

Rules and Regulations

Rochester District Youth Soccer League

2007 Season

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Part 1: General

Rule 100. Definitions

Add:	The addition of a player to a team's roster.
Age Division:	A division consists of multiple age groups. The League age divisions are U10, U12, U14, U16 and U19.
Age Group:	A group consists of a single age. The potential League age groups are U8, U9, U10, U11, U12, U13, U14, U15, U16, U17 and U19.
Competitive ages:	Age groups in which standings are kept. Currently these are the U11 through U19 age groups.
Eligibility to play:	The player is registered and not under suspension.
FIFA	Fédération Internationale de Football Association
Involuntary release:	The removal of a player from a team's roster at the request of team authorities.
Noncompetitive ages:	Age groups in which no standings are kept. Currently these are the U8, U9 and U10 age groups.
NYSWYSA:	New York State West Youth Soccer Association
Registration:	The execution of an intent to play the sport of soccer and the paying of fees to become a member of NYSWYSA and US Youth Soccer.
RDYSL:	Rochester District Youth Soccer League
Rostering:	Assignment of a registered player to a team.
Seasonal year:	The seasonal year of RDYSL shall begin on September 1st and end on August 31 of the following calendar year.
Suspension:	The temporary withdrawal of rights and privilege, such as the right to play, coach, or otherwise administer or participate (directly or indirectly) in soccer, and the suspension is for the entire term of the suspension with all rights and privileges withdrawn unless specifically stated otherwise by the suspending authority.
Team:	Group of soccer players playing on the same side in soccer games.
Team's True age:	A team's age defined by the oldest player's age on the team.
USYSA:	United States Youth Soccer Association, Inc.
Voluntary release:	The removal of a player from a team's roster at the request of the player.
Youth player:	An individual who has not reached 19 years of age prior to August 1 immediately before the start of any seasonal year. 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.

Additional Reference

USYSA Rule 101

NYSWYSA Rule 1101

Rule 101. Applicability of Rules and Regulations

The Rules and Regulations apply to all members of the Rochester District Youth Soccer League (RDYSL). Members are Clubs, Teams and Players in good standings and registered in the League for the current season.

Additional Reference

USYSA Rule 102

NYSWYSA Rule 1102

Part 2: Club and Team Entry

Rule 200. Club Entry

Section 1 Procedures for New Clubs

1. New Clubs must be approved by NYSWYSA prior to application to the League.
2. New Clubs must apply to the League no later than September 1.
3. Letter of application is to be mailed to the League president with an email or hardcopy copy sent to the League secretary. The letter must contain the following information:
 - a. Club president's and other club representative's mailing addresses, telephone numbers and email addresses.
 - b. List the town or towns that your club will be servicing.
 - c. The gender and age groups of the teams.
 - d. List of home field(s) with address and directions.
4. The League will notify the applicant of the Board's decision on approval no later than the November Annual Meeting.

Section 2 Approved Clubs

1. Newly approved clubs must post a performance bond before team information forms can be completed.
2. All new clubs will be on probation for a period of 3 years and must enter a minimum of 4 teams in each probationary year. One team must be entered in at least two of the five age divisions (10, 12, 14, 16, 19) during the probation period.

Rule 201. Performance Bond

1. Prior to commencement in the League, participating clubs and associations must post a performance bond as determined by the Board with the League. Bonds shall be refunded when the club is no longer a member of the league. If the performance bond must be used to pay fines or expenses that are in default, the performance bond must be replenished.
2. Clubs and associations delinquent in paying season fines will have the fines deducted from their performance bond. In addition to replenishing the performance bond for next year the bond will be increased \$50 per gender. For example the bond for a single gender club will be \$50 more and the bond for a club with both genders will \$100 more. A club that has an increased performance bond but remains in good standings in regards to timely payment of season fines for 3 straight years will have their performance bond returned to the normal fee.
3. The value of the performance bond is \$250 for single gender clubs and \$500 for double gender clubs.

Rule 202. League Meetings

It is mandatory that clubs and associations have at least one representative at each League meeting. The dates for League meetings are announced on the website calendar with the League president sending out an email reminder. Failure to have a representative at the meeting will result in a fine.

Rule 203. Communications to Clubs and Teams

1. The club is responsible to maintain an up-to-date US postal mailing address for the club president with the League.
2. The club is responsible to maintain an up-to-date valid email address. The email must be checked on a regular daily basis. The email box must be large enough and capable of receiving attachments. The League is not responsible for undelivered emails.
3. The League uses Microsoft Office (Version 2000 minimum) as an operating base on IBM compatible computers. Clubs and teams should have a compatible system with applications that can open Microsoft Word, Microsoft Excel, Adobe Acrobat PDF and WinZip files. The Adobe Acrobat reader can be downloaded free at www.adobe.com/products/acrobat and WinZip can be downloaded as an evaluation copy at www.winzip.com.
4. The League has a website with the URL of www.rdysl.com. Clubs and teams must have a computer with an Internet connection and web browser application.

Rule 204. Team Entry

Section 1 General

1. The Board will determine procedures and requirements for team entry.
2. Completed team registration forms must be supplied to permit division placement and game scheduling.
3. Teams must comply with specific requirements indicated on the team information forms supplied by the League.
4. Clubs must provide a regulation field for every team's home game.

Section 2 Team Placement

1. The League is divided into 5 Age Divisions consisting of 10U, 12U, 14U, 16U and 19U.
2. Age Divisions are divided into Age Groups:
 - a. Age Division 10U: Age Groups U8, U9, U10.
 - b. Age Division 12U: Age Groups U11, U12.
 - c. Age Division 14U: Age Groups U13, U14.
 - d. Age Division 16U: Age Groups U15, U16.
 - e. Age Division 19U: Age Groups U17, U19.
3. Each year the Board will establish protocol for team placement. The number of sub-Divisions within each age group will be determined each year by the Board based on the team entries.
4. Every effort will be made by the Board to generate a competitive division by placing teams in the appropriate sub-Division level within their age group. This may cause the placement level to be different from the team's request.
5. The Board has the final determination of team placement.

Section 3 Teams Playing Up

1. A team may only play one Age Group above their true age.
2. First year teams may not play up since they will not have a previous year record. Previous season noncompetitive teams may not play up since these age groups have no records.
3. A team may **initially** play one Age Group above their true age into Division 1 or Division 2 of the next Age Group if the following is true:
 - a. The team must have played in Division 1 in the prior season.

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- b. The team must have finished in first or second place in the prior season.
 - c. The Club President endorses the request and the Club accepts responsibility for any issues that may arise (such as injuries and resultant claims that they occurred due to physical differences in player size).
4. A team may **continue** to play one Age Group above their true age into Division 1 or Division 2 of the next Age Group if the following is true:
- a. Must have played up last season in Division 1 or Division 2.
 - b. The team's previous season record must .500 or better.
 - c. The Club President endorses the request and the Club accepts responsibility for any issues that may arise (such as injuries and resultant claims that they occurred due to physical differences in player size).

Part 3: Player and Rostering Requirements

Rule 300. Gender of Teams

The League recognizes two types of team genders:

1. Teams with only females are girls' teams.
2. All other teams are boys' teams.

Additional Reference

USYSA Rule 103

NYSWYSA Rule 1103

Rule 301. Age Groups

Age groups shall be comprised of youth players who are, before the first day of August of the immediately prior seasonal year.

1. Under 19 years of age.
2. Under 18 years of age.
3. Under 17 years of age.
4. Under 16 years of age.
5. Under 15 years of age.
6. Under 14 years of age.
7. Under 13 years of age.
8. Under 12 years of age.
9. Under 11 years of age.
10. Under 10 years of age.
11. Under 9 years of age.
12. Under 8 years of age.

A player of age 7 years or younger is not allowed in RDYSL.

A player of age 20 years or older is not allowed in RDYSL.

Additional Reference

USYSA Rule 104 and Rule 105

NYSWYSA Rule 1104 and Rule 1105

Rule 302. Player Registration

1. A youth player must register each seasonal year in the State Association (NYSWYSA) in which he or she resides with his or her parent or parents or guardian or guardians, or, for a student in residence at a boarding school, college, or university, the player may register in the state in which the boarding school, college, university, or division of the college or university is located.
2. Player registration procedures will comply with NYSWYSA and the League requirements.
3. Registration and release of players will end for the seasonal year on June 30, 6:00 PM.

Additional Reference

USYSA Rule 201

NYSWYSA Rule 2201

Rule 303. RDYSL 2007 Season Player Registration Fees

Type of Pass	RDYSL
Primary Player	\$2.50
Secondary Player	\$2.50
Tournament Player	\$1.00

Refer to the NYSW website for Roster Pro registration fees and player insurance costs.

Additional Reference
 USYSA Rule 202
 NYSWYSA Rule 2202

Rule 304. Proof of Age

Every player must present proof of age each year. Valid forms of proof of age shall consist of:

1. A previous year's player pass that is fully intact and laminated
2. Birth certificate
3. Uniformed Services Identification and Privilege Card (DD Form 1173) issued by the uniformed services of the United States
4. Birth registration issued by an appropriate government agency or board of health records
5. Passport
6. Alien registration card issued by the United States government
7. Certificate issued by the Immigration and Naturalization Service attesting to age
8. Current driver's license
9. Certificate of a United States citizen born abroad issued by the appropriate government agency

Invalid forms of proof are hospital, baptismal or religious certificates.

Additional Reference
 USYSA Rule 204
 NYSWYSA Rule 2204

Rule 305. Roster Sizes and Limitations

The table below shows roster sizes

<u>Age Group</u>	<u>Minimum Roster</u>	<u>Maximum Roster</u>	<u>Game Roster Size</u>
U8 – U10	7	14	14
U11	7	18	18
U12 – U19	7	22	18

A team U12 and older may have up to 22 youth players on its master roster at any given time during the seasonal year; and a team may not have fewer than 7 youth players on its master roster at any given time during the seasonal year. Only 18 of 22 players may be used for matches. The 18 players must be clearly indicated on the match game report.

Age group U11 shall have a maximum roster size of 18 players and a team shall not have fewer than 7 players on its roster at any time during the seasonal year.

Age groups U8 and U10 shall have a maximum roster size of 14 players and a team shall not have fewer than 7 players on its roster at any time during the seasonal year.

Additional Reference

USYSA Rule 105 and Rule 205
NYSWYSA Rule 1105 and Rule 2205

Rule 306. Assigning Players to a Team

A player between the ages of 8 – 19 must be a member of a team of an equal or higher age group than the player's true age as defined in Rule 301 Age Groups.

Rule 307. Multiple Rostering

A player may only appear on **one** RDYSL team roster during the season.

RDYSL supports the NYSWYSA multiple rostering of players to more than one team providing the teams are in different leagues. However, a player can only be designated a primary player on one team. An RDYSL team may have a maximum of 3 secondary players on the roster and secondary players count toward the team roster size. Any player rostered to more than one team must participate in the game played by their primary team in case of a schedule conflict. The player's first obligation is to the primary team.

Secondary players must complete the appropriate paperwork on the NYSWYSA Release to Secondary Team form and pay the any required fees. A player may become secondary only if he or she is rostered to a team as a primary player. If the player transfers or is released from their primary team, their secondary player pass becomes void. If the primary team is disbanded, the secondary player pass becomes void.

Additional Reference

USYSA Rule 206
NYSWYSA Rule 2206

Rule 308. Guest Players

No guest players are allowed on League rosters or in League games. No tournament only players are allowed in League game.

Rule 309. Player Transfer

1. The League complies with the NYSWYSA voluntary release, involuntary release and transfer of players. All NYSWYSA forms and fees must be completed for the transfer to be official.
2. Player transfers will not be allowed after May 15, 6:00 PM.

Additional Reference

NYSWYSA Rule 2210

Rule 310. Player Call Up

1. The league will allow the use of players called up from within the same club to play in the U17 and U19 ages. The call up player must be 15 years or older at the time of the call up and is currently playing in the RDYSL U16 or U17 divisions. The call up players must come from a lower RDYSL age group.
2. The maximum number of call ups for a particular game is three players.
3. The coach utilizing a call up player must obtain the approval of the club president or a person specifically authorized to approve call up players prior to the start of the game. The club-authorized person may not be the coach of either of the involved teams. The coach and the club president or a person

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specifically authorized to approve call up players must make reasonable efforts to determine if the player can play safely on an older team. Factors to consider is whether the player is of suitable age, experience, maturity, size, ability and is not overplayed by other games in the same time period.

4. Any sanctions, such as from red cards, will apply as if the called up player is a member of the older team. Therefore if a call up player gets a red card his/her pass will not be returned until the completion of the suspension as if he/she was on the older team. For example, a call up player receiving their first red card will serve the two game suspension as dictated by the older team's schedule.
5. The team utilizing the call up player must completely fill out the appropriate form and include the call up player on the team roster. The call up player pass and completed form must be submitted to the referee before the start of the game.
6. The unauthorized use of a call up player will be considered a use of an illegal player and dealt with according to the RDYSL rules.

Part 4: Game Play

Rule 400. Rules of Play

Except as provided by USYSA and NYSWYSA, the FIFA “Laws of the Game” apply to all competitions sponsored by the League. Players under 11 years of age play soccer in accordance with the rules of USYSA’s and NYSWYSA’s Development Player Program—Modified Playing Rules.

Additional Reference

USYSA Rule 301

USYSA US Youth Soccer Official U10 Playing Rules

USYSA US Youth Soccer Official U12 Playing Rules

NYSWYSA Policies for U9, U10, U11 & U12 Age Divisions

Rule 401. League Games and Game Days

1. All League games must be played unless the Board rules otherwise.
2. The Board will determine regularly scheduled days of the week for games. This will be posted on the website.

Rule 402. Field Dimensions

<u>Age Group</u>	<u>Field Width</u>	<u>Field Length</u>	<u>Goal Size</u>	<u>Circle Arcs</u>	<u>Goal Box</u>	<u>Penalty Box</u>	<u>Penalty Spot</u>
U8-U10	40-50 yds Nominal 40	60-70 yds Nominal 60	Modified 6 ft x 18 ft up to 7 ft x 21 ft	Modified 8 yds	Full size 6 yds	Modified 14 yds	Modified 8 yds
U11	50-70 yds Nominal 50	85-95 yds Nominal 85	Full size 8 ft x 24 ft	Modified 8 yds	Full size 6 yds	Modified 14 yds	Modified 8 yds
U12-U19	50-100 yds FIFA Rules	100-130 yds FIFA Rules	Full size 8 ft x 24 ft	Full size 10 yds	Full size 6 yds	Full size 18 yds	Full size 12 yds

The Board reserves the right to review club field dimensions and field conditions.

Goals must have a properly attached net. For player safety the goals must be secured to the field with mechanical auger fasteners or weighted bags.

Additional Reference

USYSA US Youth Soccer Official U10 Playing Rules

USYSA US Youth Soccer Official U12 Playing Rules

NYSWYSA Policies for U9, U10, U11 & U12 Age Divisions

Rule 403. Length of Games, Halftimes and Overtime Periods

The length of games, halftime and overtime for each age group is as follows:

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<u>Age Group</u>	<u>Game Length</u>	<u>Halftime</u>	<u>Overtime</u>
U8-U10	Two 25 minute halves	5-10 minutes	0
U11-U12	Two 30 minute halves	5-10 minutes	0
U13-U14	Two 35 minute halves	5-10 minutes	0
U15-U16	Two 40 minute halves	5-10 minutes	0
U17-U19	Two 45 minute halves	5-10 minutes	0

There are no overtime periods. For all competitive age groups ties will stand. This rule does not apply to noncompetitive age groups since they do not keep score.

Additional Reference
USYSA Rule 303

Rule 404. Ball Size

The ball size for each age group is as follows:

<u>Age Group</u>	<u>Size</u>	<u>Circumference</u>	<u>Weight</u>
U8-U10	#4	25-26 in	11-13 ozs
U11-U12	#4	25-26 in	11-13 ozs
U13-U14	#5	27-28 in	14-16 ozs
U15-U16	#5	27-28 in	14-16 ozs
U17-U19	#5	27-28 in	14-16 ozs

Additional Reference
USYSA Rule 303

Rule 405. Number of Players on Field

The number of players on the field includes the keeper. The minimum number of players is required to start and continue a game. A team that drops below the minimum number of players during the game will forfeit the game.

<u>Age Group</u>	<u>Number of Players on Field</u>	<u>Minimum Number of Players</u>
U8-U10	7	5
U11	9	6
U12-U19	11	7

Rule 406. Player Equipment

1. Field players on the same team must have the same color and style of jerseys. Keepers must have a different color jersey from their team and the opponent jersey color. If the home team jersey colors conflicts with the opponent jersey color the home team must change.
2. Jersey numbers must be unique and must match the game roster.
3. Shin guards are required to be worn by all players.
4. Only soft-cleats (non-metal) are allowed.
5. No jewelry may be worn.
6. Players may not wear any item of equipment that may be dangerous to themselves or others. The referee has the final decision.

Additional Reference

USYSA Rule 304

Rule 407. Substitutions

1. Substitutions shall be unlimited in RDYSL for all age groups. There will be re-entry for all age groups.
2. Substitutions may only be made with the consent of the referee.
3. Substitution may be made at the following times:
 - a. Prior to a throw-in, by the team in possession
 - b. Prior to a goal kick, by either team
 - c. After a goal, by either team
 - d. After an injury, by either team, when the referee stops the play
 - e. At half time
 - f. No substitutions on corner kicks.

Additional Reference
USYSA Rule 302

Rule 408. Playing Time

1. USYSA rules require that each player in a U10 age division (U8, U9, U10 age group) shall play a minimum of 50% of the total game time.
2. The playing time for U11 – U19 age groups is left to the discretion of the coach and club.

Additional Reference
USYSA US Youth Soccer Official U10 Playing Rules

Rule 409. Use of Ineligible Players

1. Ineligible players shall consist of an unregistered player or a player serving a suspension. A team shall be penalized for each game in which an ineligible player is listed on the game roster. The penalty will be enforced regardless of whether or not the player participated in the game.
2. The penalty for a team participation in games with an ineligible player will be a forfeit plus an additional 3 points deducted from the team's League standings for each game with the ineligible player.
3. Sanctions will also be imposed against a coach that knowingly uses an ineligible player. Refer to Rule 502 Coaching Staff Misconduct and Violations.
4. Any dispute of games in which the ineligible player or players are engaged shall be decided by the Board, which may impose additional penalties as it sees fit.

Additional Reference
USYSA Rule 209
NYSWYSA Rule 2209

Rule 410. Forfeits

Section 1 Reasons for Forfeit

This list of forfeit does not preclude other reasons for game forfeits.

1. If a team fails to field a minimum number of players to start the game, said team will forfeit the game.
2. Any team which leaves the field during the game and refuses to play when ordered to do so by the referee, will forfeit said game.

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3. Any team not present or ready to play within the 30-minute grace period after the scheduled kickoff time will be considered to have forfeited the game.
4. If the referee does not validate the player passes then the game will be a forfeit. Any team that fails to provide player passes will be considered to have forfeited the game. Any game played without player passes is a forfeit regardless if the referee plays the game.
5. If a game is terminated, whether it is in the first or second half, the team that caused the termination will forfeit that game.

Section 2 Which Team Pays the Forfeit Fine

1. Any team forfeiting a game or causing a game to be forfeited is responsible for the paying the appropriate fines as noted on annual schedule of fines.

Rule 411. Playing Conditions

Section 1 Dangerous Field Conditions

1. The home team is responsible for a suitable and safe field, goals and sideline area.
2. If in the discretion of the referee a field surface or goal is deemed unsafe the game will be declared a forfeit unless each team agrees to move to a nearby suitable field or agrees to reschedule the game. The agreement to reschedule the game must be made before leaving the field.

Section 2 Bad Weather

1. If the home team does not have a playable field available due to recent weather, it must try to notify the visiting team and the Division Coordinator prior to game time to avoid unnecessary traveling.
2. The referee will make any necessary decisions at the field regarding dangerous weather conditions. In the event of an electrical storm approaching the field the referee will use the 30/30 lightning rule. If the time from flash to bang is less than 30 seconds the field will be cleared allowing people to seek safe shelter. Both teams and referee will wait 30 minutes for a change in said conditions.
3. If a game is called by a referee due to weather conditions after the game has started, the following prevails:
 - a. The team leading at the time of stoppage of play will be declared the winner if the game is at or beyond the halfway mark. If the game is tied, it stands.
 - b. If a game has not reached the halfway mark, it will be rescheduled and played in its entirety. However, all infractions will stand.

Rule 412. League Standings

1. No standings or scores will be kept for noncompetitive age groups.
2. Points System
 - a. Three (3) points for a win.
 - b. One (1) point for a tie.
 - c. Zero points for a loss.
3. Tie breakers. If the total points of 2 or more teams are the same at the end of League competition, the following tiebreaker will determine the winner:
 - 1st Head-to-Head Competition
The team with the best record against their tied opponent(s) in League competition will be declared the winner. Head-to-head can only be used if

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the tied teams have played each other an equal number of times. If a tie remains continue to the 2nd tiebreaker.

2nd Most Wins

The team with the most wins in League competition will be declared the winner. If a tie remains continue to the 3rd tiebreaker.

3rd Goal Differential

The team with the largest goal differential for the entire League competition will be declared the winner. The goal differential is determined by subtracting the goals allowed from the goals scored for each game of the season. The goal differential maximum is 3 goals for each game, both negative and positive. If the total points are the same, continue to 4th tiebreaker.

4th Goals Against

The team with fewest goals against over the entire League competition will be declared the winner. If the tie remains, continue to the 5th tiebreaker.

5th Shutouts

The team with the most shutouts during League competition will be declared the winner. If a tie still remains, continue to the 6th tiebreaker.

6th Tie Stands

The tied teams will share the rank position in the League standings.

4. Scoring for forfeits

- a. If a team forfeits, the score will be recorded as 3-0. The winning team will be awarded a win and a shutout.
- b. In the event of a double forfeit, the score will be recorded as 0-0. Both teams will be given a loss (not a tie) and no shutout.

Rule 413. Awards and Recognition

The Board will determine on an annual basis the awards and recognition for each age group. Teams may not pick up their awards until notified by the Division Coordinator.

Rule 414. Pre-Game Procedures

1. Home team:
 - a. In the event of a uniform conflict, the home team must change.
 - b. Must have nets up and secured and corner flags in position 10 minutes prior to the scheduled start of a game.
 - c. Must provide the game ball (subject to the referee's approval) and must have at least 1 spare ball suitable for game use.
 - d. Will supply the referee with fee and the self-addressed stamp envelope for mailing the game reports to Division Coordinator. The envelopes are supplied by the League and given to the team at the spring coach's meeting.
2. Each team:
 - a. Must provide the player passes, the coaches and assistant coaches Risk Management passes, and the game reports to the referee. No coach or assistant coach may coach the team without a Risk Management pass. A team without player passes and one team staff member with a Risk Management pass at the beginning of the game will forfeit.
 - b. For U8 through U16 age groups provide one lines-man of age 14 years or older and notify the referee who they are prior to kick-off. Where possible the referee unit will supply a 3-man referee system for the U17-U19 age groups. If resources do not allow a 3-man referee system a single referee with a linesmen supplied by each team will be used.
 - c. Should bring their medical supplies.

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- d. It is recommended that teams carry a copy of the RDYSL Rules and Regulations to games to help resolve issues that may occur at the field.
- e. At all League games, unless field conditions make the rule unsafe or unreasonable, the home team and the fans shall be on the opposite side of the field from the visiting teams and its fans. The home team has its choice of sides. If the pitch has stadium seating the teams should sit on opposite sides of the center of the field with reasonable room between the spectators. Referees will be instructed not to begin the game until teams and fans comply with this rule. No players or fans are permitted behind the goals at anytime during the game.
- f. Coaches have the right to question a player's eligibility and the referee will investigate.
- g. Coaches are reminded that should a referee fail to show, the coaches may agree upon an official from available personnel, and that the official's decisions and call of play will be binding on both teams. The official is entitled to the referee's payment.

Rule 415. Post-Game Procedures

1. Home team
 - a. In the event of a referee no show a home team representative must contact their Division Coordinator within 24 hours to notify them of the referee no-show and mail a signed home and visitor game report to the Division Coordinator.
2. Each team:
 - a. If players choose to shake the opponent's hands it must be done in a calm and orderly fashion. There shall be no punching, hitting or spiting.
 - b. Coach, manager or team representative must verify the score and sign the game report. For noncompetitive age groups the game report is still signed.
 - c. Coach, manager or team representative shall be responsible to collect passes from the referee at the end of the game. The referee will keep the passes of any players or coaches ejected from the game and mail the passes with the game report to the Division Coordinator.
 - d. Should any player on your team be severely injured during the game and require medical attention contact your Division Coordinator that day.
 - e. In the event of fights or police during the game contact your Division Coordinator that day.
 - f. Within 48 hours of the game a team representative must fill out the game evaluation form on the website. More than one representative is allowed to fill out the form.

Rule 416. Referee Payment

1. Unless the game is a forfeit the home team will pay all referee fees and expenses. This also includes the makeup of cancelled or suspended games.
2. Referee payment can be cash or check. If using cash you must have the exact amount of the fee. You must also be prepared with the exact amount for the referee's travel expenses should the game be cancelled.
3. For a game that is cancelled (the game never started) due to field conditions or weather the referee will get their travel expenses of \$12.
4. If a game is started and then suspended or terminated the referee will receive full payment. Payment varies depending on the age division.

Additional Reference

2003-2007 RDYSL and WNYRA Contractual Service Agreement

Rule 417. Game Changes

Section 1 Pre-season Game Changes

1. After the preliminary schedule is available there is a period for pre-season game changes. Any game can be changed but both coaches must agree to all changes.
2. Changes are limited to date, time and field.
3. The start and end dates for the pre-season game changes are determined by the Board and will be posted on the website.

Section 2 In-season Game Change

1. After the pre-season game change period ends game changes will not be approved by the League except for the following reasons:
 - a. New York State West Snickers State Cup conflicts.
 - b. Acts of God.
 - c. Towns or schools officially declare the field unplayable.
 - d. Upon agreement by the opposing coach and payment to the League of an "in-season game rescheduling fee" by the requesting team. The fee is given in the annual schedule of fines and must be paid prior to the game change being approved by the League. The requesting team will also be liable for any other expenses incurred by the game change.
2. The team making a change for acceptable reasons will be assessed the referee assignor's fee. The amount will be included in the annual schedule of fines as determined by the Western New York Referee Unit.
3. Any game rescheduled without following proper procedures will be considered invalid and will result in a double forfeit.

Rule 418. Makeup of Cancelled or Suspended Games

All League games must be rescheduled and reported to the Division Coordinator within 7 days of the cancelled games. The rescheduled games must be played no later than 3 days after the end of the League season. If teams are unable to mutually reach an agreement within the required time, the League will reschedule the makeup game, which will be binding to both teams.

Part 5: Conduct and Behavior

Rule 500. Player Misconduct and Violations

Section 1 Yellow Cards

1. Coaches are responsible for maintaining a count of the number of yellow cards a player accumulates during League games. Every 3 yellow cards a player accumulates will be assessed as a red card violation. The player is allowed to finish the game in which the third yellow card is received.
2. Any player accumulating 2 yellow cards in one game will be assessed an immediate red card violation. This results in a player send-off from the current game. These 2 yellow cards do not count in the accumulated season yellow cards.

Section 2 Red Cards

1. Red cards may not be appealed to the Board.
2. Red cards are divided into the categories of non-fighting and fighting. Penalties are as follows:
 - a. Non-Fighting Red Cards
 - i. First red card: suspension for a minimum of 2 league games and the appropriate fines as noted on annual schedule of fines.
 - ii. Second red card: suspension for a minimum of 6 league games and the appropriate fines as noted on annual schedule of fines.
 - b. Fighting Red Cards
 - i. First red card: suspension for a minimum of 4 league games and the appropriate fines as noted on annual schedule of fines.
 - ii. Second red card: suspension for a minimum of 12 league games and the appropriate fines as noted on annual schedule of fines. Player must request reinstatement by the Board after suspension is served.
3. Player's pass will not be returned until fine is paid and the suspension has been served.
4. Any game suspensions must be served at the next League games unless otherwise dictated by the Board.
5. Any suspension that is not completed by the end of the season will carry over to the next season.

Section 3 Other

1. A player ordered off the field of play for misconduct cannot be replaced with another player and the team must play short for each player sent off.
2. If a game has not reached the half way mark, all infractions received are considered valid and penalties enforced.
3. Any infractions or penalties that occurred during a game with an illegal player are considered valid and will be enforced for both teams. Likewise any infraction or penalties an illegal player receives will be enforced.
4. If the referee terminates a game, all infractions received are considered valid and penalties enforced.
5. If the referee suspends a game, all infractions received are considered valid and penalties enforced.

Rule 501. Team Penalty Points

Section 1 Yellow Cards

RDYSL Rules and Regulation

1. Any competitive age group team that receives a total of 10 yellow cards will have a point deducted from their team standings.
2. After the 10 yellow card threshold is reached every multiple of 5 yellow cards a competitive age group team receives will result in a point being deducted from their team standings.

Section 2 Red Cards

1. Each player red card will result in a point being deducted from the team standings in competitive age groups.
2. A player receiving 2 yellow cards within the same game will result in a point being deducted from the team standings in competitive age groups. These 2 yellow cards do not count toward team penalty point yellow cards.
3. A player receiving 3 yellow cards across multiple games will result in a point being deducted from the team standings in competitive age groups. These 3 yellow cards do not count toward team penalty point yellow cards.

Rule 502. Coaching Staff Misconduct and Violations

Section 1 Minor Coaching Staff Misconduct and Violations

1. A minor infraction is when the referee indicates unacceptable coach (or coaching staff) conduct on the game report. The referee must document the violation in detail on the game report.
2. The division coordinator may warn a coach for a first offense but otherwise the fine is noted on the annual schedule of fines.
3. Repeated misconduct may warrant an investigation by the Board and call for additional fines, suspensions or actions.

Section 2 Major Coaching Staff Misconduct and Violations

1. Send-off During Current Match
 - a. Coaching staff member sent off from the field of play must leave the field of play and are not permitted to watch the game. They must stay away the remainder of the match. Additionally, coaching staff members are not permitted to communicate with their team staff or players during the remainder of the game. The type of communication prohibited would include: cellular, 2-way radios, electronic/digital, written or verbal. Coaching staff members returning to the field of play during or directly following the match are subject to additional sanctions.
2. Coaching Staff Suspension and Restrictions
 - a. Any manager, coach, assistant coach, trainer or other official bench personnel is prohibited from assuming any official duty at or near the team bench while serving a suspension. Any infringement of this rule may result in the forfeiture of the game and will include discipline for each infraction.
 - b. Suspended coaching staff members may not communicate with the team. The type of communication prohibited would include: cellular, 2-way radios, electronic/digital, written or verbal. Coaching staff members returning to the field of play during or directly following the match are subject to additional sanctions.
 - c. Coaching staff members serving a suspension may not attend a League game.
3. Penalties

RDYSL Rules and Regulation

- a. First offense: suspension for a minimum 2 league games and the appropriate fines as noted on the annual schedule of fines.
 - b. Second offense: suspension for a minimum 12 league games and the appropriate fines as noted on the annual schedule of fines. Coaching staff member must request reinstatement by the Board after suspension is served.
 - c. Coaching staff pass will not be returned until fine is paid and the suspension has been served.
 - d. Any game suspensions must be served at the next League games unless otherwise dictated by the Board.
 - e. Any suspension that is not completed by the end of the season will carry over to the next season.
4. Special Conditions Regarding Misconduct
- a. Verification of violent conduct, even if unreported by the referee, will result in immediate suspension of the coach for at least the remainder of the season after review of the Board.
 - b. At any time, the Board can review the conduct of any coach, player, team spectator, club or referee to determine whether any disciplinary action is necessary. If any disciplinary action should be taken, those involved will be notified in writing of a hearing and given the opportunity to attend the hearing and bring witnesses on their behalf.
 - c. Any coach, who in the opinion of the Board rosters or plays an illegal player(s), will be suspended for a minimum of one year from the date of the infraction.

Rule 503. Spectator Misconduct and Violations

1. Spectator misconduct includes but is not limited to verbal abuse (of referee, opposing coach, player or another spectator), unauthorized entry to the field of play, fighting or threats.
2. A team and club are responsible for the conduct of their spectators.
3. The fine is noted on the annual schedule of fines.
4. The Board reserves the right to impose additional sanctions on a club for repeated spectator misconduct.

Rule 504. Abuse or Assault of a Referee

Any misconduct or violations towards a referee will not be tolerated. The following applies to a player, coach or spectator:

1. Abuse (including foul language) or physical threats toward the referee will result in fines and suspension. These are outlined in the USSF Referee Administration Handbook.
2. Procedures for handling referee assaults are based on the USSF Referee Administration Handbook.

Additional Reference

USSF Referee Administration Handbook

Part 6: Protests and Appeals

Rule 600. Protests and Appeals

1. Acceptable subjects for protest consideration:
 - a. Only violations of the By-Laws and playing rules (which shall be the “Laws of The Game”) shall be subject to consider for protest.
 - b. Only violation of the League and playing rules and misapplication of the “Laws of the Game”, as published by FIFA, will be subject to consider for protest.
 - c. Any person, team, or club that receives a sanction of 12 (or more) League games suspension, a 1 (or more) calendar year suspension or a fine of \$150 or more may apply to the League by filing a protest to reduce the term and/or amount of the sanction.
2. Unacceptable subjects for protest consideration:
 - a. The referee’s judgment, with regard to the physical condition of the field and its acceptance of play, to the actual happenings and occurrences related to the conduct of the game and those prerogatives granted to him by the “Laws of the Game” as published by FIFA, shall not be challenged.
 - b. Player, coach or spectator ejections cannot be appealed but the sanction may be appealed.
3. Procedure
 - a. All protests must be lodged in writing within 3 days of the incident or decision being protested and must be accompanied by a \$100 protest fee. The protest letter must describe the date, game number, gender, age, team names and a statement to the basis of the protest including reference to any rules, regulations and bylaws. This material must be sent to the League President by registered mail. A protest cannot be sent via email.
 - b. Protests will be heard by the RDYSL Appeals Committee consisting of three RDYSL Board members designated by the RDYSL President. The president or a designee will act as chairperson of the RDYSL Appeals Committee. No person can serve on the RDYSL Appeals Committee if there is a conflict of interest.
 - c. A protest may be heard upon written submissions unless the appeal chairman calls for an evidentiary hearing.
 - d. If a hearing is necessary the Appeals Committee will schedule the hearing in a timely manner. All parties will be notified of the date, time and place of the hearing and be provided with a copy of the appeal and any related documents. Any party notified will be responsible for bringing their witnesses to the hearing.
 - e. All parties involved will be given a reasonable opportunity to be heard.
 - f. The person(s), Club, or Association filing the appeal or protest will be responsible for the expenses incurred. If the Appeals Committee rules in favor of the claimant, the League will assume the costs.
 - g. At the conclusion of the hearing the RDYSL Appeals Committee will take any action deemed appropriate including increasing or decreasing the sanction if so warranted. The RDYSL Appeals Committee may depart from the minimum sanction as stated in the RDYSL Rules if circumstances deem it is in the best interest of the League.
 - h. If the protest is upheld, the protest fee will be refunded. An upheld protest is one where the sanction is reduced or eliminated.
 - i. A suspension remains in effect during the appeal process.
 - j. Should any team wish to appeal the decision of the RDYSL Appeals Committee, the line of authority is as follows:
 1. New York State West Youth Soccer Association

RDYSL Rules and Regulation

2. US Soccer Appeals Committee

Additional Reference
NYSWYSA Adjudication Manual

Part 7: Miscellaneous

Rule 700. Coaching Ethics

1. Coaches and their assistants are representatives of the USYSA and the League. They must conduct themselves in accordance with the Rules and Regulations of this organization.
2. Every team, club or association is responsible for the action of its players, officials, and spectators and is required to take all necessary precautions to prevent spectators threatening or assaulting officials or players before, during or after all games.
3. It is the responsibility of the club, coaches and players to know and abide by the RDYSL Rules and Regulations and the FIFA Laws of the Game.
4. Coaches and their assistants must remain in the technical area or coaching box at all times during the game. This is a limited area on the sideline near the team bench. Linesman may not coach the players on the field.

Rule 701. Duties of the Referee

1. The referee will be the sole judge on the field and the decisions of the referee on the laws of the game will be final. Complaints about referees may be directed to the Referee Unit using the Referee Evaluation Form. However, if after an investigation, the complaint is found to be groundless or trivial, the complaining team will be dealt with, as the League may deem fit. The referee must supply verification of player eligibility to coaches on request.
2. The fees and traveling expenses of the referee will be set by mutual agreement between the Referee Unit and the League for the season in which the games are played.
3. The referee, upon arrival at the playing grounds, will inspect the field of play and will be the sole judge as to its fitness. If the referee finds the field to be unplayable, the game will be postponed and the home team will pay the referee the minimum fee.
4. In case the appointed referee fails to appear, a registered referee present at the grounds will conduct the game. If a registered referee is not present, any other person capable of conducting the game will be appointed by mutual consent and agreement of the teams concerned. The substitute referee is entitled to the regular fee. The substitute referee must complete the game reports and mail it to the Division Coordinator. Any passes of ejected players or coaches should also be mailed to the Division Coordinator if a referee fails to appear.
5. Should a referee become incapacitated during the progress of the game from any cause that would prevent their officiating, the referee will turn control of the game over to any registered referee present, or to another person mutually agreed upon, who will conduct the game to its conclusion.
6. If a referee is assaulted or caused bodily harm due to the neglect of a team to provide adequate protection, that team will be fined at the discretion of the League. Said team will be liable to the referee, upon proven evidence, for any consequences of such an assault.
7. The referee must wear the official uniform at all games they officiate.
8. The referee must complete the referee's game report and mail to the Division Coordinator along with any passes of ejected players or coaches. These are to be post marked no later than 24 hours after the game.

Rule 702. Matters Not Provided For in Rules and Regulations

All matters not provided for in these Rules and Regulations shall be determined by the Board and decisions shall be final and binding.

Part 8: Fees and Fines

Rule 800. Applicability

Fees and fines apply to both competitive and noncompetitive age groups.

Rule 801. Payment Responsibility

The club is responsible for the payment of all fees and fines generated by the club, teams, coaching staff, players and spectators. Failure to do so will put the club in bad standing with the League and NYSWYSA.

RDYSL Rules and Regulation

Rule 802. Annual Schedule of Fees and Fines

The suspensions and fines listed for the infractions below are minimum values. If the severity of the infraction warrants the Board may impose higher values.

INFRACTION	MINIMUM DOLLAR FINE
1. League game forfeit (plus normal referee fees)	\$150.00
2. Withdrawal of team from League:	
Between team registration and team placement	75.00
After team placement but before preliminary schedule	150.00
After preliminary schedule but before final schedule	250.00
After final schedule (and fees for forfeit)	500.00
3. Player red card violation (non-fighting)	
First card (minimum 2 league game suspension)	50.00
Second card (minimum 6 league game suspension)	300.00
4. Player red card violation (fighting)	
First card (minimum 4 league game suspension)	200.00
Second card (minimum 12 league game suspension)	500.00
5. Coaching staff and manager misconduct	
Minor offense	25.00
First offense (minimum 2 league game suspension)	300.00
Second offense (minimum 12 league game suspension)	500.00
6. Spectator misconduct	
First offense	150.00
Second offense	250.00
7. Club not having representative at League meeting	25.00
8. Team not having representative at Division Coordinator meeting	100.00
9. Inappropriate game procedures or game report	
Improper team line-up sheet (players, coach or assistants)	25.00
Failure of team representative to sign report	25.00
Late kickoff	25.00
Missing information on game report	25.00
Incorrect information on game report (example game score)	25.00
Home team fails to contact opponent	25.00
Fans on same side of field	25.00
10. Referee unit charges for cancelled or rescheduled games. Refer to Rule 417. Section 2 In-season Game Change.	
Field or time change with 3 or more days notification	5.00
Date change or cancellation with 3 or more days notification	10.00
Any change with less than 3 days notification	15.00
11. In season game change fee	75.00
12. Failure to reschedule game in 7 days	25.00
13. Improper maintenance or marking of field	10.00

Part 9: Document History

- 19-Oct-03 A reformatting of the old rules to include rule numbers.
Rule 203: Added communication between League and clubs via email and website with documents created in Microsoft Office, PDF and WinZip.
Rule 204: Added more detail in the rule for teams playing up.
Rule 303: Updated for 2004 player registration fees.
Rule 402: Collected the existing field dimension information and placed data into a table.
Rule 405: Changed minimum number of players required on field for U9-U10 to 5 and U11 to 6.
Rule 408: Included USYSA playing time requirement of 50% for U9 and U10.
Rule 412: Changed the standing tiebreakers to include 2nd breaker of most wins and 6th breaker of tie stands.
Rule 414: The U17 and U19 age groups will use a 3-man referee system.
Rule 417: Added the ability to change a game during the season after the payment of an "in-season game-rescheduling fee".
Rule 500-503: Heavily modified all player, coach and spectator sanctions. This includes the addition of red card categories for non-fighting and fighting plus the introduction of team penalty points.
Rule 600: Corrected and modified protest and appeal process. Increased appeal fee to \$100.
Rule 700: Added reminder that coaches must coach a game from the technical box.
- 6-Nov-03 Rule 501: Added that when a player receives a red card due to 3 yellow cards across multiple games that the 3 yellow cards no longer count toward the team penalty point.
Rule 500, 502,503: Cleared up ambiguity that suspensions do carry into the next season.
- 3-Mar-04 Rule 303: Fixed math error in tournament only player cost (\$14 not \$13).
Rule 500: Removed that tournament yellow cards count toward player total.
- 8-Sep-04 Changes for 2005 season
Addition of a true U8 age group affecting many rules.
Rule 306: Any player may be a member of a team equal to or greater than their age. Removed the restriction involving non-competitive players.
Rule 402: Added goal must be properly netted and fastened to field.
Rule 411: Updated lightning rule to 30/30.
Rule 415: Added behavior required for handshake after game.
Rule 502: Minor coaching misconduct must now be documented on the game report.
Rule 503: Simplified spectator misconduct.
Rule 600: Modified to also allow appeals of sanctions of \$150 or more.
Fines: Simplified and reduced fine for spectator misconduct.
- 12-Nov-05 Changes for 2006 season
Rule 204: Teams playing up can now be placed in Division 1 or 2.
Rule 305: U12 can now have a maximum roster of 22.
Rule 414: No longer necessary to contact visiting team 3 days prior to game.
Rule 414: A game is a forfeit if passes are not available at start of game.
Rule 414: Suggestion that each team carry copy of RDYSL rules to games.
Rule 414: Teams sit on opposite ends of benches at fields with stadium seating.

RDYSL Rules and Regulation

2-Feb-07

Changes for 2007 season

Rule 303: Removed NYSW fees and referred to NYSW website for costs.

Rule 310: Addition of Player Call Up rule.

Rule 402: Adjusted U11 field width minimum to 50 yards. Previous 60 yard minimum was more than full size field minimum.