

Dade Youth Soccer Association

Rules of Competition 2016/2017

Website: www.dadeyouthsoccer.com

Email: dadeyouthsoccer@yahoo.com



INTRODUCTION: The South Florida Youth Soccer Association, better known as Dade Youth Soccer Association (DYSA) is a volunteer nonprofit organization that provides recreational and competitive soccer programs for boys and girls ages 7 to 19 years of age. The league serves Miami-Dade, Broward and adjacent unincorporated areas.

Responsibility:

Participation in DYSA is a privilege, not a right. We hold our members to a high standard of conduct. DYSA reserves the right to deny participation to any club and/or team(s) based on previous experience and/or behavior deemed to be or has been deemed inappropriate or in violation of our sanctioning body the Florida Youth Soccer Association's (FYSA) Code of Ethics.

The rules and procedures that follow are either mandated or authorized by DYSA.

PLAYER, COACH AND TEAM REGISTRATION:

Player, coaches and team registration will follow the FYSA registration rules:

****FYSA Player/Coach Registration** – FYSA Rules: 203 & 204.

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. Per FYSA Rule 203.

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 to 204.
2. Each declared team may not interplay with other teams declared in the same division.
3. If the team has **players (U8 and above)** that are playing up **more than 1 birth year**, they must have FYSA approval in their got soccer club account. Clubs playing players without FYSA approval shall be sanctioned. For any player (birth year 2006-11U) playing up from U11 to U12, the player must have FYSA approval in their got soccer club account in order to play up 1 year.

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Roster Maximums: Per USYSA / FYSA

Division	Full Side =	Roster Limits	**Minimum # players needed for match	**Minimum # dedicated for Region Cup
U8	4 v 4	6	3	N/A
U9 & U10	7 v 7	12	5	N/A
U11 & U12	9 v 9	16	6	5
U13 - U19	11 v 11	22	7	9

For U13 – U19 teams: the maximum number of players allowed to dress and participate on a game roster is 18.

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

Under 8, Under 9/10 and Under 11/12 Field Size/Goal Size/Game Duration

Age Group	Field Min/Max	Goal Min/Max	Ball Size	Duration of Match
U8	L: 25/35 yards W: 15/25 yards	3 x 4 or 4 x 6	3	4 x 10 minute Quarters no goalkeepers no offsides
U9 & U10	L: 55/65 yards W: 35/45 yards	6 x 18 or 7 x 21	4	(2) twenty five minute halves and 10 min halftime. Build Out Line Required*
U11& U12	L: 70/80 yards W: 45/55 yards	6 x 18 or 7 x 21	4	(2) thirty minute halves and 10 minute halftime.

***Build out line is equal distant between the top of the penalty area and the halfway line. The Build out line is used to promote playing the ball out of the back in an unpressured setting. When the goal keeper has the ball, either during play or from a goal kick, the opposing team must move behind the Build out line. At any time the goalkeeper may pass, throw or roll the ball to a teammate, but the goalkeeper does so accepting the positioning of the opponents and the consequences of how play resumes. Punts or drop kicks are not allowed as this would defeat the purpose of the build out line and reduces the opportunity to play out of the defending third in an unpressured setting. After the ball is put into play, the opposing team can then cross the build out line and play resumes as normal.**

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Under 13 and older

Field Size/Goal Size/Game Duration

Age Group	Field Min/Max	Goal Min/Max	Ball Size	Duration of Match
U13 & U14	L: 100/120 yards W: 70/80 yards	8 x 24	5	(2) thirty five minute halves and 10 minute halftime
U15 & U16	L: 100/120 yards W: 70/80 yards	8 x 24	5	(2) forty minute halves and 10 minute halftime
U17 & U18 High School	L: 100/120 yards W: 70/80 yards	8 x 24	5	(2) forty five minute halves and 15 minute halftime

The Goal area: Conform to FIFA (6 yards)

The Penalty Area: A penalty area is defined at each end of the field as follows: Two lines are drawn at right angles to the goal line, eighteen (18) yards from the inside of each goal post. These lines extend into the field of play for a distance of eighteen (18) yards and are joined by a line drawn parallel with the goal line. The area bounded by these lines and the goal line is the penalty area. Within each penalty area a penalty mark is made ten (10) yards from the midpoint between the goal posts and equal distant to them. An arc of a circle with a radius of eight (8) yards from each penalty mark is drawn outside the penalty area

Referee Fees:

AGE GROUP	FEE/TEAM	REFEREE SPLIT
U8	\$10	20 (one referee)
U9/U10	\$37	34/20/20
U11/U12	\$40	40/20/20
U13/U14	\$50	50/25/25
U15/U16	\$60	60/30/30
U17/U18	\$60	60/30/30

**EXACT CHANGE SHOULD BE BROUGHT TO THE GAMES.
REFEREES WILL NOT BE RESPONSIBLE FOR CHANGE OF FEES.**

Coaching Requirements:

A Coach coaching a U13 or **older** team must have attended at least a USSF "E" License by December 31st, of the current seasonal soccer year. A new coach coaching U12 and **below** must have attended a USSF "F" License, by December 31st, of the current seasonal soccer year. Coaching without obtaining an age appropriate module/license or certification equates a forfeit after January 1st, of the current seasonal year and appropriate sanctions will be applied.

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Rules of Play

Except as provided by DYSA or FYSA, the "FIFA Laws of the Games" apply to all competitions sponsored by DYSA.

A. Laws of the Game

1. All games shall be in accordance with FIFA, US Soccer and FYSA Constrictions, including the specially modified rules adopted for U8 through U12 age groups for the 2016-2017 seasonal year and forward.
2. Heading for all age groups U12 and under is prohibited from league play, conforming to the new FIFA Laws of the Game. An exception will be made for a U12 heading division if and only if all players are at least 11 years of age, verified from the beginning of the seasonal year. The rule is as follows.

2a. When a player deliberately heads the ball in a game, an indirect free kick should be awarded to the opposing team from the spot of the offense. If the deliberate header occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred.

3. Offsides rules shall conform to the FIFA Laws of the Game, with the exception that the build-out line for U9/U10 age groups shall also serve as an offsides line, instead of the halfway line. Attackers cannot be called for an offside offense between the halfway line and the build-out line
4. Goal Kicks, Punts and Drop Kicks conform to the FIFA Laws of the Game, with the exception that for U9/U10 age groups that use the build-out line.

4a. When a goal kick is about to take place, the opponents must retreat behind the build-out line. The team taking the goal kick may choose to restart play before the opponents have retreated behind the build-out line. The ball is in play when it is kicked directly out of the penalty area.

4b. Punts and drop kicks are no longer allowed for U9/U10 age groups. An indirect free kick is awarded to the opposing team at the spot of the offense if a goalkeeper punts or drop-kicks the ball if the punt occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred.

5. U11 and U12 **Goal Keeper Punts**: Goal Keepers can choose to punt the ball. However; in an indirect free kick will be awarded at the center circle to the opponent if the balls punt travels from one penalty area to the other without first being touched by a player. (DYSA Rule)

B. Game Length

1. Duration of the Game for all league games will follow USYS and FYSA guidelines and rules as stated above.
2. There are no overtime periods during league games.

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C. Substitutions

1. Substitutions may be made only upon proper notification of the referee through the assistant referee, and with the referee's permission.
2. Substitute may not enter the field of play until the player he/she is replacing has left the field, and after being signaled onto the field by the referee.
3. Substitutions will be allowed after a goal, any Goal Kick, water break and your team throw in, with the referee's permission. (DYSA Rule).

D. Player Equipment

1. Each player shall have a number on the player's jersey. The number shall be affixed to the back of the jersey and shall be clearly visible. Each player on a team must wear a number different from the number of every other player on the team including goalkeepers.
2. All player equipment, including cleats, orthopedic braces, shin guards and jewelry must be in compliance with FYSA Rule Section 402.2.
3. The home team is required to wear its primary colors to home games, unless it is known that the visiting opponent's alternate colors conflict. If the home team prepares for a team with conflicting colors they are still required to bring their primary colors in case of a conflict. The opponent is required to wear its alternate colors when visiting. Any time there is a conflict, the home team is required to change.

E. Water Break Procedures

1. Water breaks will be administered in accordance with FYSA Rule 402.4.
In any FYSA sanctioned match a break will be given at the midpoint of each half of regulation time and at the end of each overtime period (if played) for player hydration. This break will be given at a normal stoppage of play and it is mandatory for any FYSA sanctioned match during which the air temperature is or is expected to reach eighty-five (85) degrees. This break will be a maximum of one (1) or two (2) minutes of time.

Violation may result in charges under FYSA's COE.

F. Mercy Rule

1. 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.

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Rules of Competition 2016/2017

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G. Game Day Procedures

1. Be at the field of play at least 30 minutes prior to posted game time.
2. Game cards are now printed from your team account in Gotsoccer. Each team must bring three (3) copies of their game card on NCR paper.
3. Have an official FYSA roster on hand in case of any discrepancies between the Gotsoccer Game Roster and the players being checked in for the game.
4. Each team **MUST** have **laminated** player and coaches' passes. Player passes **MUST be birth verified**. All passes **must have a picture on the front**. **NO PASS NO PLAY, NO EXCEPTIONS.**
5. Hand both your game rosters and passes and fees to the referee when asked by the referee before the start of the game.
6. After your game, make sure to get back one of your game rosters from the referee completely filled out.
7. Call in your game score from the phone number printed on the top of your game roster. Failure to do this within 48 hours after your game could result in a forfeit and fines.
8. Always have medical releases on hand at all games for all players on your roster in case they are needed.

H. Control of Sidelines

1. Players, managers, coaches, and fans are expected to conduct themselves within the letter and spirit of The Laws of the Game and abide by the FYSA Code of Ethics. Failure to do so will result in punishments established by the FYSA Code of Ethics.
2. The Site Directors will have the authority and responsibility to remove any person from the game for abuse of good conduct. A match may be paused until spectators, who have been instructed to leave, vacate the premises.
3. The Site Director will designate one sideline for the sole use of the players and coaches, where one team occupies one side of the midfield and the other team the other side. While the game is in progress players are to remain seated on their respective benches.
4. The Site Director will designate the opposite sidelines for spectators. Spectators are to remain on their sidelines until the game is completed. Spectators are not allowed to stand behind the goals or along any part of the end line.
5. Coaches/managers as officials of their respective club will be responsible for behavior of their fans.
6. All coaches are required to remain at their respective benches. Coaches are allowed to offer tactical instructions to their team, however no continuous talking or walking the sidelines will be tolerated.
7. Any coach ejected must leave the Site immediately following ejection.
8. No excessive noise making devices are allowed on parent sidelines during a game. If asked to stop and the behavior continues, the person using the device will be asked to leave the park.

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Rules of Competition 2016/2017

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The Field Site Director:

There shall be a Site Director regardless of the number of games being played. The Site Director must not be a coach, participant or parent associated with the game being played.

The Site Director MUST be visible with a Field Marshal vest of some sort.

The Site Director must be available to assist in any game control requested by any of the officiating team, and also to assist in correcting field conditions as requested by the Referee.

The Site Director shall have the authority to terminate or postpone any soccer game at the game site due to what may be considered potentially hazardous weather or other unexpected hazardous conditions, or to protect the field from damage when flooded. In all such cases, the Site Director shall complete a full report as required by DYSA.

The Site Director MUST sign the Game roster at the bottom: Print name and signature for verification that there was a site director present at the game. IF there is a game issue the league may contact the Site Director for information on the incident.

Game Roster and Player/Coach Passes:

Game cards are now printed from your team account in Got Soccer. Each team must bring three copies of their game card on NCR paper from their got soccer team account, **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.). **PLAYERS MAY NOT PARTICIPATE IN DYSA GAMES WITH FYSA TEMPORARY PASSES.**

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 of 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. (ex. a rec U11 player may guest play on a U11 comp team, but a U11 comp player cannot guest play on a U11 rec team)
3. Dedicated team players from SFU may not guest play on DYSA teams. (Does Not Apply to Dual Rostered players; **DYS must be primary team**)
4. In combined divisions, an age appropriate guest player may be used during league play. (ex; a U14 player may guest play on a U13 team in a combined U13/14 division when the U13 team is playing a U14 coded team).
5. Guest players playing up more than 1 year must have approval per FYSA Rules.
6. No player may play on more than one DYSA team on the same day.
7. Guest players may only come from within your club.
8. Guest players **MUST** appear as guest players on the game roster.

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Rules of Competition 2016/2017

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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.

Schedule Changes:

Schedule changes are inevitable as a result of bad weather, unanticipated field closures, etc. However; the schedule of DYSA is considered **primary** compared to other events, tournaments and outings. After the initial publishing of the schedule, Club Reps have several days to identify any problems that need to be corrected for their home games. After that all changes **MUST** be done through got soccer team accounts. Only Club Reps or their Club alternates are to communicate with the league scheduler. However, if there is an emergency and you are unable to contact your representative, the league scheduler is there to assist you. All Game changes **MUST** be completed and posted by the Wednesday night prior to the scheduled game as originally posted on the master schedules. The system will lock down each week on Wednesday at 11:59pm.

1. Field-Only changes: For late changes of field location only, the burden is on the **home team**. Make sure the visitor knows of the change as soon as possible prior to the game time. If there could be a problem, make sure there is someone at the old-field location to direct the team and referees to the new location.
2. All other Changes: If there is a need to change the date or time of a game, you will need to reach an agreement with the other coach of a suitable alternate play date and time. Then the home team coach will need to contact their club rep to see if the new date and time are possible on the home field. Once both parties have come to an agreement for the new date and time, the HOME team club rep **MUST** put in the game change request in the HOME team's got soccer account. Then the AWAY team must go in and approve the change request. Once both have been done, the league will automatically post the change on the published schedule.
3. **GAME CHANGES NOT APPEARING ON THE WEB SITE ARE NOT APPROVED.** If you have reached an agreement with the opposing coach, but the web site does not indicate the new information, the change has not been officially approved by the league or the home team club. Playing the game without official approval can result in forfeiture by both teams plus fines. Contact your club rep to make sure when there is a question.
4. **Rainout Policy:**
 - a. Coaches are not authorized to call off a game due to weather or field conditions. The job of determining field suitability for play falls upon the referee. However, if a parks department or field director has closed the field, the referee is not allowed to overrule that decision.
 - b. If threatening weather is expected or at hand, coaches should contact the field director to make sure the fields are not closed. They should also make sure to have contact numbers for the opposing coach, the assignor if possible in order to make notification should conditions change.
 - c. Both coaches should report the rainout to their respective Club Reps and attempt to work out a make-up day and time.
 - d. If a game is called off prior to the start of the game by either a parks department closing the field or a referee determining that the game cannot be played, once teams and referees have arrived, **each team is required to pay \$5.00 to each referee**. This totals to \$15.00 from each team.

ALL teams must show up to scheduled games. Failure to show up will result in a fine of \$250 plus the costs of both teams referee fees.

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No Show Procedure: If Team A does not show up to a scheduled game, then Team B needs to pay the referee fees for both teams. The referee MUST complete a game report indicating the no-show and Team B needs to email it to dadeyouthsoccer@yahoo.com and report the score as a no show without a score. Team B's Club will be reimbursed all referee fees paid, Under no circumstances will the League reimburse individual coaches or referees for referee fee payments. Clubs are credited for the amounts and are responsible for reimbursing their coaches. MAKE SURE TO GET A COPY OF THE REFEREE REPORT INDICATING THE NO SHOW!

Completed Games: A game completed to half time shall be considered a complete game if per chance the game has to be stopped, at no fault of either team. A game not completed to half-time shall be replayed providing neither team is a fault. Should play be abandoned at any time due to one or both of the teams being at fault, then the defaulting team(s) shall forfeit the game 4-0.

Red Card Service, Reporting and Disciplinary Issues:

If a red card is issued in a game, or if a coach or spectator is ejected, BOTH Coaches and the referee are required to email the game reports and the referee is to email the supplemental report to the league at dadeyouthsoccer@yahoo.com. IT Does NOT matter if your team did not receive the red card or suffer the ejection. BOTH teams MUST send in the reports. Failing to send in a game report within 48 hours reporting period results in fines per DYS rules.

Suspension Service Requirements:

For DYSA games in which suspended players or coaches are serving their suspension:

1. Prior to giving the referee your game roster – write next to the player or coach "serving suspension" and cross out the player or coaches name.
2. Have the referee initial and write at the bottom of the game roster the player or coach that is serving their suspension.
3. Players serving a suspension MUST be ONE of the 18 players on the Game Roster. Rosters may not be modified to add additional lines. Similarly, coaches serving a suspension must also be identified in one of the coaches spots on the roster.
4. Players are NOT required to be at a game in which they are serving a suspension, but may attend.
5. Coaches are NOT PERMITTED to be at a game in which they are serving a suspension. This means they cannot be within "sight or sound" of the game. They also may NOT communicate remotely via electronic or other means with their teams while serving a suspension.
6. Email a copy of the game report to the league showing the player or coach marked as serving their suspension to dadeyouthsoccer@yahoo.com

For Non-DYSA games in which suspended players or coaches are serving their suspension: The form for reporting the suspension can be found on the Dade League website.

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Rules of Competition 2016/2017

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End of the Season Dates & Championship Playoff Format:

U11 to U19

Regular Season ends and all games must be complete by February 19, 2017 for U11 – U19. DYSA Regular season playoffs for U11 + are expected to occur during the weekend of February 25 & 26, 2017.

U8 to U10

U8 to U10 teams for regular season must be completed by February 26, 2017. There will be no playoffs for U8 to U10 age groups. All U8 to U10 players will receive league t-shirts and medals. Club reps will be given them at the January BOD meeting.

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. For 9 v 9 divisions the roster will have a maximum of 16 players and for 11 v 11 divisions the maximum will be 22. The roster freeze date for League Cup is February 12, 2017. The team roster must be emailed to the competition committee no later than midnight on February 12, 2017. Failure to meet the deadline will result in the roster from the last scheduled game played becoming the Official League Cup roster.

Preliminary Estimate of Division Playoff Spots:

Girls Divisions:

U11 Combined Division 2/3

U12 Combined Division 2/3

U13/14 Combined Division 2

Boys Divisions:

U11 Division 2

U11 Division 3

U12 Division 2

U12 Division 3

U13 Division 2/3

U14 Division 2

U15 Division 2

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Rules of Competition 2016/2017

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League Cup Qualifying:

1. Play-offs and Championships will be held for each single age increment where we have at least two teams represented **U11 and above**. In a combined competitive division (ex. U13/14) if any U13 team finishes in the top four they must play league cup in the top four bracket. The U13 team cannot come down to the U13 bracket for play-offs.
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 (D3) 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 game cards by Tuesday at 9:00PM for weekend games or within 48 hours of completion for a weekday game. 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. The scores can be called in from the got soccer game cards.
4. Final four seeds 1 vs. 4 and 2 vs. 3.
5. All clubs must supply a volunteer at one of the sites for League Cup 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 fine. 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.
6. 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.

DYSA follows the Region A cup rules for standings and tie breakers for both league play and playoffs.

Group Play Standings:

1. The standings of teams within brackets of three or more teams in their respective age divisions are based upon the number of points earned in league games. Teams earn points as follows:

Three points for a win (including forfeits, which are considered a 4-0 victory)

One point for a tie

Zero points for a loss

Tiebreakers:

1. Head to Head (not used if 3 or more teams are tied on points); if no clear winner then
2. Most wins; if no clear winner, then
3. Net Goal Differential (NGD) calculated as goals scored minus goals allowed, with a maximum NGD of +/- four (4) per game; if no clear winner, then
4. Least Goals against (no limit to number of goals allowed); if no clear winner, then
5. Most Goals scored up, maximum of four (4) goals counted per game; if no clear winner, then
6. Penalty kicks in accordance with FIFA "Taking of Kicks from the Penalty Mark".

Early Season and Spring Season Rules: Advisory committee to input any rules that would not be the same as above for regular season.