

## Dade Youth Soccer Association Rules of Competition 2009/2010

\*\*\*\*\* **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 must be delivered to the competition committee and can be scanned and emailed or faxed) no later than the Wed or 72 hours following their first (1<sup>st</sup>) game played. There will be a \$100.00 fine and a two game administrative suspension for the Head Coach if the 1<sup>st</sup> game roster is not delivered by the deadline as stated above for all teams U11 and above.
4. Exception to #2. U9 and U10 teams will declare teams using an FYSA Event Roster, which needs to be emailed to the competition committee no later than 72 hours prior to their first scheduled game.
5. If the team has players that are playing up more than 1 Age Group, they must also submit the FYSA approval along with their 1<sup>st</sup> game roster. Clubs playing players without FYSA approval shall be sanctioned.

Division	Full Side =	# Dedicated to league team	**Minimum # players needed for match	**Minimum # dedicated for Region Cup Div 1
U9 & U10	6 v 6	<b>6</b>	4	N/A
U11 & U12	8 v 8	<b>8</b>	6	5
U13 - U16	11 v 11	<b>11</b>	7	9
U17 - U19	11 v 11	<b>11</b>	7	11

\*\*This is the minimum number of players a club must identify as playing with the team for Region 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.

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	7 feet by 21 feet	4	(2) thirty minute halves

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**Coaching Requirements:**

All DYS coaches must have attended at least a USSF "F" License , equivalent NSCAA Certification course or FYSA module, regardless of age group coaching, if not, they must attend the DYS sponsored module. If a coach is coaching U12 and below and has not attended a module, or course pertaining to younger players within the last 2 years, they must attend the DYS course offered; they will not be allowed to coach until they obtain the age appropriate module/license or certification. Coaching without obtaining an age appropriate module/license or certification equates a forfeit and appropriate sanctions will be applied.

**Referee Fees:**

<b>AGE GROUP</b>	<b>FEE</b>	<b>REFEREE SPLIT</b>
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

**Game Roster:**

Game rosters can be downloaded from DYSA website ([www.dade.dataleague.com](http://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 DYS League Website. (ex. For every illegal player listed a fine will be administered, etc.).

**Mercy Rule:**

In all matches when the goal differential reaches eight (8) 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** or be dual registered up by division or age but not on another team in the same division.( a rec 11 player may guest play on a U11comp team, but a U11 comp player cannot guest play on a U11 rec team)
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. (ie; a U14 player may guest play on a U13 team in a combined U13/14 division.)

**Violation of Guest Play Rules:**

Clubs or Teams violating the guest play rules will forfeit each match where an ineligible player participated and will be sanctioned as per DYS fees and fines. 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.

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**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](http://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. Goal Differential (with a maximum of +/-3 per game)
  - c. Goals For
  - d. Least number of Goals Against
  - e. Least number of red cards during season
  - f. Least number of forfeits during current season \* See violation of guest play rules
5. Saturday February 20<sup>th</sup> & 21<sup>st</sup>, 2010 League cup playoffs.
6. Final four seeds 1 & 2 host teams 3 & 4 at home, 1 vs. 4 and 2 vs. 3.
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 2<sup>nd</sup> half has begun, shall be declared completed at that point. No match can be concluded under this rule prior to the beginning of the 2<sup>nd</sup> half. At any time in the 2<sup>nd</sup> half the goal differential reaches eight (8) the match shall be declared completed.

**League Cup Final Four:**

Will be held the weekend of February 20<sup>th</sup> & 21<sup>st</sup>, 2010.

**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. NO GUEST PLAYERS FOR LEAGUE CUP. As of the roster freeze 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 31<sup>st</sup>, 2010. The team roster must be emailed to the competition committee no later than midnight on January 31<sup>st</sup>, 2010. Failure to meet the deadline will result in the roster from the last scheduled game played becoming the Official League Cup roster.