

Brevard Youth Soccer League

Rule Book

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|---|-----------|
| PREAMBLE | 3 |
| 1.0 TEAM ORGANIZATION | 3 |
| 2.0 REGISTRATION | 3 |
| 3.0 RULES OF PLAY | 4 |
| 4.0 Postponement of Games..... | 7 |
| 5.0 Players, Uniforms and Equipment. | 9 |
| 6.0 Home Field Responsibilities. | 9 |
| 7.0 BYSL Modified Game Specifications and Rules..... | 10 |
| 8.0 Game Admission Requirements..... | 13 |
| 9.0 Referee Requirements..... | 14 |
| 10.0 Substitutions..... | 15 |
| 11.0 Demeanor of Coaches..... | 15 |
| 12.0 Game Delays, Cancellations, and Forfeits. | 16 |
| 13.0 Penalties for Game Cancellations..... | 16 |
| 14.0 GAME SCHEDULING | 17 |
| 15.0 FEES AND FINES | 20 |
| 16.0 DISCIPLINE AND REVIEW | 20 |
| 17.0 DISCIPLINE - NON-GAME CONDUCT INFRACTIONS | 24 |
| 18.0 MANDATORY HEARINGS..... | 25 |
| 19.0 Red Card Procedure for BYSL League Play. | 25 |
| 20.0 FINES AND FEES | 26 |

PREAMBLE

The RULES, REGULATIONS, AND OPERATING PROCEDURES (“Rules, Regulations and Operating Procedures”) herein shall govern ALL Member Clubs of the Brevard Youth Soccer League, Inc. (sometimes referred to as “BYSL” or the “League”). Rules, Regulations and Operating Procedures may be amended from time to time during any regular or special meeting of the League Board, by a majority of Members present, providing a quorum of Members in attendance exists, and at least twenty-five (25) days’ notice of the Rule, Regulation or Operating Procedure revisions or additions are provided in writing to the Club Member Representative prior to the meeting. Each Member Club shall have the right to modify the Rules, Regulations and Operating Procedures for intra-club play only; however they **SHALL** adhere to ALL Rules, Regulations and Operating Procedures with regard to ALL competitive, inter-club, or recreational games. Except as provided for in the Bylaws, all Member Clubs, at the intra-club level, **SHALL** adopt the procedures provided for in Section 16, Discipline and Review Committee, regarding all disciplinary actions for violations within the individual Member Clubs and should be used as a guide for all hearings and appeals. This is to provide continuity within BYSL and adherence of Section 600 of FYSA’s Bylaws and Rules to assure the right of adequate due process within the Member Clubs. Except as provided herein; all current FYSA and USYSA rules shall apply.

1.0 TEAM ORGANIZATION

- 1.1 The League shall be composed of teams (co-ed and all girls) from the individual Member Clubs classified into 2 levels of play:
 - 1.1.1 **Recreational**
 - 1.1.2 **Competitive**
- 1.2 Individual teams names are prohibited from containing any resemblance to a religion or nationality.

2.0 REGISTRATION

- 2.1 Member Clubs shall adhere to all Registration Rules and Procedures as defined in the FYSA Bylaws and Rules.
- 2.2 Age requirements for league players for any age group shall comply with current FYSA rule 211.2.
- 2.3 Each Member Club shall have the sole right to set registration fees for its players.
- 2.4 Falsification of documentation by any player or team shall be subject to disciplinary action, pursuant to the FYSA Bylaws and Rules. A plea of ignorance to the Constitution, Bylaws and the Rules and Regulations of BYSL or FYSA **SHALL NOT** be deemed a valid defense.
- 2.5 New players who have registered before August 1st of the fall season and/or current season (during May - July registrations), may try out and/or attend practice. Should an injury occur to the player, the player must have been registered for the immediate past season (the one still in effect) in order to be covered by FYSA medical

insurance. Players who register between August 1 and August 31 may be covered by the “no-name” player clause for the upcoming season, if the current FYSA insurance carrier permits it.

- 2.6 No player who is currently rostered to a competitive team may be also rostered to a recreational team nor may they play for a recreational team using alternate means such as a guest playing form.

3.0 RULES OF PLAY

- 3.1 The rules and regulations contained within this Article shall govern general competition among teams and their Clubs. The intent and purpose of such rules and regulations is to assure that general rules of play, player equipment regulations, and other requirements within BYSL and FYSA, are applied uniformly and consistently within and among BYSL Clubs.
- 3.2 All provisions for player registration, team affiliation, player transfer and roster limitation, and age group definition are to be based upon the current Administrative Manual of the FYSA.
- 3.3 Definitions. For purposes of the rules, regulations and operating procedures, the following definitions have the following meaning:
 - 3.3.1 **Travel Team. The term “Travel Team” shall mean any team playing inter-club games.**
 - 3.3.2 **Try Outs - The term “Try-Outs” shall mean the process of a player demonstrating their skill and/or ability to a team, coach or other person who has the authority to offer a spot on a particular competitive team or league for the formation or addition to a team. Try-outs or other related activities related to the formation of a team shall not take place prior to the date set by the FYSA BOD or the BYSL BOD – whichever is LATER.**
 - 3.3.3 **Any club with at least one team playing in BYSL, regardless of whether it is registered in a recreational or competitive league shall be subject to holding tryouts based on the FYSA or BYSL date. Clubs wanting to hold tryouts prior to the FYSA dates for teams not playing in an FYSA-sanctioned league (e.g. FPL or Super-Y) may petition the BYSL member clubs for a waiver of this limitation.**

3.3.4 **Poaching.** The term “Poaching” shall be defined as the act of attempting to induce or the inducing of a registered player to transfer or otherwise leave his/her current team prior to the end of the seasonal year. For purposes of these Rules the curbing of poaching activities shall be the sole responsibility of the team’s Head Coach. The Head Coach shall be responsible for the actions of any member of his team, including, but not limited to the players, parents, team staff, club representatives, and relatives of players, currently associated with the team pursuant to Section 401.5 of the FYSA Bylaws & Rules.

3.3.5 **Dual Registering – Dual Rostering -** For the purpose of these rules; dual registering and dual rostering shall have the same meaning. The process by which a player is part of more than one team’s roster at any given time. Please note: a player will only be registered with FYSA once during a seasonal year but can be rostered to multiple teams at the same time.

3.3.6 **League Play.** For purposes of these definitions, the term “League Play” shall mean the following:

3.3.6.1 **Competitive League.** The term “Competitive League” shall mean an inter-club league in which:

- a) The use of tryouts, invitations through public means (newspaper, newsletter, radio, or any other electronic or printed means.), or any like process to roster players to any team on the basis of talent and/or ability is permitted;
- b) One or more league rules restrict the manner in which players may be rostered to participating teams;
- c) Scores and League Standings are maintained; and
- d) Playoffs will be held to determine League Champions at the end of the Spring Season

3.3.6.2 **Developmental League.** The term “Developmental League” shall mean an inter-club league in which:

- a) The use of invitations through public means (newspaper, newsletter, radio, or any other electronic or printed means.) to attract players into the Developmental Program is permitted; however, the use of tryouts or a like process to accept players into the Developmental Program is prohibited. Rather, each club should optionally hold a Development Program “Open House” during Comp Tryouts to demonstrate their program. All players applying to the Developmental Program must be accepted into the program;
- b) Open Rosters are used for each club for each age group (e.g., the “Brevard Soccer Club” has 19 U9 player, they would submit two teams to BYSL for scheduling, and list all players on the rosters for both teams. At game time, players are assigned to one team or the other based on competitive balance with the opposing team);

- c) No Scores or League Standings will be maintained; and
- d) A “Festival” or “Jamboree” style tournament will be held at the end of the Spring Season (preferably in the form of an FYSA Kohl’s Cup if one can be arranged with the state: http://www.fysa.com/events/kohls_cup/)

3.3.6.3 **Recreational League.** The term “Recreational League” shall mean an intra-club or inter-club league in which:

- a) The use of tryouts, invitations, or any like process to roster players selectively (i.e. non-random) to any team on the basis of talent and/or skill is strictly prohibited;
- b) The Club/League administration accept as participants in the League any and all eligible youths (subject to reasonable terms of recreational registration);
- c) A system of rostering players is employed for the purpose of creating a fair or balanced distribution of playing talent and/or skills among all teams participating; and
- d) Players within a Recreational Age Group may be grouped by age for developmental purposes, however multiple teams of the same age must distribute their players according to the above rules (e.g., at the U8 age group, a club may create “true U7” and “true U8” teams, however, within the U7 teams and the U8 teams, players may not be distributed selectively and teams must be balanced).

3.3.7 **FYSA Seasonal Year.** The term “FYSA Seasonal Year” shall mean the period from September 1st through August 31st annually.

3.3.8 **Season (Fall and Spring).** The term “Season (Fall and Spring)” shall mean a period of play consisting of approximately eight (8) to ten (10) weeks of games. The exact dates and number of games for the fall season or the spring season are provided for in the BYSL calendar.

3.3.9 **Division.** The term “Division” shall mean a group of teams consisting of a specific category (i.e. coed or girls), a specific age (i.e. 12 and under) and a specific league type (i.e. recreational) and possibly a specific geography (i.e. north county or beachside).

3.3.10 **Event Roster.** The term “Event Roster” shall mean the ability of registrars to create a roster of guest players from within their own Club, and have all the players to appear on one form. The roster may be used whenever an “official roster” is requested. Only persons with Registrar status within their respective Clubs are permitted to complete this roster. Guest players from other affiliates will not be listed on this form, and must still have signed guest players’ forms in order to participate (please see <http://www.fysa.com> and search for Event Roster for full details).

- 3.4 Rules of Play. Rules of play shall be FIFA “Laws of the Game” except as so modified by USYSA, FYSA, and BYSL in all competition sanctioned by this League. All interclub games shall abide by the “Laws of the Game” along with any modification or as specifically published Rules and Regulations.
- 3.5 League champions shall be determined by a system devised by the Board of BYSL prior to the start of each season. Should league standings be utilized in any form, a win shall count as three (3) points, and a tie shall count as one (1) point.
- 3.6 All regularly scheduled League matches shall be played at their regularly scheduled times. A team who will not be appearing for a regularly scheduled game **SHALL** provide notice to the opposing Head Coach either in person or electronically by the following means: (i) email, (ii) facsimile, or (iii) telecommunications and to the Home team’s referee assignor which shall be posted on the club’s website at least **FORTY EIGHT** (48) hours prior to the scheduled time of the event. Any match canceled less than 48 hours prior to the scheduled start shall result in a fine to the offending team’s Club (see Section 20) and all rescheduled BYSL assigned matches may be subject to rescheduling fees if the BYSL scheduler performs the reschedule, (see section 20) which shall be paid by the Club whose team requests the change in the scheduled match.

4.0 Postponement of Games.

- 4.1 Each Club within the League has the absolute power to reschedule games exclusively within their Club.
- 4.2 When two (2) League Clubs are involved, rescheduling shall occur by agreement of both teams.
- 4.3 Coaches, spectators, or any other officials are prohibited from entering the field of play, unless so requested by the center referee.
- 4.4 The following represents the minimum number of players for each category of team play:
 - 4.4.1 **seven (7) players for a team playing eleven (11) per side;**
 - 4.4.2 **five (5) players for a team playing nine (9) per side;**
 - 4.4.3 **four (4) players for a team playing seven (7) per side; and**
 - 4.4.4 **three (3) players for a team playing four (4) per side.**
 - 4.4.5 **Less than the minimum number of players per category as provided for above shall not constitute a team for game purposes. A scheduled game SHALL NOT commence, nor be continued, if either team cannot field the minimum number of players for their respective age group.**

- 4.5 **Inter-Club play and the use common sense.** Teams/Clubs shall follow all FYSA, BYSL, and Club rules for all inter-Club games, whether they are regulation, pick-up, or practice/scrimmage games. All arrangements and changes shall be communicated as soon as possible to all parties involved (Teams, Clubs and Referee Assignors). Licensed referees who are officiating non-regulation games shall have the same authority to issue cards as in League games.
- 4.6 **Playing Up.** Any Team, in its entirety, that requests to play up a division shall place their request in writing to the BYSL scheduler for permission to play up. All Club requests should be submitted in writing simultaneously with submission of Team information to the BYSL Scheduler. Failure by the Club to timely submit the request to play up in writing shall bar that Team from playing up during that Fall or Spring season. All players rostered to these teams shall have a current season signed parental consent form for playing up.
- 4.7 **Individual Players Playing Up.** Each player who requests to play up above their normal age group shall have a current season signed parental consent form and be approved by the club's agent of record or designee.
- 4.7.1 **Any individual player wishing to play up more than one year shall have a current season signed parental consent form approved by the club's agent of record or designee and written approval from the FYSA Director of Coaching.**
- 4.8 **Slaughter Rule - (Recreational League Only):** A seven (7) goal differential at the end of the first (1st) half of play or secured during the second (2nd) half shall terminate the game unless the coach of the losing Team elects to continue play. It is recommended and encouraged that the winning coach demonstrates sportsmanship by modifying his/her team tactics to avoid this situation.
- 4.9 **Ejection of Coach.** Should a coach be ejected from a game, the assistant coach may direct the team. Should an assistant coach or coaches be also ejected (or should there be no assistants) then the Team shall forfeit the game with a score of 4-0.
- 4.10 **Injury of a Player.** When an injured player is attended to on the field of play, the injured player must leave the field of play for treatment and evaluation. A substitution may be made for the injured player. If the team plays short, the injured player will not be allowed back onto the field of play without the permission of the referee. The injured player may re-enter the field from any point on the boundary lines if the ball is out of play; if the ball is in play the player may re-enter only from the touch line. The trainer or coach shall not enter the field of play without the approval of the referee. (Note: if removing the player from the field will cause the number of players on the field to fall below the minimum required, the referee will allow a reasonable time for the injured player to be treated before allowing the match to continue.)
- 4.11 **League Playing Time.** Except as provided, all Recreational League registered players in attendance at BYSL games must participate in and play in at least one-half (1/2) of each game attended, excluding overtime. All players registered on a Competitive League team in **BYSL SHALL** play in each game attended (excluding injuries and disciplinary actions). BYSL **strongly encourages** Competitive players be permitted to play at least one-half (1/2) of each game.

5.0 Players, Uniforms and Equipment.

- 5.1 The home team shall wear its white jersey and the visiting team shall wear its colored jersey.
- 5.2 The uniforms or jerseys of a goalkeeper must be distinctly different color from the basic colors of both teams and of the opposing goalkeeper.
- 5.3 Player uniform numbers are to be affixed on the back of the uniform shirt. No two (2) players from the same team may have the same uniform number while both are playing on the field at the same time.
- 5.4 Players wearing an orthopedic cast of any kind **SHALL NOT** be permitted to participate in any game. All players **SHALL WEAR** protective shin guards (to be worn beneath their game socks) at **ALL** times while actively participating in a game, practice game, or team practice. Such shin guards shall be of the type and style of protective athletic equipment specifically designed to protect the player's front lower leg.
- 5.5 Non-cleated soft soled shoes or soft (non-metallic) cleated soccer shoes may be worn. Any player in FYSA or BYSL may wear shoes utilizing "screw-in" cleats. Shoes with studs that extend out the bottom of the shoe at an angle, or have rectangular studs with sharp edges (baseball cleats), **SHALL NOT** be permitted on the field of play. **REFEREES SHALL HAVE** the final say, not Club officials.
- 5.6 Additional shirts (under the jersey) and long pants (under the shorts and socks) are permitted during cold or inclement weather and shall be at the discretion of the referee. Hoods, if worn and approved by the referee, must be "tucked" inside the shirt. Should a hood become loose during the game, the referee shall remove the player from the field to correct the clothing issue. "Slider" shorts can be worn beneath the uniform shorts, but shall not extend below the knee, and shall be the same color as the uniform shorts.
- 5.7 **No jewelry** of any kind shall be permitted to be worn on the field of play. Players are prohibited from placing tape over earrings. The following items are prohibited from play without exception: **rings, watches, bracelets, necklaces, bracelets of any kind (string, metal, plastic or rope type bracelets), earrings, body Piercings, and hard air holders.**
- 5.8 It shall be the responsibility of each coach to ensure that each of his/her players is wearing proper equipment and uniforms at each game. A referee has the authority to protect players from potentially dangerous equipment conditions.

6.0 Home Field Responsibilities.

- 6.1 The home team shall be responsible for the following:
 - 6.1.1 **The designated home team shall ensure that the equipment (goals, nets, corner flags) is safe to use and the field is well-marked and suitable for play without risking player injury. Nets and corner flags are required for all games. Clubs are responsible to periodically inspect the condition of the field and goals.**
 - 6.1.2 **All goals must be securely attached to the ground or sufficiently weighted to prevent goals from tipping over or collapsing. Goals and nets shall be**

maintained in accordance with the goalpost safety manual provided by the United States Consumer Product Safety Commission dated January 1995. (Can be found on FYSA or BYSL website).

- 6.1.3 Clubs are responsible for ensuring that their teams, coaches, fans and spectators conduct themselves in a proper and respectful manner.
- 6.1.4 When assigned referees show up for a “scheduled match”, and for whatever reason the game is not played, referees shall still be compensated for their fee.
- 6.1.5 Clubs must provide a certified referee to ALL interclub games (including scrimmages or “friendly games”).
- 6.1.6 Note: While each club may play internally as they wish; it is strongly recommended all fields and rules follow the USYSA guidelines available at www.usyouthsoccer.org

7.0 BYSL Modified Game Specifications and Rules.

7.1 The rules and specifications for each age group shall be as follows:

| | U7 & U8 (4v4) | U9 Developmental (6v6) | U10 (7v7) | U11 & U12 (9v9) | U13 & Up (11v11) |
|---|------------------|---|--|--------------------|---------------------|
| GAME DIMENSIONS | | | | | |
| Maximum goal size | 4' x 6' | 6' x 18' | 6' x 18' | 7' x 21' | 8' x 24' |
| Ball size | #3 | #4 | #4 | #4 | #5 |
| Max field dimensions | 30 x 50 yds | 40 x 50 yds | 40 x 50 yds | 50 x 80 yds | 75 x 130 yds |
| Min field dimensions | 20 x 40 yds | 35 x 45 yds | 35 x 45 yds | 40 x 70 yds | 50 x 100 yds |
| Center circle & penalty arc radius | 5 yards | 5 yards | 5 yards | 8 yards | 10 yards |
| Corner kick arc radius | 2 feet | 2 feet | 2 feet | 1 yard | 1 yard |
| Goal area from goal post | 3 yards | 4 yards | 4 yards | 6 yards | 6 yards |
| Keepers per game | No Keeper | Minimum of two different players must play Keeper during game | No restrictions | No restrictions | No restrictions |
| Retreat line on Goal Kicks (see 7.10 Below) | Midfield | Midfield | ½ distance from Penalty Area to Centerline(See 7.10 Below) | None | None |
| Depth of goal area | 3 yards | 4 yards | 4 yards | 6 yards | 6 yards |
| Penalty area from goal post | None | 12 yards | 12 yards | 14 yards | 18 yards |
| Depth of penalty area | None | 12 yards | 12 yards | 14 yards | 18 yards |
| Penalty spot from goal line | None | 9 yards | 9 yards | 10 yards | 12 yards |
| PLAYER SPECIFICATIONS | | | | | |
| Max # of players on field | 4 | 6 or 7 See 7.9 Below | 7 | 9 | 11 |
| Max # of players on roster | 8 | Open Rosters See 7.8 Below | 12 | 14 | 18 (22 U14+) |

| | | | | | |
|---|---------------|---------------|------------------------------|------------------------------|---------------|
| Minimum play-time/player | 50% | 50% | 50% for Rec | 50% for Rec | 50% for Rec |
| Guest Players Allowed | NO | NO | Yes | Yes | Yes |
| RULES | | | | | |
| Length of each half | 24 min. | 25 min | 25 min | 30 min | See7.3 below |
| Length of half-time | 5 min. | 5 min. | 5 min. | 5 min. | 5 min. |
| Length of overtime | None | None | 2/10 min. (Playoffs Only) | 2/10 min. (Playoffs Only) | See 7.3 below |
| Slaughter Rule | See 7.9 Below | See 7.9 Below | Rec Only | Rec Only | Rec Only |
| Keeper can use hands | No Keeper | Penalty area | Penalty area | Penalty area | Penalty area |
| Opponent distance from ball on free kicks, kick-offs | 5 yards | 5 yards | 5 yards | 8 yards | 10 yards |
| Direct kicks allowed | No | No | No | Yes | Yes |
| Penalty kicks allowed | No | Yes | Yes | Yes | Yes |
| Referee to explain penalty | Yes | Yes | Yes | Yes | No |
| No. of throw-ins allowed | 2 Throw-ins | 2 Throw-ins | 2 Throw-ins | 1 | 1 |
| Call off sides? | No | Yes | Yes | Yes | Yes |
| Goal kicks may be taken from any point inside goal box? | Yes | Yes | Yes | Yes | Yes |
| Score off a kick-off, corner or goal kick? | No | No | Yes | Yes | Yes |
| Record scores/standings? | NO | NO | YES | YES | YES |
| Intentional Heading Allowed (Indirect Kick from spot of infraction) | NO | NO | NO | NO | YES |

- 7.2 6 & Under use the same rules as the 8 & Under except: Kick-ins instead of throw ins, 20 min. halves & no overtime periods.
- 7.3 Length of half & overtime periods:
13/14 & Under - 35 min. & 2/5 min.
15/16 & Under - 40 min. & 2/5 min.
17-19 & Under - 45 min. & 2/5 min.
- 7.4 16/19 & Under Small Sided (6v6) rules will be determined at the scheduler meeting preceding each season and shall include Size #5 ball, one throw in, NO OFFSIDES - use 3 line rule, direct kicks allowed, score direct from kick-off & corner
- 7.5 All free kicks in 6/8 & under are classified as “in-direct”. No direct or penalty kicks are to be awarded at any time. For goal kicks for 8 & under, the ball must travel 5 yards to be in play. This area is marked only as a guide for those players to stand behind during a goal kick. Kicking team can be in this area during the goal kick.
- 7.6 All free kicks in 9/10 & under are classified as “indirect” except fouls in penalty box.
- 7.7 Ball sizes: #3 23/24 circum., 8-10 oz.; #4 25/26 circum., 11-13 oz.; #5 27/28 circum., 14-16 oz.
- 7.8 Clubs may use open rosters for Developmental Leagues. Clubs are encouraged to submit one team to BYSL for scheduling for every 10 players they have in their U9 Developmental Program. Players may be moved from team to team within a club at any time to achieve competitive balance. Developmental Rosters should list all players for the age group on the roster for each team (e.g., if a club has 19 U9 players, they would submit two teams to BYSL for scheduling purposes and list all 19 players on the roster for both teams).
- 7.9 **Slaughter Rule for U8 and Developmental League: In order to maximize development at the younger ages, instead of a slaughter rule ending the game, if either team gets up on another team by four (4) goals, the team that is down shall add one player to the field of play and play a person up. If the score drops back to less than a four (4) goal differential then the play returns to even strength.**
- 7.10 Retreat Line: On goal kicks, players from the opposing team must retreat to the “Retreat” line (halfway between the Penalty area horizontal line and the center line. As soon as the keeper plays the ball, players are free to attack. The FYSA small sided u9-10 7v7 rules will be posted as a separate document in its original form from FYSA and followed.

8.0 Game Admission Requirements

8.1 Competitive

- 8.1.1 **All coach and player passes shall be presented to the referee prior to the start of each game. In the absence of an electronic registration procedure, the referee SHALL NOT ALLOW any player or coach to participate if;**
- 8.1.1.1 The pass is missing.
 - 8.1.1.2 The pass does NOT have a current (12 months or less) picture
 - 8.1.1.3 The player is out of uniform
 - 8.1.1.4 The player's pass or team code does not match the team roster code or a proper guest playing form is not presented.
- 8.1.2 **All passes are to be returned to the team's manager or coach at the conclusion of the game.**
- 8.1.3 **All Competitive teams shall produce an official FYSA generated roster. No hand written or "club" rosters allowed. Rosters shall contain player numbers that match numbers on jerseys.**
- 8.1.4 **Should a player or coach who is not properly registered participate in a game, then his/her team shall automatically forfeit the contest 4-0 to the opposing team, and may be subject to disciplinary action by the League or FYSA depending upon the circumstances of the violation.**

8.2 Developmental

- 8.2.1 **All coach and player passes shall be presented to the referee prior to the start of each game. In the absence of an electronic registration procedure, the referee SHALL NOT ALLOW any player or coach to participate if;**
- 8.2.1.1 The pass is missing.
 - 8.2.1.2 The pass does NOT have a current (12 months or less) picture
 - 8.2.1.3 The player is out of uniform
 - 8.2.1.4 The player's pass or team code does not match the team roster code or a proper guest playing form is not presented.
- 8.2.2 **At game time, players will be assigned a team with the focus on creating matchups that are as even and competitive as possible. Ideally coaches will have worked out ahead of time with each other if they want to do a "50/50" ability split on their teams, or play "A vs A" and "B vs B" games.**
- 8.2.3 **All passes are to be returned to the team's manager or coach at the conclusion of the game.**

8.2.4 All Developmental teams shall produce an official FYSA generated roster. No hand written or “club” rosters allowed. Rosters shall contain player numbers that match numbers on jerseys.

8.2.4.1 Open Rosters shall be used for Developmental Teams (no limit to number of players on roster, identical roster for each team in the same age group from the same club).

8.3 Recreational

8.3.1 ALL coaches shall be listed on the official FYSA-generated roster

8.3.2 All recreational teams shall produce an official FYSA generated roster. No hand written or “club” rosters allowed. Rosters shall contain player numbers when present on jerseys.

9.0 Referee Requirements.

9.1 The referee shall verify that all the appropriate information is on the League roster/game card prior to the start of the game.

9.2 The referee shall verify the identity of each player and coach by his/her Player Pass, and shall collect the passes of all players and coaches participating in the game.

9.3 The referee shall allow participation of only those players and coaches whose names appear on the referee report form or game card and for whom he/she has collected a Player Pass.

9.4 The referee shall check and make certain that each player’s equipment is in proper order and is not considered in his/her opinion to be dangerous to both the player and other players.

9.5 The referee shall check that parents and coaches are on opposite sides of the field. There should be a line at least one (1) yard from both touchlines for parents and coaches.

9.6 Upon completion of the game (and in the event of a yellow card, red card or injury), the referee shall sign the game card or referee report form and deliver/mail it to the BYSL Discipline Committee, or other designated recipient, within 48 hours (24 hours if for referee abuse).

- 9.7 In instances where a player or coach has been ejected for the game, the referee shall include a supplementary report, detailing the circumstances leading to the player or coach's ejection from the game.
- 9.8 The referee shall be licensed, certified and dressed in approved uniform for all interclub games, scrimmages, friendly games or practice sessions.
- 9.9 ONLY Certified referee assignors shall assign referees for their respective Clubs within the League.

10.0 Substitutions.

- 10.1 Competitive, and Recreational League players, age 11 to 19 and under, may be substituted ONLY during a stoppage in the game. Substitutions shall enter from the Midfield Line and one player must leave the field of play before another player may enter the field of play. The number of substitutions shall be unlimited and shall occur only at the following times:
 - 10.2 Prior to a throw-in in your favor. The team not in possession may substitute an unlimited number of players at a throw provided that the team with possession of the ball is also substituting, provided the substitutes are at the center line at the time of stoppage.
 - 10.3 Prior to a goal kick by either team.
 - 10.4 After a goal by either team.
 - 10.5 After an injury, by either team, when the referee has stopped play, and at the discretion of the referee.
 - 10.6 At half time, or end of the game prior to overtime.
 - 10.7 **Note:** No substitutions shall be permitted at corner kick stoppages.
 - 10.8 Competitive, and Recreational League players ages 6 to 10 and under and small sided games at any age group, may be substituted anytime the ball is out of play with the permission of the Referee. There is unlimited substitution for **both** teams on the following: (i) team possession, (ii) goal kick, (iii) goal scored, or (iv) injury (not on corner kicks).
 - 10.9 The coach must notify the referee prior to the game of any player not participating in the game due to disciplinary reasons or an injury or illness.
 - 10.10 The coach or team captain must notify the referee of a goalkeeper substitution.

11.0 Demeanor of Coaches.

- 11.1 Only tactical instructions to the players during the match are permitted.
- 11.2 Coaches must always remain between the penalty areas and near their bench or halfway line.
- 11.3 All coaches, non-participating players, parents and spectators must remain outside one (1) yard from touchline on their respective sides of the fields.

- 11.4 Coaching from the spectator side of the field shall be prohibited. *This includes use of cell phones to contact participating coaches.*
- 11.5 No more than 3 rostered coaches, with passes may be on the coach's side of the field.
- 11.6 Player substitutes must remain on the bench or in the equipment area while the game is in progress.
- 11.7 Coaches, players, or spectators are prohibited from using mechanical devices at any time, such as voice amplifiers, cow bells, and/or air horns.
- 11.8 Coaches, players, or spectators, **SHALL NOT** use profanity or make insulting or otherwise derogatory remarks or gestures directed to their own team, the opposing team, the referee, or to spectators.
- 11.9 Coaches, players, or player substitutes, shall not, by their remarks or gestures in any manner incite disruptive behavior.
- 11.10 Coaches shall be responsible to control their own players. Should a fight occur among the players from opposite teams, coaches, not referees, shall have the duty to separate their own players. Coaches are prohibited from touching the opposition teams' players.
- 11.11 Coaches, players, or spectators, either violating or who have violated the above rules, will be subject to ejection from the game, as well as further disciplinary action deemed appropriate by the individual club and/or the Board of this League.
- 11.12 When spectators are out of control, the Coach of the Team's spectators will be requested by the referee to control his/her team's spectators. Should the coach not be successful, the referee may terminate the game.
- 11.13 Coaches shall fill out and provide referees with game reports and player/coaches passes prior to beginning of each game.
- 11.14 .
- 11.15 Coaches, spectators, or any other officials, **SHALL NOT** enter the field of play, unless requested by the referee.

12.0 Game Delays, Cancellations, and Forfeits.

- 12.1 Water breaks, as approved and /or mandated by FYSA (Revision to 402.4) are NOT to be used for coaching opportunities. Water breaks are strictly for hydration of the players. Players who do not return to the field at the completion of a water break as signaled by the referee, shall be warned accordingly for a delay of game.
- 12.2 Any team that delays the start of a scheduled game for more than fifteen (15) minutes without required notification, shall forfeit the game to the opponent by a score of 4-0.
- 12.3 In the event both teams fail to appear for a scheduled game (within the 15 minute grace period) without required notification and the referee rules the ground playable, both teams shall be assessed with a loss.

13.0 Penalties for Game Cancellations.

- 13.1 Teams. Failure to cancel, postpone or reschedule a game pursuant to Sections 3.6, 4.1 and 4.2, above, shall result in an automatic 4-0 loss and the levying of a cancellation fine (see Section 20). Such cancellation fine which shall be paid to the Treasurer of BYSL prior to the subsequent BYSL meeting. Failure by the offending Team to pay the cancellation fine within 15 days of being notified that the fine is due shall result in BYSL placing the offending Team in bad standing with FYSA. The amount of fine levied shall be credited to the account of the offended club.
- 13.2 Referees. Referees who fail to appear for a game, or are responsible for the late start of a game without good cause, or having failed to notify or gain permission from the proper authority, shall be immediately reported to the DRA (District Referee Administrator)
- 13.3 Notification of a game time change must be provided to the appropriate referee assignor by the Club or Team manager who is initiating the change.
- 13.4 In the event of a forfeited game, then the referee must complete and sign the game card, citing the reason for the forfeit, and is to forward the game card to the properly designated club or league representative within twenty four (24) hours of the forfeited game.
- 13.5 Clubs **SHALL** provide a certified referee for **ALL** interclub games (including scrimmages or “friendly” games).
- 13.6 Game Termination. In the event a game is terminated, the BYSL Board has the discretionary authority to require that the game be replayed in its entirety. The Board reserves the right to set the time and place of replayed games and to assign officials thereto. Games terminated by the referee for inclement weather conditions will be deemed official and complete if one-half (1/2) of the game has been completed.
- 13.7 Referee's Judgment. The referee shall have the sole discretionary judgment, with regard to the following:
- 13.7.1 **physical condition of a field of play and its acceptability for play**
- 13.7.2 **to the actual happenings and occurrences relating to the conduct of the game, and**
- 13.7.3 **to those prerogatives or judgments inherently granted to the referee by the “Laws of the Game” as published by FIFA and these League Rules and Regulations, which shall not be challenged.**

14.0 GAME SCHEDULING

- 14.1 All deadlines associated with Game Scheduling shall be contained in the BYSL calendar and distributed electronically to the Member Clubs by the BYSL Scheduler.
- 14.2 Any Team scheduled by the BYSL Scheduler must play all teams within its scheduled League (unless the League consists of more than eleven (11) teams in fall or 9 teams in spring).
- 14.3 Each Member Club shall have at least **one designated “Club Scheduler”** to coordinate and/or make changes with the BYSL Scheduler. This Club Contact Person shall also be the only person in each Club who shall be permitted to perform schedule changes in GotSoccer after the final schedules are released.

14.4 Scheduling Process. The Scheduler shall maintain and follow the scheduling process as provided below:

14.4.1 Preliminary Submittal:

14.4.1.1 Team Estimates. The preliminary schedule shall be submitted at a specified BYSL Members' meeting, at which all Member Clubs and affiliates shall submit preliminary Team estimates for all age group divisions.

14.4.1.2 Field Designations. By a designated date or BYSL Members' meeting, at which all Member Clubs and affiliates shall provide field information which shall include specific game date and time availability for each of those fields.

14.4.1.3 *Final Submittal*: At a specified BYSL Members' meeting, all Member Clubs and affiliates shall submit completed Team Information forms. This meeting date shall be the last day to add a Team. The Scheduler shall not add a *non-BYSL* team to the schedule after the deadline unless permission to add the team has been granted by the Members. The Members may, at either a regular or specially called BYSL meeting, *or electronically via e-mail*: (a.) permit the Scheduler to add a *non-BYSL* team to the schedule at any time up to the day Draft Schedules are distributed; and (b) shall direct the Scheduler to confirm the planned dates for scheduling games concurrent with the last add date.

14.4.2 League Formation Guidelines. The Scheduler shall follow the guidelines stated below for determining Leagues.

14.4.2.1 A single League for any Division of twelve (12) or fewer teams; or

14.4.2.2 Two Leagues, which are oriented North and South for any Division with thirteen (13) to twenty six (26) Teams; or

14.4.2.3 Three Leagues, which are oriented North, Central and South for any Division with more than twenty six (26) teams.

14.4.2.4 *Four (4)* teams per Division shall constitute the minimum number required for League competition, unless waived by the Members. Teams in Divisions of fewer than *four (4)* teams shall have the following options (there will be no fine levied nor assessed with any of the following options):

14.4.3 Recreational Teams may request to play as follows:

14.4.3.1 play up into an older Recreational Group; or

14.4.3.2 move to a Competitive League; or withdraw from play.

14.4.4 Competitive Teams may request to play as follows:

- 14.4.4.1 play up into an older Competitive Group;
- 14.4.4.2 or withdraw from play.

14.4.5 Competitive Teams shall be prohibited from competing in a Recreational League (inter or intra Club play); however, players from a Competitive Team may be redistributed onto several Recreational Teams.

14.4.6 Developmental League will be scheduled as follows:

- 14.4.6.1 An even number of Developmental Teams will be assigned to a single location for play each week; Scheduling Example:
 - a) Club Alpha has three U9 Developmental teams, Club Bravo, Club Charlie, and Club Delta have two U9 Developmental teams each, and Club Echo has one U9 Developmental Team.
 - b) Week One: Club Alpha, Beta, and Echo play at one site, with A1 vs B1, A2 vs B2, and A3 vs E1; Club Charlie and Club Delta play at another site with C1 vs D1 and C2 vs D2
 - c) Week Two: Club Alpha, Charlie, and Echo play at one site, with A1 vs C1, A2 vs A3, and C2 vs E1, club Beta and Club Delta play at another site with B1 vs D1 and B2 vs D2
- 14.4.6.2 The BYSL scheduler will attempt to schedule each club with an equal number of home site matches;
- 14.4.6.3 Due to the Developmental Scheduling procedures of multiple clubs meeting at one site, games should only be rescheduled if a team cannot be fielded due to not having the minimum number of players or a coach or assistant coach available. With an emphasis on Development instead of results, games are not to be rescheduled due to missing “critical” players, as teams will be balanced and scores and standings are not maintained.

14.5 Chronology of Scheduling.

14.5.1 Draft Schedules. The Scheduler shall distribute draft schedules by the appointed date set yearly by the Members at a duly held BYSL Meeting for review by Member Clubs. Member Clubs shall have until the appointed deadline set by the Scheduler which has been approved by the Members to submit discovered errors or in the alternative, to submit minor changes. Minor changes shall not include time, day or date preferences except for open days requested on a Team Information form. A major change for purposes of this Section shall be defined as any change that requires the rescheduling of one (1) or more entire Leagues and shall be subject to an assessed fine.

14.5.2 Final Schedules. The Scheduler shall distribute the Final Schedules by the appointed deadline which has been approved by the Members. Once the Final Schedules are distributed to the Member Clubs and their affiliates and

respective Teams, revisions of the Final Schedule must be agreed upon and negotiated between affected Teams, but shall also be coordinated with the respective home Club REFEREE ASSIGNOR and the “home club contact”, who shall also update applicable web sites (coaches or club officers will NOT have access nor be permitted to perform this task). It shall be the responsibility of the home team coach to notify the home Club Referee Assignor (and if within forty-eight (48) hours, shall follow-up any e-mails with a phone call).

15.0 FEES AND FINES

15.1 The Scheduler shall be paid (see Section 20) a set amount per game scheduled plus a rescheduling fee for each rescheduled league (after the final schedules are released) unless the cause of the reschedule is a Scheduler error.

15.2 Clubs shall pay a rescheduling fine for each league rescheduled due to a club requested change or a club error after final schedules are released. Note that it is possible for a single change to cause more than one league to be rescheduled. The BOD may at their discretion, assign a larger fee for teams added after the deadline, even if they approve the addition. Clubs may reschedule their own games without suffering a fine or penalty.

16.0 DISCIPLINE AND REVIEW

16.1 PURPOSE

16.1.1 **To provide guidelines and recommendations to BYSL member clubs, who may convene Discipline and Review Committees, review League By-Laws or Rules and Regulations violations; and to further assure that such hearings are convened under fair equitable circumstances for all parties involved.**

16.1.2 **The line of authority for protests/appeals is provided for in the BYSL and FYSA Constitution and By-Laws.**

16.2 PROCEDURES FOR GAME PROTESTS

16.2.1 **All intents to protest must be filed with the referee during or immediately following the game, and must be so noted on the referee report. If either is not done, then the protest shall be deemed invalid. The referee, at the time the intent to protest is filed, must fill out a referee report. The opposing coaches or representatives must also be notified at this time. No player is to approach a referee off the field of play without a coach present.**

16.2.2 Protests for intra-club games shall be filed with the respective club director or head referee. These protests will be handled internally at the club level with a written report of the action taken submitted to the BYSL.

16.2.3 The Club's Board of Directors has 48 hours in which to notify the BYSL Discipline and Review Committee of the protest. They will review the protest by the next scheduled BYSL meeting (unless it is less than 48 hours away). If any of the BYSL Board members or Discipline and Review Committee are involved in the protest, they will be excused from the protest hearing.

16.2.4 Only the head Coach present at the game may file protests in question.

16.3 GAME CONDUCT INFRACTIONS

16.3.1 If a "dual registered" player receives a "suspension", the suspension applies only to the team in which he received the red card. However, the player/coach can not participate in any games with the other team until the suspension is completed.

Red card suspension or send off suspensions can only be served with the team with which the suspension was earned in games played by their team. Until the suspension is served the player/coach is suspended from any other team(s) to which the player/coach may be registered. Games may not be scheduled to "work off" suspension. Players may not serve suspensions as "guest players" nor may they "guest play" with any other team(s) until such time as the original suspension is served. If the red card is...

1. Issued during league game must be worked off during next scheduled league, Cup or tournament game(s).
2. Issued during (American) District, Regional or President's Cup, they must be worked off during remainder of the competition. If no competition remains, suspension must be worked off in next scheduled league and/or tournament game(s).
3. Issued during Tournament Play: Tournament Red Card Report filed along with game reports as required by Post-Tournament rules. FYSA office to send copy of Red Card Report and appropriate game reports to the DC in the next immediate mail out. DC to notify club of a discipline/sanctions remaining.
4. Issued during "friendly games" must be worked off during the next scheduled league, Cup or tournament game(s). "Friendly games" may not be scheduled to work off game suspensions nor if previously scheduled, used to work off suspension given during league, cup or tournament games.
5. Issued during the US Youth National Championship (State Cup), at any level, shall not be allowed to participate in the next immediately following National Championship (State Cup) game played by the player's team. A player may receive more than one (1) game suspension. Local club/league may issue additional discipline to be served in other than National Championship (State

Cup) games.

6. A red card suspension issued during a small sided tournament which cannot be served during the event shall be served during the player/coach's next scheduled club, league or cup game(s). For a suspension issued during a normal league/cup game, the player must sit out the first game of any small sided tournament previously entered. The player shall then be able to compete in the remainder of the tournament. The player shall not receive credit for the small sided game(s) against the original suspension.

16.3.2 As a note and reminder, FYSA rule 502.5 states: a player or coach who receives second red card/ejection during a seasonal year or a third within two seasonal years for either violent conduct (major infraction with a 4 or 6 game suspension), foul and/or abusive language directed, spitting, or referee abuse, will be immediately suspended for either the remainder of the seasonal year or six (6) months, whichever is longer.

16.3.3 A two-game suspension for a minor infraction is defined as the aggression of a player towards an opponent with no clear intent to play or fight for the ball or the use of threatening gestures.

Listed below are extracted from the FYSA Rules and Regulations Section 502, which the Disciplinary Chairman shall impose these stated minimum disciplinary actions. If FYSA, USSF, or FIFA rules impose stricter disciplinary actions, they will be followed at the minimum.

Players/coaches determined to be guilty of Red card offenses (ejections) will have the minimum FYSA suspension. Additional suspensions may be added as the result of any hearing held.

For convenience, the minimum FYSA suspensions and rules are stated below:

One Game Suspension: Rule 502.1

1. Resulting from a second caution; (i.e., persistent infringement or dissent by word or action);
2. Denies the opposing team a goal or an obvious goal scoring opportunity by deliberately handling the ball (this does not apply to a goalkeeper within his own penalty area).
3. Denies an obvious goal-scoring opportunity to an opponent moving toward the player's goal by an offense punishable by a free kick or a penalty kick
4. Serious Foul Play is defined as using disproportionate and unnecessary strength in a manner likely to hurt or injure an opponent; any tackle from behind which endangers the safety of an opponent;

Offensive or insulting or abusive language: Rule 502.2

- 1 (one) game suspension -- Offensive or insulting or abusive language and/or gestures

not directed.

3 (three) game suspension -- Offensive or insulting or abusive language and/or gestures directed toward a player, referee, assistant referee, administrator, spectator or game and /or tournament official.

6 (six) game suspension -- Adult directed to a youth referee.

Violent Conduct: Rule 502.31.

1. 1 (one) game suspension (minor infractions) -- dead-ball foul that is neither violent or with intent to harm or injure; attempting to strike, hit or punch.

2. 4 (four) game suspension (major infractions) -- is defined as the aggression of a player towards an opponent with clearly no intent to play or fight for the ball; threatening gestures; fighting, hitting, or punching; all gestures with any part of the body which implies visual profanity; any exposure of the anatomy considered lewd and lascivious;

3. 6 (six) game suspension (major infraction) -- Entering a fight in progress or action resulting in law enforcement being called; Entering the field of play and committing any additional offense. (e.g. violent conduct, foul or abusive language—this will be in addition to the sanction for the subsequent violation.)

Spitting - 4 (four) game suspension: Rule 502.4

Spitting is defined as spitting on or at an opponent or another person.

1. Players receiving 3 (three) yellow cards during a season; or after a suspension for one of the reasons listed above, and 2 (two) yellow cards - minimum one (1) game suspension. (Note: multiple red cards carry over as an initial yellow card to the following season.)

2. Referee/Non-game official abuse - A verbal statement or physical act not resulting in bodily contact which implies or threatens physical harm to a referee/non-game official or the referee/non-game official's property or equipment. Immediate suspension and a report shall be submitted to FYSA within 48 hours. Minimum suspension is 1 (one) year.

Abuse includes, but is not limited to, the following acts committed upon a referee/non-game official; using foul or abusive language toward a referee/non-game official (must imply a threat of physical harm) , spewing any beverage on a referee/non-game official's personal property; spitting at (but not on) the referee/non-game official; verbally threatening a referee/non-game official with remarks that carry imply or direct threats of physical harm.

Verbal threats are remarks that carry the implied or direct threat of physical harm. Such remarks as "I'll get you after the game" or "You won't get out of here in one piece" shall be deemed referee/non-game official abuse.

3. Referee/Non-game official assault - Physically pushing, striking, or spitting on or at any referee, official linesman, or affiliate member, league/tournament official, FYSA state staff, FYSA board member/official or any other person acting in an official capacity at any FYSA-sanctioned event.. Immediate suspension and a report shall be submitted to FYSA within 48 hours. Minimum suspension is 1 (one) year for players and 2 (two) year for coaches.

4. Coaches or team managers determined to be guilty of striking, pushing, spitting on or at, or fighting with a player, another coach or team manager, or with a spectator, shall be suspended indefinitely, the duration of such suspension to be determined by the Board of Directors and/or Executive Committee.

5. Receiving 3 (three) red cards in a BYSL season shall receive a letter of reprimand and an indefinite suspension with notice to FYSA.

The minimum disciplinary action for second offenses during a given seasonal year will be doubled. If two offenses are committed in the same match and the second offense is not of the same severity as the first, then the punishment for the second offense will be for either (a) the sum of the first and the second offenses, or (b) double the second offense; whichever is less.

6. In addition to the above suspensions, coaches or team managers will receive the following:

First offense: - Letter of reprimand and at least six (6) months probation.

Second offense:- Letter of reprimand and at least one (1) year suspension.

Third offense: - Letter of reprimand and indefinite suspension with notification to FYSA (to be determined by the Board of Directors and/or Executive Committee).

17.0 DISCIPLINE – NON-GAME CONDUCT INFRACTIONS

17.1 Document Falsification: Coaches, team managers, players, club or league officials, determined to have falsified player registration forms, team roster forms, or other official records of this League, will be subject to progressive disciplinary actions, up to and including disbarment, such disciplinary action to be determined in accordance with FYSA guidelines.

17.2 Poaching:

17.2.1 **First offense: - 6 months suspension for coach, club fine (see Section 20) and cost of hearing.**

17.2.2 **Second offense: - suspended rest of the seasonal year or 6 months, whichever is greater, club fine (see Section 20).**

17.2.3 **Third offense: - minimum 3 year suspension. NOTE: during the period between the end of State Cup finals and August 1st, players are free agents.**

**Poaching charges may not be brought by contact made during this period.
All poaching violations will be held in accordance with FYSA guidelines.**

17.3 **Spectators:** Any spectators guilty of creating any situation which causes the referee, coach or official to terminate a game, fighting, pushing, striking, spitting at or on, or verbal vulgar attacks shall cause FYSA to temporarily suspend the team and/or club and/or league. Such suspension and/or sanction will remain in effect until such time as a hearing board renders a decision.

17.4 **Follow through:** Unfulfilled disciplinary action will be carried over into the next season or tournament (whether a youth league or moving up into adult leagues).

18.0 MANDATORY HEARINGS

18.1 Certain circumstances require hearings to be held before any or all disciplinary action is taken. These circumstances are but not limited to:

18.1.1 **A mandatory hearing shall be required for all suspensions greater than four games unless waived by the accused. The hearing must be held prior to serving the 5th game suspension.**

18.1.2 **Red Card suspension which is greater than the minimum required under USSF and FYSA Rules.**

18.2 Informal hearings shall be held in cases of minor infractions that may involve one or only a few individuals.

18.3 **CHARGES, PROTEST, APPEALS, INTERVENTION, GRIEVANCES, and HEARING REQUIREMENTS** shall be as stated in FYSA Rules Section 600.

19.0 Red Card Procedure for BYSL League Play.

19.1 If a player or coach is ejected from the game then the referee shall email a game report to the BYSL discipline within 48 hours.

19.2 If the player or coach ejection is for referee abuse or referee assault then the referee shall notify FYSA per rule 502.7 within 48 hours

19.3 The BYSL Discipline Chairman will determine the duration of the suspension and forward that information to the club president(s) of the individuals involved. The list of players/coaches/volunteers/parents receiving suspensions will be posted to the

league website discipline page. This list will include suspensions adjudicated by FYSA or other USSF affiliations.

19.4 In order to be re-instated each player/coach must complete the Player/Coach Red Card Sanction History Report form (found on BYSL website). ***It must be completed and signed by a referee at each game*** to verify the suspension has been served.

19.5 The report shall be mailed to the BYSL Discipline Chairman along with a check (made payable to BYSL) for the appropriate fine amount.

20.0 FINES AND FEES

Players or coaches receiving a Red Card shall tender a \$25 fine payable to BYSL and paperwork demonstrating proof of suspension served before the player can return to play

Players or coaches receiving a Red Card major violation of 3 games or more suspension shall tender a \$75 fine payable to BYSL and paperwork demonstrating proof of suspension served before player can return to play

| Description | Amount | When Due |
|--|--|---|
| Club Fees: | \$50 per scheduled team | 30 days' from treasurer's invoice date |
| Fee per scheduled game Fee per rescheduled division | \$3.00 paid by BYSL (by clubs for reschedule) \$50.00 paid by club causing reschedule | Upon delivery of Final Schedule |
| Game Cancellation Fine (<48 hrs from kickoff) | \$100.00 plus ref fees | within 30 days of notice from BYSL treasurer |
| Poaching 1 st offense Poaching 2 nd offense | \$100 \$250 (per FYSA guidelines) | Within 10 days of disciplinary action being imposed |
| Protest/Appeal fee | \$50 | With submittal |
| Red card | \$25 – player or coach to BYSL | After suspension is served |
| Red Card (Major Infraction 3 or more game suspension) | \$75.00 – Player or coach to BYSL | After suspension is served |

NOTE: If a team drops after the season has started the club will be charged \$50.00 per game for all their remaining BYSL scheduled games. Fine must be paid prior to following BYSL meeting.

21.0 Clarifications – Interpretations

The BYSL executive committee reserves the right to make clarifications or interpretations of the stated rules as they arise and shall present these situations for ratification at the next regular meeting of Member Clubs.