If Player cards are unable to be produced prior to the start of the game, the team without player cards will be required to forfeit the game requiring a \$50 fine. Both teams will be required to leave the fields immediately. If the teams decide to replay the game, it will be moved to a Friendly and played according to Friendly game definition.

K. Discipline

1. General

a. Abuse by a spectator or parent resulting in the offending individual(s) being sent off by the referee shall result in an automatic yellow card for the team official of the team associated with the offending party. If, during the same game, another spectator or parent from the same team is sent off, the team official will be given an automatic red card and sent off with the offending spectator or parent. The second (including the same game) and each subsequent incident of this nature within a seasonal year will result in a \$50 fine being imposed on the offending team. All fines must be paid within 5 days of the game which caused the fine. The team will be held in bad standing until all fines are paid. Any games scheduled to be played while the team is still in bad standing will be a forfeit.

b. In cases of verbal abuse of a referee or assistant referee by a team official, player, parent or spectator, the above rule is changed to require that the person be sent off immediately and the second and each subsequent send off within a seasonal year will result in a \$50 fine being imposed on the offending team. All fines must be paid within 5 days of the game which caused the fine. The team will be held in bad standing until all fines are paid. Any games scheduled to be played while the team is still in bad standing will be a forfeit.

c. Any misconduct towards a referee away from the field of play will be dealt with as if the offense had been committed on the field. This means that yellow and red cards can be issued.

d. If a team official, the bench, or a spectator is dismissed and/or disciplined then he/she will be required to leave the field of play and sit out that team's next USYS sanctioned game(s). Team officials are responsible for enforcing suspensions of their team's spectators and parents.

e. If a sent off person refuses to leave the field area, the game will be terminated and the Board of Directors will determine the outcome of the match.

- f. Suspension means the temporary withdrawal of rights and privileges such as, but not limited to: the right to play, coach, or otherwise administer or participate (directly or indirectly) in the game of affiliated soccer. Any person or group (team, club, league, Board, etc.) that has been suspended shall be in less than good standing for the entire term of the suspension with all the rights and privileges withdrawn unless specifically stated otherwise by the suspending authority.
- g. Any suspension shall be served with the team with whom the suspension was received in the next USYS sanctioned game.
- (1) Players who are rostered to more than one team shall serve their suspension with the team in which the red card was issued. They will be able to play with their multiple rostered team as scheduled with the exception if this team has league game same day as the suspension was issued.
 - (2) Team officials who are rostered to more than one team shall be ineligible for participation with those other teams until the suspension has been served.
- h. All red card suspensions shall carry over from one season to the next subsequent season.
- i. It is the responsibility of the suspended player/team official's team to provide a completed Acknowledgment of Suspension Served form, as issued by the League Office, to support the serving of a suspension.
- j. A head coach may suspend a competitive player for disciplinary reasons for a maximum of two (2) games. The player, the parents or guardian and the League Administrator shall be notified of any suspension in writing.
- k. If a player or team official is cautioned four (4) times during the current seasonal year, then he/she is suspended for that team's next USYS sanctioned League game and following the one game suspension, he/she is automatically reinstated unless the Board of Directors feels the offense requires further suspension.
- l. If a player or team official is dismissed and/or disciplined during the game or after the game, he/she is suspended for that team's next USYS sanctioned game(s).
- (1) Following the suspension, the player or team official is automatically reinstated unless the Board of Directors feels that the suspension requires review and formal reinstatement. A player or team official may receive more than the prescribed suspension if the Board of Directors feels it is merited. This could result in probation for the remainder of the seasonal year or expulsion from the League.
 - (2) If a player or team official is dismissed and/or disciplined two (2) times in League play during the current seasonal year, he/she is suspended from League play unless reinstated by vote of the Board of Directors.

m. SCSA shall honor all red cards issued to a player/team official at any USYS sanctioned tournament, provided that the League has been aware of the violation within forty-five (45) days.

n. If a League registered player or team official is dismissed and/or disciplined, a red card report will be completed. The participant's pass shall be returned to the League office within 48 hours (2 days). At the completion of the suspension a team official may pick up the pass during normal hours at the League office, provided they submit a signed Acknowledgment of Suspension Form and pay any fines due.

If a player or team official requires the pass after the suspension but before the next League office hours, special arrangements must be made for release of the pass prior to completion of the suspension. The player or team official must have their pass before they will be allowed to participate in any USYS sanctioned games or KSYSA State Cup game(s).

o. Any team official found guilty of a red cardable offense will be assessed a fine of fifty dollars (\$50.00) in addition to the appropriate suspension. If the fine has not been paid by the end of the suspension, the team official will remain under suspension until it has been paid.

p. SCSA League Administrator must contact the SCSA Director of Officials of any red card or misconduct reports filed by Monday following the weekend.

q. Games played using ineligible players or team officials shall be forfeited and said team will be subject to board discretion regarding 1st or 2nd placement and awards. The appropriate fine (\$50.00 for ineligible registered players and \$50.00 fine for ineligible non-registered players.) shall be payable to SCSA within one (1) week of written notification. The league will consider the coach to be in less than good standing until the fine is paid.

r. SCSA reserves the right to rescind the privileges of any player, parent or team official to participate and/or increase the length of any suspension due to the nature of the violation and/or repeated violations of any rule in the SCSA Operations Manual.

2. Suspensions

a. Send Offs for Serious Foul Play

(1) Serious foul play is when a player commits one of the offenses punishable by a direct free-kick and uses disproportionate and unnecessary strength in a manner likely to hurt or injure an opponent. It also includes the following: deliberately impeding an opponent who is thus denied an obvious goal-scoring opportunity; a player anywhere on the field (other than a goalkeeper within their own penalty area) deliberately handling a ball to prevent it going into the goal.

(2) Any player who is sent off the field of play for serious foul play shall be suspended for a minimum two (2) games.

b. Send Offs for Violent Conduct

(1) Violent conduct is the aggression of a player towards an opponent who clearly has no intention of playing or fighting for the ball. The ball can be in or out of play. It is also violent conduct when a player attacks a teammate, the referee, an assistant referee, a spectator, etc. The offense of spitting at someone, no matter whom, is also regarded as violent conduct.

(2) Any player who is sent off the field of play for violent conduct shall be suspended for a minimum two (2) games.

c. Send Offs for Abusive Language

(1) Any player or team official guilty of using foul or abusive language directed at an opponent, colleague or spectator shall be suspended for a minimum of one (1) game.

(2) Any player or team official guilty of using foul or abusive language directed at a game official, which shall not amount to referee abuse, shall be suspended for a minimum of two (2) games.

(3) Any player or team official guilty of referee abuse shall be suspended for a minimum of three (3) games.

(4) Racial slurs will not be tolerated and will result in a minimum of two (2) games.

d. Any player who is sent off the field of play for committing a second cautionable offense after having received a caution will be suspended for a minimum of one (1) game.

e. A team official who is sent off for not making every reasonable effort to control his/her spectators, when requested to do so by the referee will be suspended for a minimum of two (2) games.

f. The player, team official or official committing the **referee assault** is automatically suspended from all SCSA/KSYSA/USYS/USSF sanctioned activities as follows:

(1) for a minor or slight touching of the referee or the referee's uniform or personal property, at least 3 months from the time of the assault;

(2) except as provided in clause (i) or (ii), for any other assault, at least 6 months from the time of the assault: (i) for an assault committed by an adult and the referee is 17 years of age or younger, at least 3 years; or (ii) for an assault when

serious injuries are inflicted, at least 5 years. Shorter periods of suspension may not be given, but, if circumstances warrant, KSYSA may provide a longer period of suspension. See KSYSA Rule 5.3.9)

g. The minimum suspension period for **referee abuse** shall be at least three (3) scheduled matches within the rules of that competition. KSYSA may provide a longer period of suspension when circumstances warrant (e.g., habitual offenders).

L. Protests & Appeals; (see also KSYSA Chapter 4)

1. Protests are related to a specific game or administrative action and are filed by one of the involved team officials. Only those teams involved are permitted to protest a game result. Protests, on a specific game, cannot be filed by a third party, such as spectators, coaches from other teams, leagues or state officials.

2. It is the policy of SCSA to uphold all referee decisions; however, all written protests will be handled by the Protest Committee comprised of the Board of Directors. The League Administrator will conduct any necessary investigation.

3. The League will concern itself only with those protests dealing with field conditions, player eligibility, disciplinary actions, and technical rules violations. Protests regarding the judgment calls of the referee and assistant referee will not be heard.

4. The team official must initiate the protest to a Field Administrator within one (1) hour of the game in question by completing the Intent to File Notice of Intent to Protest except under the following conditions:

- a. Protests based on ineligible players shall be filed with the League Office within fourteen (14) days after the game in which the player participated. (This does not apply to red card suspensions from USYS sanctioned tournaments.)
- b. Protests based on late starts, and/or the field of play and appurtenances, shall be filed with the referee prior to the start of the game.

5. A formal written protest stating all known facts and using the Notice of Protest/Appeal form, shall be filed with the League Office within 96 hours following the game. The Notice of Protest/Appeal written protest must be accompanied by a \$100.00 fee and paid to the SCSA Office within the required 96 hours following the game.

6. The \$100 protest fee shall be forfeited should the protest not be upheld. If the protest is upheld, the \$100.00 fee will be refunded.

7. A formal protest, once filed, cannot be withdrawn.

8. If a written protest is filed for any reason, the referee and assistant referees are expected to attend the Protest Committee meeting, if needed, in order to explain what occurred in their opinion.

9. Appeals to any SCSA final decision on a Protest will be heard by the next level of District II of KSYSA. The District Appeals Committee shall be responsible for investigating and hearing any accepted appeal of actions taken by member leagues and associations or other committees or organization of KSYSA. See KSYSA Rule 4.2 for required forms, deadlines and documentation needed to complete an Appeal.

10. All hearings shall be held in accordance with USSF Bylaw 701.

11. SCSA will establish a Grievances Committee to look into complaints that do not fall under the jurisdiction of the Protest Committee, including:

- a. issues not specific to the Laws of the Game,
- b. written complaints filed by a spectator or non-rostered team official or player named in a SCSA written suspension.

12. A formal written protest stating all known facts shall be filed with the League Office within 96 hours following the date of written suspension notice. The written protest statement must be accompanied by a \$100.00 fee and paid to the SCSA Office within the required 96 hours following the written suspension notice.

13. The \$100 protest fee shall be forfeited should the protest not be upheld. If the protest is upheld, the \$100.00 fee will be refunded.

14. A formal protest, once filed, cannot be withdrawn.

15. These written complaints may be heard informally by the appropriate competition authority or SCSA Board of Directors. The Grievances Committee can be used upon the written request of the President or a majority vote of the Board of Directors.

- a. The Grievances Committee will be chaired by the League Administrator and comprised of three (3) additional members. The League Administrator shall not have a vote and shall be responsible for administrating any meetings or hearings and for keeping the minutes.
- b. No voting member of the committee shall have any children or relatives registered in SCSA. No current member of the Board of Directors of SCSA shall serve on the committee.
- c. All members of the committee will be adults knowledgeable in the sport.
- d. The League Administrator will forward the committee's decision, in writing, to the President of the League. The President will present the recommendation(s) to the Board of Directors who will make the final decision regarding the disposition of the matter.

16. If a written protest is filed for any reason, the referee and assistant referees are expected to attend the Grievance Committee meeting, if needed, in order to explain what occurred in their opinion.

17. The findings of the Grievance Committee is final with no further appeals.

M. Uniforms

1. Competitive players (U9 & older) must be in proper uniform on the field in order to participate in the game. A proper uniform means matching jerseys, shorts, and socks. Each jersey must be tucked in and have a unique number for each player.

2. Recreational division players must have a jersey or a t-shirt with a unique number for each player. SCSA provides a jersey, shorts and one pair of socks to all Recreational U-8 & Younger players with paid outdoor fee. (Limited to one set per player per seasonal year.) SCSA reserves the right to discontinue supplemental uniform orders after the 4th weekend of each outdoor season.

3. If both teams have the same color uniform jerseys, the home team will change to an alternate jersey. It is advisable that both the home team and the visiting team carry an alternate jersey (or t-shirt) with numbers on them to all League games.

4. When a problem with uniforms does occur, unusual circumstances (e.g., a team still awaiting uniform delivery) will be dealt with at the referee's discretion. The referee will report this incident to the Field Administrator or the Assistant Field Administrator.

N. Refreshments

1. It is the responsibility of each team to provide its own water and/or refreshments for half time and/or after the games.

2. Under no circumstances shall beer or any other alcoholic beverages be consumed by any persons before, during, or after any SCSA soccer game, at the soccer field or in the parking areas. This includes practices. All team officials are responsible and must inform players and parents of this League directive.

3. All team officials and team members are responsible for their own trash at the field site. Trash is to be properly disposed of and not left at the field.

O. Referees

1. Refer to the Referee Manual for pay rates and how to receive payment from the SCSA office. Checks are available by Tuesday evening during SCSA normal business hours and mailed every 2 weeks. SCSA reserves the right to withhold payment of referee fees for failure to follow and administer SCSA rules and regulations.

2. The League recognizes the inconvenience of referees being scheduled for weeknight games (Monday through Friday) and shall authorize the payment of an extra \$5.00 for any referee scheduled for only one (1) game on a weeknight.

3. U-9 and older matches shall be officiated by the three (3) person FIFA/USSF Referee System:

a. 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. In the event certified USSF officials are not available, Field Administrator may appoint club assistant referees.

b. The referee after instruction from Field Administrator may appoint club linesman for assistant referees who fail to show by match time. Club assistant referee shall be limited to decisions only on touchlines and possession as specified by FIFA.

4. The referee is in total charge of the game. No overt disagreements with a decision of the referee or assistant referee shall be tolerated on or off the field.

5. Under no circumstances may a coach request or refuse any assigned referee. If a coach refuses to play a game with a certain referee, the coach refusing to play the game will forfeit that game. The violation of this section will result in the penalties as outlined in Section III – G. 8 of this manual.

6. The referee and assistant referees will not entertain questions about the Laws of the Game or their interpretation of same with players, team officials or spectators.

The team captain does not have the right to discuss the game with the referees. As team captain, the player is given responsibility, not privilege. The captain may address the referee on any aspect of the game or on its progress with the permission of the referee. The captain's sole duties are to maintain discipline and fair play among the players. Team officials should instruct players never to question the referee's decisions. The referee's decisions are final and may not be appealed by the players, captains or team officials.

7. The Referee Assignor shall assign age appropriate, certified referees to all U-7 and older divisions.

a. Center referees scheduled for competitive games shall have a minimum of one (1) full season of experience.

b. SCSA promotes the referee development program for referees as set forth by USYS. The fee for mentoring games is \$15.00 (U7-U10), \$20.00 (U11-U14) and \$25 (U15-U19). Mentors shall be 18 years of age or older, be a grade 8 with minimum of five (5) years of referee experience.

c. The SCSA Referee Assignor MUST approve the referees scheduled for all friendly games. If said assignor is not available then a secondary SCSA Assignor's approval must be obtained. There are NO exceptions.

8. Referee Responsibilities

- a. It is the referee's responsibility to properly document eligibility of players and team officials by checking player/team official passes prior to the start of each game. Refer to Section III - G.6.
- b. The center referee is responsible for completion of yellow and red card reports. Player/team official passes for any ejected individual(s) must be turned in with red card report.

P. Host Permits/Travel Permits/Tryout Permits

1. Any League team hosting an out-of-state team or teams for friendly or tournament games must apply to the Kansas Youth Soccer state office for a host permit – *THIS IS NOT AN SCSA OFFICE FUNCTION.*

2. Any League team traveling out of state for friendly games or tournament games must apply to the Kansas Youth Soccer state office for a Travel Permit – *THIS IS NOT AN SCSA OFFICE FUNCTION.*

Q. League Facilities

1. No warm ups allowed inside the 18 yard box. (pre-game or half time) This rule was established to protect this high-use area from unnecessary wear and tear. Disregard for this rule will result in the implementation of a penalty process each season. Each team is allowed only ONE warning issued on paper by an SCSA referee or official. If the team is found to be in violation of this rule a second time, a \$50 penalty will be assessed to that team. Penalties are due within 7 days to the league office. After 7 days, any unpaid fines will automatically put the offending team in bad standing with the SCSA league.

2. Any and all unauthorized use of Southlakes Soccer Complex or any other League facilities shall be punishable by a \$250.00 fine for the first offense. This fine must be paid by the team official responsible within one (1) week of official notification. Failure to pay fine shall result in suspension of responsible team official and \$10.00 per week late fees. In addition, fine must be paid prior to the next scheduled League game of the offender or that game will be forfeited. Any subsequent unauthorized use of League facilities will result in a \$500.00 fine and a one-year suspension of the coach and team from all SCSA activities.

3. Southlakes does not allow tobacco products including any electronic substitution of tobacco products, alcohol, weapons, golf or pets! No exceptions to this rule.

4. 10 mph speeds in the Southlakes parking lot shall be observed at all times.

5. Teams are responsible for cleaning up trash at the end of their match.

IV. RECOGNITION

A. Standings - SCSA shall compile standings for all U-9 & older divisions. In keeping with the philosophy of recreational soccer, standings will not be compiled for the U-8 and younger divisions.

Note: The on-line standings system does not have the capability of calculating penalty points for red and yellow cards or game forfeits. Therefore, on-line standings are not final. The League Administrator will manually calculate final standings at the end of the season and will determine official placement. Final division standings will be posted to the SCSA website.

1. The standings of teams shall be determined by points, with three (3) points awarded for a win, one (1) point for a tie, and zero (0) points for a loss. Forfeits shall be shown as a 0-3 score. Any team who forfeits a originally scheduled game will not be eligible for 1st place.
 - a. For each accumulated total of ten (10) penalty points in one season (counting both player and team official yellow and red cards), a team will lose three (3) points from their League standings, which will be calculated manually.
 - b. Any team accumulating ten (10) penalty points will be notified.
 - c. Four (4) penalty points will be assessed for each League red card.
 - d. Two (2) penalty points will be assessed for each League yellow card.
2. At the conclusion of the season, should a tie occur for first place, standings will be determined by tie-breakers in the following order:
 - a. Result of head-to-head game(s)
 - b. Goal differential of all league games (maximum goal differential of 3 goals per game).
 - c. Subtract goals allowed from goals scored for each game. Total the goal differential from each game; team with highest goal differential is awarded 1st place.
 - d. Goals allowed in all league games (no maximum). Team with fewest goals allowed awarded 1st place.
 - e. Goals scored in all league games (max of 5 goals per game). Team with higher goals scored awarded 1st place.
 - f. Fewest red cards through season awarded 1st place.

g. Fewest yellow cards through season awarded 1st place.

h. If still tied, both teams will be awarded 1st place. If three or more teams are tied, standings will be determined by tie-breakers (B) through (G). If still tied then all teams awarded 1st place.

B. Awards

1. In the U-9 & Older divisions: Awards are distributed by the league for first place following the Fall & Spring Outdoor seasons. Awards are determined according to the final season standings in each age group or sub-group for both boys and girls.

2. Participation awards will be given at the conclusion of the spring outdoor season to all U-8 & younger players.

V. FINANCIAL MATTERS

A. Fees

1. The affiliation fees for membership in KSYSA and US Youth Soccer shall be determined by these organizations yearly, and the League shall pay the accumulated fees for all players accordingly.

2. Registration fees for SCSA are based on seasonal needs and shall be determined by the Board of Directors. Each team/player shall be assessed the appropriate fee for each season. Each season the League Administrator in consultation with the Board of Directors, shall determine the fees, along with the appropriate forms for each age group, and when they shall be submitted to the League.

a. Team Official Registration Fees- \$20.00 per KSYSA team official/per team for a two year risk management.

b. Individual Registration Fees – Each player must pay the following individual fees in addition to applicable playing fees:

KSYSA Recreational Player Registration:	\$ 7.00*
KSYSA Competitive Player Registration:	\$13.00*
*KSYSA Registration fee is paid only once each seasonal year.	
Field Usage Fee (Per Each Outdoor Season)	\$17.00
Multiple Roster Fee (Where applicable)	\$13.00
Parking Lot Improvement fee	\$5.00

c. Outdoor Playing Fees - Competitive team fees shall be paid with one check/cash or credit card payment. Individual checks will not be accepted unless the team is adding a player after the original fees have already been paid. Recreational team fees may be paid with individual checks or one check for the entire team.

d. U-9 & Older Competitive Team Playing Fees
(Does not include KSYSA registration fees or Field usage fee)

U-9 & U-10 (8 Games):	\$450.00
U-11 & U-12 (8 Games):	\$540.00
U-13 & U-14 (8 Games):	\$580.00
U-15 & U-16 (8 Games):	\$670.00
U-17 & Older (8 Games):	\$750.00

e. U-8 & Younger Rec. Individual Playing Fees
(Include \$7.00 KSYSA registration, \$17 Field usage fee & \$5 parking fee)

U-5 & U-6 (8 Games):	\$62.00
U-7 & U-8 (8 Games):	\$65.00

f. Convenience fees are assessed for any credit or debit card transaction.
Convenience fees are NOT assessed for check or cash payments.

Transaction Amounts	Convenience fee
\$5.00 minimum transaction	n/a
\$5.00 to \$35.00	\$1.00
\$36.00 to \$100.00	\$3.00
\$101.00 to \$500.00	\$10.00
\$501 to \$1,000.00	\$25.00
\$1,001 and higher	fee subject to applicable bank charges

g. Service Charge: SCSA shall collect a \$25.00 service fee for registration services from any team not participating in any outdoor league play coordinated by SCSA.

h. Scholarships: SCSA may provide Scholarships on a limited basis to qualified individuals. Contact the league office for application details.

2. Late Fees

a. In the event the league is able to accept a late team application for outdoor play, the application must be accompanied by the minimum \$50.00 penalty fee.

b. Individual recreational registrations received after the deadline will be subject to a \$5.00 late fee.

c. Once a team has played their first league game, there are no refunds for the player fees.

d. Late Team Withdrawal – Fees may be imposed on a team that withdraws from the division after the registration deadline.

(1) Competitive teams: Withdrawal from the League after the registration deadline and prior to start of division scheduling, results in a partial refund of the team fee calculated as the seasons team fee minus a 25% administrative fee. There will be a full refund of player fees paid.

(2) Recreational team or individual (U8 and younger): Withdrawal from the League after the registration deadline and prior to start of division scheduling, results in \$50 fine after the registration deadline and/or once the uniforms have been issued. The only exception to this is if the League fails to place an individual, open registration player on a team.

(3) There will be no refunds after league games have started. Any exception to this rule must approved by the Board of Directors.

3. No team will be considered registered unless the season fee and any applicable late fees are paid at the time of registration. Failure to pay outstanding fees may result in the team and/or head coach being in bad standing with the SCSA league.

4. Team Checks returned unpaid by the bank shall be payable immediately by cash or cashier's check plus a \$30.00 returned check fee. Player/team will not be allowed to participate until above mentioned fees are paid in full.

5. Individual Recreation player checks returned unpaid shall be payable immediately by cash or cashier's check plus \$7.00 and returned check fees. Player will not be allowed to participate until above mentioned fees are paid in full.

6. Replacement team official OR player membership pass fee will be \$2.00 each.

7. Recreation Uniform Purchase - \$25.00 for a second set (per player in a seasonal year) or for outright purchase.

8. Replacement game line-up cards will be \$1.00 each.

B. Insurance

1. The League's medical and liability insurance is a secondary policy carried with KSYSA. Claimants must exhaust all private insurance benefits prior to filing league insurance claims.

2. After verification of eligibility, SCSA shall refer all claims to the KSYSA office. Copies of all bills shall accompany claims and the Explanation of Benefits notices from the primary insurance private carrier(s). Go to the KSYSA website for further information at www.kansasyouthsoccer.org - Administrative - Insurance.

3. Eligible players are insured at US Youth Soccer sanctioned events. Players are NOT insured at non-USYS sanctioned events, or with non-US Youth Soccer activities.

4. Injuries during League games must be reported to the center referee and a Field Administrator, who shall be asked to note it on the game card. Injuries during other US Youth Soccer sanctioned events should be reported to an official at the event and the League office during the next available office hours. In addition, the team official is responsible to notify the league office in writing within 72 hours of the incident noting the location, date, time and field where the incident occurred.

VI. DEVELOPMENT

A. Camps

The League encourages all of its registered players to attend quality training camps. Any materials obtained pertaining to such camps will be made available to all players through their coaches.

B. Olympic Development Program

The League strongly encourages participation in and provides administrative support for the yearly ODP conducted by KSYSA. Information regarding this program will be made available to the players through their team officials and/or the KSYSA State website.

C. Administrative Support

The League sponsors and provides administrative support for licensing clinics for team officials. We also encourage team officials to obtain training from other sources.

D. Referees

1. The League sponsors referee training clinics to assist referees in obtaining certification and to provide the League with a continuing supply of highly qualified officials.

2. Performance evaluations and/or mentoring of League referees will be scheduled by the Director of Officials.

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