

**DADE YOUTH SOCCER ASSOCIATION
RULES OF COMPETITION FALL 2008/2009**

Definitions:

***** **FYSA Registered Player** – A player required by league and state rules to play with only one team in a given division or competition. See FYSA Rules: 201.
A competitive player is obligated to his/her competitive team for the seasonal year from the time he/she signs a contract or is rostered to a team until the end of the current seasonal year. A recreational player is obligated from the time he/she signs a contract or is registered to the affiliate until the end of the current seasonal year.

201.1 Registration of players and coaching staff is required for competition on the Club, League, State, National and International level for any FYSA sanctioned or sponsored events. Jurisdiction shall be with FYSA over all players/coaches registered with this organization. All registered players/coaches must comply with applicable rules, policies and procedures and remain "in good standing" to be eligible to compete.

Team Declaration:

1. Each team must be declared with a Coach and Division Code following the guidelines of FYSA registration procedures listed in FYSA rules 201. All players must be coded to Primary to XDY as the League Code.
2. Each declared team may not interplay with other teams declared in the same division.
3. The team's first game roster (copy) and FYSA State generated roster must be delivered to the competition committee (can be scanned and emailed or faxed) no later than the Wed or 72 hours following their first (1st) game is played. There will be a \$100.00 fine and a two game administrative suspension for the Head Coach if the 1st game roster is not delivered by the deadline as stated above.

Division	Full Side =	Recommended team size Min/Max	# Dedicated to league team	**Minimum # dedicated for Region Cup	**Minimum # dedicated for State Cup
U9 & U10	6 v 6	9/11	8	N/A	N/A
U11 & U12	8 v 8	11/14	10	6	N/A
U13 - U16	11 v 11	14/18	13	7	9
U17 - U19	11 v 11	18/22	13	7	9

**This is the minimum number of players a club must identify as playing with the team for Region Cup or State Cup, these players must be listed on the team roster for the first league game of the season and appear on the respective cup roster. Note: It is not recommended that a team only designate the minimum because of losing one of these players will disqualify the team for cup competition. It is prudent to list 11 or more for Region Cup and 13 or more for State Cup on your first league game roster. Additionally do not exceed 18 players on any roster U13-U16 for any team intending on remaining eligible for cup play and 22 players for U17-U19.

Note: This would also apply to any recreational team that is playing in league division where competitive and recreational teams are combined to make a viable schedule or where a recreational team has the potential of higher-level play.

USYS Small-sided Playing Recommendations:

DYSA will use these as their guidelines also:

Age Group	Field Min/Max	Goal Min/Max	Ball Size	Duration of Match
U9/U10	L: 45/60 yards W: 35/45 yards	6 feet by 18 feet	4	(2) twenty-five minute halves
U11/U12	L: 70/80 yards W: 45/55 yards	6 feet by 18 feet 7 feet by 21 feet	4	(2) thirty minute halves

Referee Fees:

AGE GROUP	FEE	REFEREE SPLIT
U9/U10	\$24	24/12/12
U11/U12	\$26	26/13/13
U13/U14	\$35	34/18/18
U15/U16	\$46	46/23/23
U17/U18	\$46	46/23/23

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Game Roster:

Game rosters can be downloaded from DYSA website (www.dade.dataleague.com) and all info typed into form. Each team must bring a game roster on **NCR form, laminated** USYS player passes with **D/O/B verified** and **referee fees** to every game. **No exceptions.** Each violation on the game roster will incur a fine as posted on the DYSA League Website. (ex. For every illegal player listed a fine will be administered, etc.).

Mercy Rule:

In all matches when the goal differential reaches six (6) at any time during the game, the match shall be declared completed at that point.

Guest Play:

Guest play is intended to promote player development from the bottom up. It also allows a club to field teams that may be short players rather than forfeit a match or even fold a team. The spirit of the rule is not to allow player movement for the purpose affecting division standings. The following are the applicable league rules for guest play.

1. 3 guest players from the eligible player pool may be used in any match.
2. FYSA registered player may guest play up in division but not on another team in the same division.
3. Dedicated team players from SFUYSA may not guest play on DYSA teams. (Does Not Apply to Dual Rostered players; DYS must be primary)
4. FLUGSA dedicated players are not eligible to guest play in DYSA games. (Does Not Apply to Dual Rostered players; DYS must be primary)
5. In combined divisions, an age appropriate guest player may be used during league play.

Violation of Guest Play Rules:

Clubs or Teams violating the guest play rules will forfeit each match where an ineligible player participated. Further, if the forfeiture of a match results in a tie in the standings the team having the greatest number of violations will be ranked lower in the standings. This rule supersedes the normal progression of tiebreakers. This rule is in addition to state fines and sanctions.

League Cup Qualifying:

1. Play-offs and Championships will be held for each single age increment we have at least two teams represented U11 and above.
2. Where we have to combine competitive and recreational teams to create a viable division all teams in the combined division are eligible for League cup play. If a declared recreational team finishes in the top four it is at their discretion to play or allow the next best team to play.
3. Games are to be reported via the dade.dataleague.com website Tuesday at 9:00PM for weekend games or within 48 hours of completion for a weekday game. The lockout feature of dataleague will be implemented this year. It is the responsibility of the "home" team to report scores. In the event neither team reports the game score, the forfeit will be charged to the "home" team.
4. Tie Breakers:
 - a. Head to Head
 - b. Goals For
 - c. Goals Against
 - d. Goal differential (maximum of three per game)
 - e. Least number of red cards
 - f. Least number of forfeits during current season
5. Saturday February 14th & 15th, 2009 League cup playoffs.
6. Final four seeds 1 & 2 host teams 3 & 4 at home, 1 vs. 4 and 2 vs. 3. League Cup rosters are to be faxed no later than January 15th 2009 at midnight to 305-375-3676, attention: Audie Thompson.
7. Non-hosting clubs must supply a volunteer at one of the sites for League Cup Finals, not semi-finals. The volunteers must report to the site one hour before the start of the first match of the day and be available until the host site is secured after the final match. The penalty for non-compliance will be \$200.00 paid to the hosting club. Clubs must identify which site they will support and the name of the individual volunteering. The names will be delivered at the January BOD meeting. Note: Allocation of volunteers to sites will be determined by the competition committee with consideration to travel and team location.
8. Mercy Rule: Any match in which the goal differential reaches eight (8) after the 2nd half has begun, shall be declared completed at that point. No match can be concluded under this rule prior to the beginning of the 2nd half. At any time in the 2nd half the goal differential reaches eight (8) the match shall be declared completed.

League Cup Final Four:

Will be held the weekend of February 14th & 15th, 2009.

Roster Freeze for League Cup:

Each club with teams eligible for League Final Four must provide the league with a roster of players that will be designated to represent each eligible team in League Cup play. Once designated, the players listed on the roster may not be changed. As of the roster freeze date teams cannot have dual registered players; all players must be primary with XDY to participate in League Cup Playoffs. For 8 v 8 divisions the roster will have a maximum of 14 players and for 11 v 11 divisions the maximum will be 18. The roster freezes date for League Cup is January 15th, 2009. The team roster must be faxed to the competition committee at 305-375-3676 no later than midnight on January 15th, 2009. Failure to meet the deadline will result in the roster from the last scheduled game played becoming the Official League Cup roster.