

**SYSA**  
**PLAY RULES**  
**2018-2019**

## U6 – U12 Non Heading League

### Overview

All teams shall be recreational teams-not competitive, club or allstar/select teams. Teams must play in Region C6 and participate in SYSA to play in Sunshine Cup 2019. All teams must have been drafted per SYSA blind draft and verified by an SYSA board member.

AGE GROUP	MAX ROSTER	PLAYERS ON FIELD	MIN REQUIRED
U14-U16	18	11	7
U12	16	9	5
U10	12	7	4
U9	8	4	3

- **No Guest Players:**
  - Roster freeze is January 1, 2019
  - All teams must have a copy of notarized medical release form turned in with roster at check in for each player.
  - Each team must turn in roster to SYSA by January 1, 2019 to play in the 2019 cup.
- **Club Requirements:**
  - Each club shall submit a state/FYSA roster for each team participating in Sunshine Cup. This roster shall be printed off the FYSA website by a club official. The roster must include the teams code/name, coaching staff and ALL PLAYERS MUST BE VERIFIED.
- **Coach & Player Requirements:**
  - All coaches shall check in prior to their first game. Coaches will then sign their rosters, recheck the field assignment, as well as pick up any mementos.
  - All coaches are required to have laminated player passes.
    - All passes shall have a small full face recent photo.
  - Each player must play a minimum of at least one-half (50%) of each match.
    - This is a recreational tournament and every player has the right to play. Failure by a coach to play a player the allotted time will result in the suspension of the coach prior for at least one game and/or the forfeit of the game by his/her team.
  - A MAXIMUM OF 3 TEAM PERSONNEL ALLOWED ON THE COACHES SIDE OF THE FIELD.
- **Fees:**
  - Entry fee is \$125 per team for Sunshine Cup.

## **Note to ALL Coaches**

**All coaches must have laminated coaches pass with picture and all teams must have a printed state roster with all players verified. If you don't have these items, you will forfeit your game.**

- **U9 4v4 w/Build Out Line. 4/12 min. quarters**
- **U10 7v7 w/Build Out Line. 2/25 min. halves with off sides rules.**
- **U12 9v9 2/30 min. halves with off sides rules.**
- **U14 11v11 2/35 min. halves with off sides rules.**
- **U16 11v11 2/40 min. halves with off sides rules.**

**Teams that don't show for schedule game will forfeit and their club will pay SYSA a \$55.00 fine PLUS \$100.00 to the club that they forfeit to (total fine \$155.00).**

**All coaches should call the club that they have to travel to and make sure no change in location or schedule.**

**A mandatory water break will take place at a natural stop in play at approximately half-way through each half. Regular season matches ending in a tie at the end of the regulation time above will result in a tie.**

# U9

4v4 Standards of Play

Size 3 ball

4 v4 (no goalkeepers)

Goal size 4 x 6

Box 8 x 8

Player cannot stand in box at any time

Shin guards are required

Substitutions are unlimited and can occur at any time

5 minute breaks between quarters

Playing times can be less than 10 minutes when managed by the coaches and parents

No penalty kicks

No offside

Corner Kicks

Goal Kicks

No Cherry Picking

All indirect

No 2<sup>nd</sup> try on throw ins

All players above build out line on goal kick. The ball must pass build out line to play. All players forward of line on attack when goal scoring.

# U10

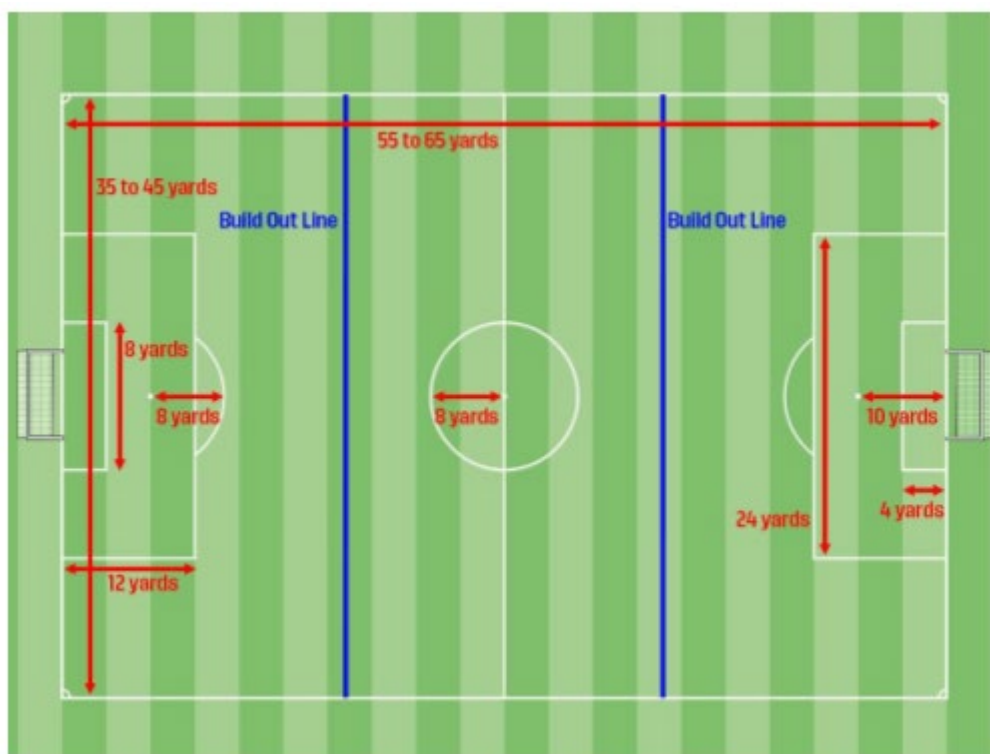
7v7 Standards of Play

Size 4 ball

Players • 7v7 (6 field players and 1 goalkeeper)

Game may not start or continue if there are less than 5 players on a team

Substitutions are unlimited and can occur at any stoppage



- The Build Out Line Rule becomes effective when the goalkeeper gains possession of the ball.
- This rule is governed by the principal of “fair play.”
- Like a free kick, the goalkeeper has the option of waiting for the opponents to be outside the Build Out Line, or take a quick restart. There is no consequence to any player if the ball is lost after a quick restart is played.
- Punts and drop kicks by the goalkeeper are prohibited. If the keeper punts or drop kicks the ball, the Referee will stop play, place the ball at the spot from where the keeper kicked the ball, and play is restarted by the keeper kicking the ball to a teammate. The opponents must be outside the Build Out Line and teammate must be inside the Build Out Line.

- Goalkeepers may throw the ball, place the ball on the ground and kick the ball, or place the ball on the ground and dribble the ball. When placed on the ground for a kick, the ball cannot be moving.
- The first kick pass must be to a teammate inside the Build Out Line. The keeper may release the ball by throwing beyond the Build Out Line.
- Opponents must stay outside the build out line until the second touch on the ball. A keeper dribbling the ball will be considered a second touch.
- Goal Kicks are subject to the Build Out Line Rule.
- Free Kicks inside the Build Out Line but outside the Penalty Area are NOT subject to the Build Out Line Rule.

## **U12**

9v9 Standards of Play

Size 4 ball

Players •9v9 (8 field players and 1 goalkeeper)

Game may not start or continue if there are less than 6 players on a team

Substitutions are unlimited and can occur at any stoppage

# SYSA rules

## (1) SCHEDULES

- a. Games are to be played at the field location (home team) indicated on the schedule, unless both coaches agree to schedule the game at a different site. Home team is listed first.
- b. Games are to be played as schedule. Guidelines for postponements and make up criteria are listed in the Standings Section.
- c. It is responsibility of the visiting coach to contact the home coach if they are playing a Club which has multiple field locations to confirm the location for their game.
- d. Field Directions can be found on the club's website.

## (2) TEAM RESPONSIBILITY

- a. Home team shall ensure all goals are anchored securely.
- b. Home team shall have goal nets and corner flags in place.
- c. Home team shall change uniform colors if there is a conflict with colors of the visiting team as determined by the Referee.
- d. Coaches shall set the example for the game conduct with a positive attitude in both verbal and body language. The coach's respect for the game and the officials sets the example for the players and spectators
- e. Players will wear their jerseys tucked into their shorts; socks pulled up over the shin guards and an overall neat appearance. Shin guards are required for all players.
- f. Coaches shall remind parents and spectators to set the example of sportsman like conduct for the children in both speech and behavior.

## (3) PLAYER PASSES, ROSTERS AND GAME REPORTS

- a. Game Reports must be totally filled out by the home team coach when presented to the Referee prior to the game.
- b. A laminated, valid player pass, with identifying picture must be presented for each person in the game whose name appears on the game roster. No pass, No Play. Each team will give a copy of their Official FYSA Roster to the Referee (NOTE: Only players on the official FYSA Team Roster may play in the game).
- c. Any coach challenging a player must: 1) verbally notify the referee prior to the game; and 2) provide written notice to the appropriate -President (Coed or Girls) within 72 hours. The Board of Directors of SYSA shall handle such challenge.
- d. All coaches/team officials present in the technical area must present a valid laminated FYSA volunteer pass for the participating team, including an identifying picture.

## (4) GAME OFFICIALS

- a. Home team must provide the center official and two assistant referees (only the center official is required for U10 games.) Assistant Referees (Linesmen) may be parents of players on the participating teams. Referee Fees will be paid by the home team (or Club).
- b. For the U19 age group the center official must be a minimum of 21 years of age. For the U16 age group the center official must be a minimum of 18 years of age. The Club should follow FSR guidelines for all other age groups.
- c. In the even a Club cannot provide the center official in accordance with the section (4b) then the visiting coach must choose one of the following options:
  - 1) Play the Game with the center official provided by the host club.
  - 2) Reschedule the game
  - 3) accept a forfeit win (3-0)
- d. In the event that no game officials arrive, coaches shall find qualified persons to officiate and the game stands as scheduled. In any event the coaches will not allow a game to be played without a currently certified FSR Center Referee.

- e. The referee shall receive from each team the player passes and a FYSA game roster, coach has challenged a player prior to the game.
- f. The Home team is responsible to provide the Game Ball to the referee.
- g. A team that fails to appear within 15 minutes of the schedule game time shall forfeit the game to the team present. A game may start with the minimum number of players listed above. After the start of the game players may be added at appropriate stoppage of play with the agreement of the referee 5

h. Substitutions

Unlimited substitution may be made at the discretion of the referee at the following times:

- I . Before a throw in for your team
- li . Prior to a goal kick by either team
- lii . After a goal by either team
- Iv . At halftime
- V . On a injury time out by either team (the Injured player(s) only or an equal number of players on opposing team)

(Please note that the rule state that if a coach is called onto the field by the referee to assist an injury player, that player must be substituted for at the time, including goal keeper.)

Vi . A player receiving a caution (yellow card), will be substituted for to allow “cool down” in order to avoid an escalation of behavior. Coaches playing a player for less than half of a game must be prepared to document the reason if the opposing coach protests.

i. Play Time

Each player will play a minimum of one-half (1/2)of each game. A coach may play a player less than half for health or disciplinary reasons. Coaches playing a player for less than half of a game must be prepared to document the reason if the opposing coach protests.

j. 5-Goal Differential

It is the responsibility of the winning coach to do everything in his/her power to control the goal differential. When the goal differential reaches five (5) goals the coach that is ahead will pull one (1) player from the field of play. If the score continues to climb, the coach that is ahead is expected to place additional restrictions on his/her tea, (i. e., additional players removed, restrictions on attacking players or shots taken outside of penalty area only etc.). IF the losing team begins to diminish the five (5) gold differential, the coach that is ahead may make appropriate adjustments. In no case will this rule require a team to play with less than the minimum number of players required for a game for the age group.



# Post-Game Procedures

## **(1) Sportsmanship**

It is expected that as a mutual courtesy and show a good sportsmanship, both teams meet at the half-way line of the teams' side of the field to congratulate each other for a game well played. This activity will be observed and remain under the authority of the game officials.

Teams will insure that the sideline area is clean and that all trash is placed in proper containers.

## **(2) Cautions and Ejections**

- a. In the event of a sendoff or a red card the referee will mail the yellow copy of the Game Report along with the appropriate Team Roster and the supplemental game report to the appropriate President. The coach of the player (or coach) sent off, or serving a suspension, must report it to his or her AGC and report it on the SYSA by 9 pm of the day following the game regardless of whether his or her team won the game or not.
- b. Player infractions are settled according to FYSA guidelines, which stipulate game suspensions according to severity of action.
- c. Any Red Card violation (or a double yellow) results in a minimum of a one (1) game suspensions according. Therefore the coach must automatically sit out the player the next game, and any additional games as determined by the Director of Rules and Compliance. The coach will be e-mailed with the number of games suspensions. A coach will be suspended under FYSA guidelines for playing an ineligible player who should be sitting out a Red Card or suspension.
- d. A 5<sup>th</sup> yellow card received by a player or coach in a season requires a minimum of one game suspension for the player or coach who receives it. It is the responsibility of the Head Coach to track yellow card infractions. If a Head Coach plays a player after receiving a 5<sup>th</sup> yellow card, without first sitting out a one game suspension, that Head Coach is subject to a one year suspension for using an ineligible player.
- e. Coaches should ensure the player serving a suspension should report to the referee at check in and make sure the game report notes the player is serving a suspension.

The red card ness to reported to john withkowski at [withall7@aol.com](mailto:withall7@aol.com) by 9pm next day

# Discipline, Protest and Appeals

## **Definitions**

**NO PROTEST OR APPEAL REGARDING A REFEREE'S JUDGEMENT OR INTERPRETATION OF THE LAWS OF THE GAME WILL BE ACCEPTED. PROCEDURES**

**(1) DISCIPLINE.** IF the discipline is the required FYSA minimum, the Director of Rules and Compliance shall act alone in handing out of discipline.

If the Director of Rules and Compliance or any other member of SYSA BOD feels a suspension in excess of the FYSA minimum is warranted, the decision will be made by a committee consisting of the Director of Rules and Compliance and the VP of Coed and VP of Girls. If any one of these three individuals has any direct association with the events, they will be replaced by the Director of AGCs.

**(2) APPEAL.** Must be made to the president of SYSA The President will determine (if the Appeal, has been properly submitted (if he/she determines it is actually a Protest, he will use those procedures). If the Appeal is determined to be proper, the President will convene an Appeal Panel to hear the case. The President shall serve as the Chair of the Appeal Panel, and also will consist of the Director of AGCs, the Secretary, and the Treasurer.

- (3) **PROTEST.** Must be submitted to the President of SYSA The President will determine if the Protest has been properly submitted (if he determines it is actually a Appeal, he will use those procedures). If a Protest is determined to be proper, the President will convene a Protest Panel to hear the case. Since a Protest will be protesting the actions of the Board of Directors, no members of the Board of Directors will be on the Panel. The President will appoint an Age Group Coordinator (not involved in the action, to Chair the Panel, and two other individuals (from Affiliates not affected by the decision) to serve on the Panel.

You may get a hold of the President at [withall7@aol.com](mailto:withall7@aol.com) Ann Withkowski

#### **(4) STANDINGS**

- a. Game points Awarded for Game Played
- b. Win 5 Game Points
- c. Tie 2 Game Points
- d. Loss 0 Game Points

#### **FORFEITS ARE RECORDED AS A 3-0 SCORE.**

- b. Placement in Standings
  - i. Highest Game Point Total
  - ii. Head-to-Head competition
  - iii. Most wins
  - iv. Most wins in division (when two or more divisions)
  - v. Least amount of goals allowed
  - vi. Coin toss

#### **(5) POSTPONEMENTS**

- a. Uni-Lateral Reasons
  - i. Host Club Field Conditions (all games for that time at fields are cancelled)
  - ii. Inclement weather conditions
  - iii. Equipment malfunction (examples; no lights for a night game, unsafe playing conditions)

### Club Officials

Brooksville	Dave	352-442-0603
Florida Coast	Melissa	727-455-8930
Citrus East	John	352-228-2523
Citrus West	Mike	352-476-3698
First Hernando	Tom	352-397-5290
Nature Coast	Randy	352-697-3446