

Rapid City Youth Soccer League Rules and Regulations

As Revised November, 2005

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RAPID CITY YOUTH SOCCER LEAGUE CODE OF CONDUCT

The Rapid City Youth Soccer League (RCYSL) Code of Conduct applies to any and all persons involved, such as a coach, player, referee, administrator, or in any way associated with the Rapid City Youth Soccer League. The intent of this code is to protect the welfare of the youth in our program. Persons involved as described above are considered to be role models and must conduct themselves in an appropriate manner. All persons will obey the following Code of Conduct while being associated with, traveling to, or participating in the RCYSL program, or any endorsed activities with its affiliates. Actions or events that occur away from the field of play, at a time and place removed from league sanctioned events, shall not be exempt from this Code of Conduct. Any violation of this Code will cause the person to be ineligible to coach, play, referee or perform the function that the person has been performing until such time that the case has been investigated, reviewed and a ruling made by the RCYSL Board of Directors. Guidelines set forth by the USYSA will be used in the review process, with notification of the ruling to be sent to the State Association.

1. At all times, both on and off the field, he/she will display good sportsmanship.
2. He/She will control their temper at all times and will help others to do the same.
3. He/She will do their best to continue to improve their skills or increase their knowledge required to perform the function(s) they have assumed.
4. The needs of the team come before their own needs.
5. He/She will represent themselves, their family, and their team with honor and dignity.
6. He/She will not argue with or harass game officials.
7. He/She will not use profanity or any language interpreted to be degrading.
8. He/She will not use drugs.
9. Consumption of alcohol will not occur in the vicinity of playing/practice soccer fields. Persons under the influence of alcohol will not be allowed to participate in or perform their assigned function at that time. The use of tobacco in any form will not be allowed on the field of play and it is appropriate that any coach or fan that smokes do so away from the field of play.
10. He/She will treat teammates and members of other teams with respect.
11. He/She will win with honor, and lose with dignity and decorum.

Rapid City Youth Soccer League Rules and Regulations

Section 1 General Guidelines

1.1 GENERAL

Rapid City Youth Soccer League, hereafter referred to as RCYSL will follow the policies and procedures outlined by the South Dakota State Soccer Association and the United States Youth Soccer Association.

1.2 FINANCIAL DISCLAIMER

The RCYSL specifically disclaims financial responsibility for, and shall not assume, nor be held liable for the debts or financial obligation, either expressed or implied, of any member, team, coach, manager, or other team official that has not been authorized by the board of directors.

1.3 INSURANCE

RCYSL will pay insurance for all players in the RCYSL. Limited accident insurance is provided by the RCYSL for all properly registered players. All accidents or claims should be reported to the President or the respective Division Coordinator.

1.4 UNIFORMS

1. Uniforms - All players should wear their uniform shorts, or shorts of the same/similar color. If additional shorts are under uniform shorts, they should be of a corresponding solid color. Sweatpants, warm-up suits, long underwear, tights, etc. may be worn under the uniform shorts. Jeans, cut-off pants, and normal street wear pants are prohibited as a matter of safety. If a hooded sweatshirt is worn under the uniform shirt, the hood must either be worn or tucked in under the uniform shirt as a matter of safety. Bandanas must not be worn. Shirts must be tucked into the shorts or pants at all times on the playing field.
2. Shoes - Must comply with Law 4 in the Laws of the Game. Nike Shark football shoes, and shoes primarily designed for baseball are examples of unsuitable footwear.

3. Shin guards and Socks - It is mandatory that shin guards be worn by all players, and that the socks cover the shin guards for the duration of the match.

1.5 SPONSORS

Teams are encouraged to obtain sponsors.

1.6 FUND RAISING ACTIVITIES

Individual team fund-raising activities must have BOD approval.

1.7 TRAINING

Training of the following positions is the responsibility of the respective board members:

Coaches Training Coordinator
Referees & Linesman Referee Association and/or Training Coordinator
Board Leadership President
Parents ("Parent Night") Division Coordinator

Section 2 Definitions

2.1 ADD means the addition of a player to a team's roster.

2.2 BIRTH YEAR means the period including August 1st of the beginning year through July 31st of the ending year. A player who has a birthday on August 1st will be placed in the next age division. For example, a player who has his 10th birthday on August 1st will be placed in the U12 division. Birth years are as defined by the United States Youth Soccer Association.

2.3 RECREATIONAL LEAGUE means an intra club league in which:

- (A) The use of tryouts, invitations, recruiting, or any similar process to roster players to any team on the basis of talent or ability is prohibited;
- (B) The entity administering the league accepts as participants in the league any eligible youths (subject to reasonable terms on registration);
- (C) A system of rostering players is used to establish a fair or balanced distribution of playing talent among all teams participating; and
- (D) League rules require that each player must play at least one-half of each game except for reasons of injury, illness, or discipline.

2.4 RECREATIONAL TEAM means a team that participates in a recreational league. The team will be put together in a random manner in compliance with the policies of the Rapid City Youth Soccer League as specified herein.

2.5 ROSTERING means assignment of a registered player to a team.

2.6 SEASON is defined as either "Spring" or "Fall".

2.7 SEASONAL YEAR means the twelve-month period between August 1st and July 31st.

2.8 SUSPENSION means the temporary withdrawal of rights and privileges such as, but not limited to the right to play, coach, or otherwise administer or participate (directly or indirectly) in affiliated soccer. Any person or group that has been suspended shall be in less than good standing for the entire term of the suspension with all rights and privileges withdrawn unless specifically stated otherwise by the suspending authority.

2.9 TEAM means a recognized entity organized for the purpose of playing the sport of soccer.

2.10 YOUTH PLAYER means an amateur player who has reached the age of four (4) and who has not reached the age of nineteen (19) before August 1st of the current seasonal year. A player who has not reached his/her fourth (4th) birthday as of August 1st of the current seasonal year is not eligible to register with the Rapid City Youth Soccer League. A player who reaches nineteen (19) years of age during a seasonal year is allowed to complete that seasonal year.

Section 3 Age Divisions and Team Assignments

3.1 AGE LIMITS/DIVISIONS

Age groups or divisions shall be comprised of players who are the appropriate age before the first day of August of the seasonal year. Age classification for the spring season will be the same as that used for the immediately previous fall season. All leagues, unless otherwise approved by the RCYSL, shall play teams in the following age groups:

Under 19 Division (16-18): Has not reached 19th birthday before August 1st of seasonal year but must have reached 16th birthday by August 1st of seasonal year.

Under 16 Division (14-15): Has not reached 16th birthday before August 1st of seasonal year but must have reached 14th birthday by August 1st of seasonal year.

Under 14 Division (12-13): Has not reached 14th birthday before August 1st of seasonal year but must have reached 12th birthday by August 1st of seasonal year.

Under 12 Division (10-11): Has not reached 12th birthday before August 1st of seasonal year but must have reached 10th birthday by August 1st of seasonal year.

Under 10 Division (8-9): Has not reached 10th birthday before August 1st of seasonal year but must have reached 8th birthday by August 1st of seasonal year.

Under 8 Division (6-7): Has not reached 8th birthday before August 1st of seasonal year, but must have reached 6th birthday by August 1st of seasonal year.

Under 6 Division (4-5): Has not reached 6th birthday before August 1st of seasonal year, but must have reached 4th birthday by August 1st of seasonal year.

Players shall be placed on teams of the same age. Exceptions are as follows:

1. When there aren't enough players to form a single age team.
2. As may be specifically decided by the board.

It is the intent of single age teams to maintain competition as close as possible to the same age, size and skill of players and to keep from arbitrarily splitting up teams within a division at the end of each year. Teams of mixed age players shall be considered to be the age group of the majority of players. A player cannot be older than the maximum age for the division in which he is playing except on a board approved play down. Any team playing an unauthorized player who is over age shall forfeit the game in which that player participates. Competition shall be within the above stated divisions. League play shall be between the same age teams, unless there are less than the number of teams required for good season play, (4 [four] teams or as specifically decided before the season starts), then play shall be between both age groups within the age division. Teams shall be boys teams, girls teams, or mixed teams (both boys and girls). Mixed teams shall be considered as boys teams.

Section 4 Registration

4.1 REGISTRATION

All players must be registered with the Rapid City Youth Soccer League. Every player shall be required to register at least 24 hours prior to participating in any game. Registration procedures/policies shall be in accordance with the requirements set forth by this league and shall be the responsibility of the Registrar. Registration shall be well advertised.

4.2 REGISTRATION FEES

A schedule of fees will be determined and approved by the RCYSL BOD for each season of play. A 50% refund will be granted up to 3 weeks after the registration deadline date. NO refunds will be granted after this date.

4.3 SCHOLARSHIP GUIDELINES

Any individual requesting scholarship assistance must complete a scholarship application. Financial assistance provided to teams that travel will be limited to entry fees for State Tournament.

4.4 REGISTRATION FORMS

Registration shall be on the official league forms. Every effort shall be made to keep the form simple. The registration form shall meet the requirements of the United States Youth Soccer Association. The form shall have provisions to show that proof of age has been verified at one time, and must have medical permission and parental consent. Players cannot register without a signed registration form, written consent for medical treatment and appropriate registration fees. If any player's registration fee is refused by their respective bank, the responsible party will receive written notice from the RCYSL stating that until the current fees are paid their child(ren) will be suspended from play until the registration fee is paid in full.

4.5 PROOF OF AGE

The RCYSL is responsible to maintain a record of verification of each player's age on his registration form once, at the player's first registration in the league. In the event that record is lost or in doubt, the board may request such proof, in writing, again. Proof of age documentation shall consist of "original" or "certified" birth documentation in the form of a birth certificate, a United States Board of Health record, a passport, a Certificate of Naturalization or an Alien Registration Card issued by the United States Government. **Hospital, baptismal, or religious certificates will not be accepted.** Photocopies will be accepted.

4.6 PLAY UP, PLAY DOWN

Play up requests must be in written form, submitted with registration, and will require a release of liability for the league and its members properly executed by both parents, when possible, or legal guardian. Play up requests will be considered on an individual basis. Play up will be considered only as justified by brother/sister or coach/child option. Player must meet age division requirement. Play up requests must be re-submitted each season and apply only to the current season. Any player wishing to play down must be accepted by the receiving coach and will not be granted without documentation by health care professionals of mental, physical or developmental handicaps. Play downs should be reviewed each fall. Parents of players playing down will be informed in writing that player is not eligible to play in any sanctioned tournaments.

4.7 MASTER ROSTER

The Registrar shall be responsible to maintain a "Master" Roster. This roster shall serve as the official record of player's participation for all matters that may require such verifications. It shall be the Coaches' responsibility to see that the players on his team are on the master roster.

4.8 REGISTRATION DEADLINE AND LATE REGISTRATION

The registration deadline will be seven weeks prior to the start of the respective division's season. Registrations postmarked after the registration deadline will not be guaranteed placement on a team. **Late registrations forfeit neighborhood preference.** NOTE: Late registrations will consist of any returning players that are not registered on time including coaches' children. Coaches of draft division teams may choose these players in the draft. **Returning players registering late will be placed on the previous season's team only if an opening exists.**

4.9 LATE REGISTRATION AND WAITING LIST

Regardless of the handling of late registrations received prior to placement or draft, late registrations received after placement or draft will be placed on a waiting list to be handled in accordance with current policy. Any completed registrations received after the registration deadline will be placed on existing teams on a space available basis (See section 301 "Teams – Number of Players"). If no team is available, the RCYSL shall return the registration fees without penalty. The waiting list is handled in a first come, first served manner. Placement of players to teams will be on a space available basis (See section 301 "Teams – Number of Players"). No player will be placed on a team once the respective division's season has begun.

4.10 IMPROPER REGISTRATION

Any team playing a player who is over age or who is not registered or who is improperly entered on the team's roster shall forfeit the game(s) in which that player takes part. No player may play who is not registered. No player may play a team for which he is not properly rostered. Violations of this section may subject the team and/or players to appropriate disciplinary action.

Section 5 Team Formation and Numbers

5.1 TEAMS - NUMBER OF PLAYERS

In the U16 and U19, the desired number of players per team shall be 18 (eighteen). No team shall be allowed more than 25 (twenty-five) at any time.

In the U14, the desired number of players per team shall be 15 (fifteen). No team shall be allowed more than 18 (eighteen) players at any time.

In the U12 division, the desired number of players per team shall be 11 (eleven). No team shall be allowed more than 13 (thirteen) players at any time.

In the U10 Division, the desired number of players per team shall be 9 (nine). No team shall be allowed more than 10 (ten) players at any time.

In the U8 Division, the desired number of players per team shall be 8 (eight). No team shall be allowed more than 9(nine) players at any time.

In the U6 Division, the desired number of players per team shall be 8 (eight). No team shall be allowed more than 9(nine) players at any time.

To field a team for competition, the minimum number of players is as stated in section 7.3.

5.2 TEAM

All players on a team **MUST** be properly registered with the RCYSL. Identical team names shall not be used for more than one (1) team in the same age division. A youth amateur player who meets the age, registration and assignment requirements in these league rules is considered an eligible player if playing on the team to which he/she is assigned. The team formation process will be random in nature. "Special" requests by players, coaches, or parents for specific team assignments are strongly discouraged. Criteria for player assignment will include **NO** consideration for the ability of the player or the relative strength of the team. All forms of recruiting, invitations and tryouts are specifically prohibited at the recreational level. Coaches will have no direct input to, or involvement with, the assignment of players to their teams.

5.3 TEAM PLACEMENT AND CONTINUATION

5.3.1 TEAM FORMATION AND PLAYER ASSIGNMENT

All children qualifying for the U8, U10, U12, and U14 age groups for the first time ("B" Flight players) will become the player pool for the purpose of team formation. Teams will be formed from players in the pool by the following methods:

U8 and U10 - Random placement by neighborhood

U12 - Random placement by east/west location

U14 - Random placement by east/west location whenever possible. If east/west placement is not possible, placement will be citywide.

The effect of this policy will be to assure team continuity during the two years that a player spends in each age group, and to enhance each player's soccer experience by reforming teams upon entry into a new age group.

Players are placed on teams in accordance with procedures established by the BOD.

5.3.2 TEAM CONTINUATION

In divisions U8 and U10, as long as 5 (five) or more players in U8, and 6 (six) or more in U10 stay together, the team shall continue as the teams progress from B Flight to A Flight.

In divisions U12, U14, U16, and U19, as long as 7 (seven) or more players stay together, and have a coach (or a team rep by draft night), the team shall continue. If a team drops below 7 (seven) players or does not have a coach, the remaining players will be placed in a player pool.

5.4 RETURNING PLAYERS

In U8, U10, and U12, when a player has been placed on a team, and as long as he plays each season, he has a right to remain there **throughout that age division** unless he quits, transfers off, fails to register on time, or the team is disbanded.

In U14 and above, when a player has been placed on a team and as long as he plays each season and is age eligible, he has the right to remain there throughout that age division until he quits, transfers off, fails to register on time, or the team is disbanded. Players absent for one or more seasons will be put in the player pool.

5.5 RELATIVES

The head coach (coach appearing on valid team roster) has a right to have his/her children on the team he/she coaches, if the player qualifies for that age division. Child is defined as: Natural\; step-child\; adopted\; foster\; or ward. Brothers and sisters have the right to be on the same team within an age division. Brother and sister are defined as: Natural\; step\; half\; foster\; ward or adopted.

5.6 PLAYER POOL

The player pool is defined as the group of players that are not assigned to a specific team and/or did not register on time. Team placements are made from the players in that age division.

5.7 RANDOM PLACEMENT PROCESS

Players shall be placed by random from the player pool with total disregard to the players' identity, preferences, ability, team desires, etc.

5.7.1 REGISTRAR AND PLACEMENT COMMITTEE

The League Registrar shall direct the placement of players on teams by the age division registrars in accordance with Section 5.3.1. The actual placement shall be by a division placement committee, headed by the divisional registrar with approval and direction by the League Registrar, two other division board members, and one impartial league board member. Anyone may attend the placement committee meetings.

5.7.2 PLACEMENT PROCEDURE

1. After registration, the divisional registrar shall determine the continuity of existing teams according to section 5.3.2.
2. Based on the number of players in the player pool and the number of spaces available on existing teams, the division registrar will determine how many teams are required. The registrar will determine specifically how many players are required for each team before the meeting of the placement committee. The teams shall be formed with numbers as close to the same size as possible while keeping within the neighborhood concept for all U8, U10 and U12 age divisions.
3. There shall be a board meeting after the registration deadline and prior to placement night to rule on any transfers or special requests.
4. Special players shall be placed first, such as coaches' children.
5. The placement committee shall place those players in the player pool on teams in the U14, U12, U10, U8 and U6 (Peewee).

5.8 PLAYER TEAM PLACEMENT METHOD

Players shall be placed on teams by the following methods:

Age Group Team placement method

U8 Neighborhood, Random
U10 Neighborhood, Random
U12 East-West, Random
U14 East-West, Random, citywide if this is not possible
U16 League Wide Draft
U19 League Wide Draft

5.9 NEIGHBORHOOD

Players and teams are classified in a certain neighborhood to facilitate playing on teams close to their homes for convenience of travel to practice. The neighborhood of a team shall be the area that the majority of its members reside in. The neighborhood of a player shall be the area that a player lives in. Since schools are not indicative of the residence of players, they shall not be used.

5.9.1 NEIGHBORHOOD AREAS

The following are a list of neighborhoods to be used:

1. Northwest
2. Southwest
3. Southeast
4. Northeast

5.9.2 NEIGHBORHOOD PLACEMENT

Players shall be placed on teams in their neighborhood in the age groups that such placement by neighborhood is a factor. Once a player is placed in a neighborhood by the registrar, they can change only by due process as

directed herein. Players in the Under 8 age division may request a transfer because of special consideration, such as baby-sitter location, etc.

5.9.3 NEIGHBORHOOD TRANSFER

When a player moves to another neighborhood, he may continue to play on the team that he has played on or he may request a transfer to the neighborhood of his new residence. The request must be processed before team placement or wait until next season. The player would then be placed on a team from the player pool by the normal placement process of that age division.

5.10 PLAYER RELEASE AND TRANSFER

A player may request a release or transfer in writing from his present team and general placement at registration.

Any player registered to a team is bound to that team for the entire seasonal year unless he requests a transfer. All requests for transfers shall be submitted to the RCYSL BOD in writing, stating the reason for the request for transfer. Release and transfer of players will be permitted only when a case of player hardship can be shown to exist. The RCYSL board of directors must approve a release and transfer. This rule is intended to inhibit the formation of select teams. This can only be executed before the third game each season, the sole exception being a move of residence in excess of 20 miles. A player cannot request transfer to a specific team. He can only request general placement.

5.11 RECRUITING

Teams not governed by the draft system may recruit players to their team provided:

1. The player has not played organized soccer in Rapid City in the last 3 (three) seasons.
2. There is a space available based on desirable team sizes as defined in section 5.1.
3. The approval of the registrar.
4. The player must be put on the official roster by the League Registrar and a 24 hour waiting period is required or the team plays illegally.

5.12 TRADING

Coaches may trade players for reasons of transportation, provided that all coaches affected, the league registrar, and the division coordinator unanimously approve said trade. Coaches affected are considered to be the coaches that play against the teams involved in the trade for standings. All trades must be completed prior to one week before the season begins. All trades will be for the duration of the season.

Section 6 Game Guidelines

6.1 100% AFFILIATION AND UNAFFILIATED PLAY

No team shall participate in games or tournaments against teams unaffiliated with USYSA. No team shall have unregistered players. Every player on every team (in this league) shall be a member of this league.

6.2 SPORTSMANSHIP

Activities of the RCYSL shall be in accordance with the USYSA Codes of Conduct and RCYSL Code of Conduct.

Section 7 Rules Of Play

7.1 GENERAL

The rules of play shall be the LAWS OF THE GAME as published by FIFA, except those modified for the benefit of youth soccer by the United States Soccer Federation (USSF), United States Youth Soccer Association (USYSA), the South Dakota State Soccer Association and /or as specified herein.

7.2 SEASON START DATES

The spring season will start no later than the first weekend in April and fall season will start no earlier than the last weekend in August (Exceptions require BOD approval).

7.3 NUMBER OF PLAYERS FOR PLAY

A team, for the purposes of this regulation, shall be defined as a minimum of seven (7) uniformed players for the U14 and older. The U12 minimum is defined four (4). The U10 minimum is defined as three (3). In U8, the minimum is defined as three (3).

In U8, U10, U12, and U14 divisions, each team must field equal number of players at the beginning of the game and continue to play equal numbers with the exception of one team receiving a red card. In the U 16 and U19 divisions, when one of the teams fields nine or less players, the opposing team will field no more than ten players.

7.4 STARTING TIME AND GAME STOPPAGE

Each scheduled game shall be started by the referee as close to the scheduled time as possible. The referee shall grant each team a fifteen (15) minute grace period, as necessary, in reporting to the field of play. In the event a team is tardy by more than the grace period, the game shall be played if the field scheduling permits. However, the team on the field shall have the privilege, after roster check-in with the referee, of requesting the referee to call off the game for reason of excessive delay or prior commitment. The Trial Board may order the game rescheduled or one or both teams declared in forfeit after consideration of the circumstances.

7.5 PLAYING TIME

Younger players, those in the U8 and U10 Divisions, have the right to play no less than one half of each game.

Intermediate players, those in the U12 and U14 Divisions, have the right to play no less than one half of each game (Subject to discipline by the coach.) Parents must be notified in writing prior to the game of disciplines.

Older players, those in the U16 and U19 Divisions, should play based on fairness, game conditions, injuries, etc.

7.6 FIELD AND BALL SIZE, DURATION OF GAMES

All regularly scheduled games shall be played in two equal periods. The U6 and U8 divisions are the only exceptions to this rule. Teams in the U6 and U8 division will take quarter breaks. There will be a ten minute half-time intermission, maximum, for all age divisions U10 and above. Field and ball sizes will be as follows:

Under 6 Division: (4-5 age group) 4 quarters of 8 minutes each, play on modified sized field; use size 3 ball.

Under 8 Division: (6-7 age group) 4 quarters of 12 minutes each; play on modified sized field; use size 3 ball.

Under 10 Division: (8-9 age group) 2 halves of 25 minutes; play on modified sized field; use size 4 ball.

Under 12 Division: (10-11 age group) 2 halves of 30 minutes; play on 3/4 to full-sized field; use size 4 ball. Game will count for record if more than 8 minutes of the 2nd half has been played before an early termination.

Under 14 Division: (12-13 age group) 2 halves of 35 minutes; play on full field; use size 5 ball. Game will count for record if more

than 10 minutes of the 2nd half has been played before an early termination.

Under 16 Division: (14-15 age group) 2 halves of 40 minutes; play on full field; use size 5 ball. Game will count for record if more than 15 minutes of the 2nd half has been played before an early termination.

Under 19 Division: (16-18 age group) 2 halves of 45 minutes; play on full field; use size 5 ball. Game will count for record if more than 20 minutes of the 2nd half has been played before an early termination.

All age groups will have half-time breaks of at least five minutes, but no more than ten minutes. Referee has the final decision on shortening half-time break. In cases where it appears likely prior to the start of a game that a regulation length game will not be played (due to threatening weather, late start, approaching darkness, etc.) the referee may implement "shortened half" rules which would modify game times as follows:

U8 - 5-minute quarters

U10 - 15-minute halves

U12 - 20-minute halves

U14 - 25-minute halves

U16 - 30-minute halves

U19 - 35-minute halves

7.7 TEAM UNIFORMS

Each RCYSL team shall wear league-approved uniforms. Goalkeepers shall wear a shirt of contrasting color. Uniforms shall be clean at the start of the game. It is the home team's responsibility to provide uniform colors which contrast with those of the visiting team.

7.8 GAME PROCEDURES-DUTIES OF THE TEAMS

Each team must have available for presentation, upon request by the referee or opposing coach/manager, a completed and valid team roster to be utilized as confirmation of player eligibility. Each player shall, in turn, present himself/herself for inspection by the referee, and the opposing coach/manager if requested.

Irregularities of player eligibility and any other potential cause for protest shall be brought to the attention of the opponent and the referee and, if resolved prior to the start of the game, shall not be cause for protest.

Teams are encouraged to recognize difficulties and to resolve them prior to the game in order that unburdened play is accomplished. The game shall be played, however, and a team shall indicate, in the event of an unresolved matter, to the referee and to the opponent, that the game is being played under protest, signifying intent to file a formal protest. Coaches and referees will fill out a game report, prior to leaving the field at the end of each game. Each team shall provide an official game ball, subject to acceptance by the opponent and the referee. Fields and Equipment: Both teams shall be responsible for the general condition of the field of play and corner flags. Nets are mandatory. The last 2 teams playing on a field on any given day are responsible for securing corner flags in the equipment shed.

Game Uniforms-Color Conflict: When the uniforms of two competing teams are similar, the home team shall effect a change to colors that are distinct from those of the opponent. Player Safety: Coaches and parents are responsible for insuring that no player shall be allowed to play in any regularly scheduled game with an injury that playing can aggravate or which constitutes a danger to other players. Players shall not wear rings, watches, earrings, or dangerous ornaments. Artificial limbs, devices, casts will be properly padded (minimum one (1) inch) and approved by the referee. This approval is granted only for the RCYSL. Spectator Rule requires that all spectators remain outside the fences on all fenced fields. This is a safety issue as well as a cause of disruption to the game. The final responsibility is that of the referee.

7.9 GAME PROCEDURES-DUTIES OF THE REFEREE

The referee will be in complete charge of the players, team officials, and playing grounds from the time he enters the field of play until he leaves the field of play. He shall determine the fitness of the field and, in consultation with the coach/manager of the home team shall satisfy himself that the rules of use of the playing surface set forth by the field owner are not violated. The referee is required to summon each team, in turn, to inspect each player. The referee will sign Referee's Cards signifying his inspection of player's persons. If a game is being played under protest, the referee shall so indicate on the Referee's Card. Prior to the start of the game the referee shall decide whether to utilize volunteer lines-persons and if he decides to do so, shall instruct the lines-persons on their duties. The referee shall complete each Referee's Card to report the outcome of the game and any other reportable specifics. Instances of misconduct or other incident may require a separate letter as an addendum to the Referee's Card. All instances of player caution (yellow card) and ejection (red card), and coach ejection shall be noted on the Referee's Card and circumstances reported immediately following the game to the respective Division Coordinator. Spectator Conduct: During any game sanctioned by or regularly scheduled

by this league, a referee may stop the game. If the offender is guilty of violent conduct, serious foul play, or the use of foul or abusive language, or if the conduct is deemed to be interference by the offender as defined in subdivision (d) of

Law V - Referees - FIFA Laws of the Game, the referee may terminate the game. Player Ejection-Red Card: Players receiving a red card (ejected from the game and field of play) shall automatically receive a one game suspension. The suspension shall be in effect during the next regularly scheduled game (regular season, play-off, or championship games are included in this definition). Note: Any player receiving a red card in the Under 10 Division will not be suspended from the next game, but will only be required to sit out the remainder of the game in progress. Player Caution-Yellow Card: Player accumulation of three (3) cautions within one season will be suspended for the next scheduled played game.

7.10 SPECIAL RULES FOR DIVISION PLAY

The Division Coordinator may modify rules of play each season by presenting a list of such modifications to the RCYSL board of directors for approval prior to each season beginning and as required. These rules should be in effect for that seasonal year only and must be renewed each seasonal year.

7.11 PEE WEE PROGRAM

Rapid City Youth Soccer League--Group Training League

1. For those children who have reached or will have reached their 4th birthday, but not their 6th, before August 1 of the seasonal year.
2. Purpose: To introduce the players to (1) how to kick the ball, (2) how to trap the ball, (3) how to dribble the ball, (4) how to throw in the ball, and (5) to introduce the player to team play.
3. Equipment Supplied: Each participant would receive a non-returnable RCYSL Training League Shirt.
4. The season shall begin as determined by the Pee Wee Coordinator and approved by the BOD with a seminar for the players, parents and coaches. Games will be held a minimum of 3 (three) consecutive Saturdays. Children will be placed by the Pee Wee Coordinator.
5. The teams shall consist of an equal number of players.
6. Teams may be co-educational.
7. Each team shall have one or more coaches. Coaches may be from the Under 16 or Under 19 Divisions.
8. Games will have no referees. Coaches from each team will be on the field. Coaches may assist the players by showing positioning only. They should not touch the ball when it is in play. Play will consist of 4 equal quarters of 8 minutes each. Each player shall play 75% of each game.
9. No standings or scores shall be kept.
10. Teams will be dissolved after the season.
11. The Under 6 Division will play under it's own operating rules. (The USYSA modified rules and addendum)
12. This is a learning and fun time. No parent, coach or other adult present at the field shall be allowed to belittle, deride or make abusive comments to any player.

7.12 INSTITUTION OF MODIFIED SOCCER RULES IN UNDER 8 AND UNDER 10 AGE DIVISIONS

The RCYSL has implemented a developmental player program utilizing modified playing rules in the U8 and U10 age divisions. This program will emphasize basic skills development, self-confidence building, and pure recreation by employing the following rule modifications:

7.12.1 Under 8 Age Group

1. Field size will be a maximum of 35 yards X 30 yards.
2. Team rosters will contain no more than 8 (eight) players, and the maximum number of players on the field will be 4 (four) per team.
3. There are NO goalkeepers
4. No referees will be used.
5. No scores or standings will be kept.
6. Other rule modifications as required to "scale down" the game to this age group.

7.12.2 Under 10 Age Group

1. Field size will be a maximum of 60 yds. X 45 yards.
2. Team rosters will contain no more than 9 (nine) players and the maximum number of players on the field will be 6 (six) per team.
3. No offsides
4. All team members should have the opportunity to play all positions, including goalkeeper.

5. Referees will be used. Games will provide training for entry-level referees.
6. Other rule modifications as required to "scale down" the game to this age group.

Except where specifically altered by the RCYSL Board, USYSA modified playing rules will be employed.

Section 8 Coaches

8.1 TEAM ORGANIZATION

COACHES: The coach shall be responsible for the training and play of his team. Assistant coaches shall be chosen by the coach. Any team having a coach under the age of 18 shall be required to have an adult designated who is responsible for the safety of the players. All coaches are encouraged to participate in formal training by the end of the first season of play. Coaches will demonstrate a good example of sportsmanship and moral conduct.

8.2 COACH SELECTION

The Division Coordinators are responsible for enlisting coaches in their divisions. All coaches are to be approved by the board of directors each season. The Division Coordinator shall present a list to the board as soon as possible and before games begin. The intent of this rule is to assure top quality coaches and a method of controlling the same. It is encouraged that the parents of the team players approve them. If more than one person is requesting to coach a team, the Division Board shall conduct interviews and select the best-qualified coach.

8.3 COACHES TRAINING

Coaches from U10 through U19 must be "F" licensed to coach in the RCYSL. All Challenge coaches must have at least a "D" license, and will have ONE SEASON after the first coaching assignment to acquire the "D" certification. U8 coaches are allowed one season before having to acquire their "F" certification. All coaches must have taken five (5) hours of refresher training annually in order to continue coaching. The RCYSL will offer refresher opportunities at least twice annually. Coaches must attend a rules meeting every season, with coordinators talking to their specific groups. The meeting is mandatory.

8.4 TEAM PARENT VOLUNTEERS

The coach shall obtain the required parent volunteers as follows:

1. Assistant coaches.
2. Team parent volunteers to assist in coordinating activities of the team i.e.:
3. Treats (schedule and remind)
4. Concession Stand (as required)
5. Pictures (take orders on team photos)

8.5 EQUIPMENT

Coaches are financially responsible for league issued equipment.

Section 9 Games Scheduling, Cancellation and Forfeiture

9.1 GAME SCHEDULING

All games shall be played as scheduled.

Games shall be scheduled by the Division Scheduler and approved by the League Scheduler before being distributed. Revised schedules shall be approved by the League Scheduler prior to their being distributed. Games will be scheduled according to the following procedures:

1. No team may play more than 2 (two) games within a calendar week, except as required by tournaments or the rescheduling of canceled games\; however, if more than 2 (two) games are necessary in a calendar week, the coaches and the division scheduler must give their consent prior to the scheduling of any extra game.

2. Weekday games are limited to 2 (two) per day per field on a field that cannot be artificially lighted, except as may be otherwise provided by the appropriate divisional scheduler in special circumstances. Weekday games should not be scheduled to begin prior to 5:00 PM.
3. Fridays, during regular season play, are whenever possible, reserved for rescheduling canceled games.
4. Each team shall play, during the regular season, a minimum of one round of play per season in its division or flight, and if a division or flight contains 13 or more teams, it shall be subdivided in a manner so that each subdivision has less than 13 teams. Additional whole rounds of play may be scheduled provided there is no violation of rule #1 of these guidelines. A minimum of 8 games and a maximum of 14 games are recommended for each team.
5. Recreational/Challenge teams in each age division play each other only if recreation coaches agree.

9.2 GAME FORFEITURE

Game forfeits will be as determined by trial board on case-by-case basis.

9.3 GAME CANCELLATION AND POSTPONEMENT

Cancellation or postponement of scheduled games will be considered due to any of the following criteria:

1. Any weather conditions that the appropriate divisional coordinator or the game referee determines may threaten the player's safety or be hazardous to the preservation of the playing field.
2. In the event a team is unable to field a team as per RCYSL section 7.3 due to a scheduled school activity that is approved by the league scheduler.

9.4 GAME CANCELLATION/RE-SCHEDULING

Once a game is called off, it shall be considered as either canceled or postponed at the discretion of the league scheduler.

A game may be called off by any of the following methods:

1. The assigned referee may call the game at any point immediately prior to or during the game in accordance with section 9.4, number 1. The referee is responsible for notifying the respective divisional coordinator and the referee scheduler of the decision under section 9.4, number 1. The referee scheduler will notify the league scheduler.
2. The divisional coordinator may call any or all of the games off within the division in accordance with section 9.4. The divisional coordinator is responsible for notifying all the coaches involved, the league scheduler and the RCYSL President.
3. The RCYSL President may call all the scheduled games, on a given day, in accordance with section 9.4. The RCYSL President is responsible for notifying all the Division Coordinators, the area radio stations, and the league scheduler. Division Coordinators will be responsible for notifying the coaches. The league scheduler is responsible for rescheduling postponed games and notifying the division scheduler and the referee scheduler.

9.5 FIELD ASSIGNMENTS

The league scheduler makes field assignments for league play and practice. Team practice on any soccer field is permitted only with prior approval of the League Scheduler. These fields include those located at Sioux Park, Omaha, Campbell, Denver, Fairmont, Noordermeer, etc. Teams must practice on the fields assigned to their division for regular league play. Practices, when allowed, are scheduled through league scheduler. Illegal Practice will result in the coach being ejected from the next regular scheduled game.

Section 10 State Recreational Tournament

10.1 STANDINGS

The league champion and league runner-up in each age group in each division shall be the teams who have, at the end of regularly scheduled play, accumulated the highest and second highest total of points in accord with rule of three (3) points to the winning team and one (1) point each in the case of a tie. The regular play league standings shall determine the league representatives to the State Tournament. In the event the top two teams are unable to attend, representatives shall be the next highest standing teams. A regular scheduled play is minimum of one round and any additional whole rounds played within its division/flight. If there is a subdivision, the (1) top team of each will qualify to go to state. If an age division or divisions is unable to play the required minimum of completed rounds, the RCYSL board of directors shall determine team standings within the affected division or divisions. Games played against other age teams shall not count for standings, unless SDSSA specifies otherwise. No official standings shall be kept in the Under 8 Division.

10.2 PLAY OFF GAMES

If two teams have an equal number of points and are therefore, tied, for the season championship, the tie may be required to be broken for purposes of placement in tournament playing brackets. The following criteria are to be used, in the order listed, to determine which team will be eligible to attend the state tournament:

1. Record of head-to-head competition between tied teams.
2. Team with lowest number of goals scored against it during head-to-head competition between tied teams.
3. Tied team with least number of goals scored against it during regular (season) league competition.
4. Play-off game or kicks from penalty mark as per FIFA rules.

In case of a tournament play-off game, a winner must be determined. If a tie exists after regulation time, there shall follow two overtime periods with a five-minute intermission. A toss of the coin shall determine the positions of the teams on the field for the first period, which shall be reversed for the second period. The duration of each period shall be as follows:

Division Durations of each overtime period:

- Under 19 15 minutes
- Under 16 15 minutes
- Under 14 10 minutes
- Under 12 10 minutes
- Under 10 10 minutes

In the event of a tie at the end of overtime play, the winner will be determined by penalty kicks. (See FIFA RULE BOOK)

10.3 PLAYER PICKUP PROCEDURES FOR STATE TOURNAMENT

Coaches are prohibited from contacting any prospective guest players prior to implementing division pickup procedures.

1. Prior to guest player draft, each coach shall poll their own team to determine which players will be able to participate in the State Tournament. A list of available players on each team is to be compiled by each Division Coordinator. The list shall be updated within 24 hours of the last team in the division to qualify for State Tournament.
2. As each team qualifies for a berth in the State Tournament, the coach shall provide in writing to the Division Coordinator a list of players whom they wish to contact for the purpose of joining their team for State Tournament play.
3. This list shall consist of age eligible players in good standing with the RCYSL.
4. Upon receipt of the list from each qualifying team, the Division Coordinator shall compare the lists to preclude any conflicts.
5. The Division Coordinator shall arrange, within 72 hours of the latest teams qualification, a meeting of all division coaches for the purpose of completing the selection of which teams will contact which players.
6. **NO PLAYER MAY BE CONTACTED BY OTHER THAN THEIR OWN COACH AS TO THEIR OWN OR THEIR FAMILYS' INTEREST IN OR AVAILABILITY FOR THE STATE TOURNAMENT PRIOR TO THIS PLAYER SELECTION MEETING.**
7. **VIOLATION OF THIS "NO CONTACT" REQUIREMENT WILL RESULT IN THE AUTOMATIC SUSPENSION OF THE COACHES OF THE TEAM INVOLVED FOR THE REMAINDER OF THAT SEASONAL YEAR ENDING AUGUST 31, PLUS THE FOLLOWING FALL SEASON. IF THE TEAM, WITHOUT THOSE COACHES, CONTINUES IN THE STATE TOURNAMENT COMPETITION, IT WILL BE LAST IN THE PLAYER SELECTION SEQUENCE.**
8. Coaches must carefully consider player friendships in selecting whom they wish to contact.
9. "A" Flight drafts first. The first place team in A Flight drafts first, followed by the A Flight second place team; in rotating order until "A" Flight teams are filled. The same procedure is followed for "B" Flight.
10. If an eligible player declines a request for draft, he/she is not eligible for further consideration.

Section 11 Referees

11.1 REFEREES

Referees shall:

1. Meet the certification criteria of the USSF.
2. Be at least 12 years of age at the start of the season, during which they officiate.
3. Be required to dress according to the specifications of the USSF Guide for Referees.
4. Provide for themselves, uniforms and equipment as required by the USSF and the RCYSL.

5. Be evaluated by an assessor prior to any change in their status or authority to officiate.
6. Officiate in the age division for which they are assigned.
7. Officiate using the rules and methods approved by the USSF and the RCYSL BOD.
8. Failure of a scheduled referee to show up (or no referee scheduled) will not be the cause for canceling the match.
9. A substitute referee may be chosen upon the agreement of both coaches, and his/her decision shall be final. In any case, the home team coach will notify the Division Coordinator that no referee announced himself/herself to the game on that date. It is recommended that each team have at least one licensed referee affiliated to it.
10. In the event a referee cannot be chosen to the agreement of both coaches, the coaches themselves shall referee. Each coach will referee one half of the match. The toss of a coin will decide who referees which half.

11.2 REFEREE TRAINING

The RCYSL shall ensure that training is provided in:

1. The application of the FIFA Laws of the Game.
2. The use of the diagonal system of control.
3. The application of the RCYSL Rules of Play and any appropriate local customs.
4. The proper use of applicable RCYSL forms.
5. Continuing education in the form of training meetings during the playing season. The format can be set by the instructors. A recommended format is to begin with a short lesson and then have an extended discussion period open to any subject the attending referees desire. (Note: These can be incorporated with the pay sessions and attendance should be required for the referee to receive payment. It is also recommended that attendance be required at a minimum number of these sessions during each season.)
6. Field training that is designed to simulate normal game conditions.
7. Whenever possible, training shall be provided by certified referee trainers.

11.3 REFEREE COMPENSATION

1. To receive compensation, officials shall be of grade Referee Class II or higher. As required by the USSF, Associate referees shall not receive compensation for officiating.
2. Compensation shall be made according to the age level game that is officiated. Compensation shall be assessed and established at the beginning of each seasonal year.
3. League linesmen shall meet the certification criteria of the USSF and the RCYSL guidelines to receive compensation for their services.
4. Referees or linesmen who fail to appear for a scheduled game shall forfeit the intended compensation for that game and shall be required to officiate one additional game of equal value, in an equal capacity, without compensation.
5. Referees or linesmen who appear for a regularly scheduled game and for reasons beyond their control, the game cannot be played, will be compensated the usual amount for that game were it played.

Section 12 Conflict Resolution and Disciplinary Action

12.1 GENERAL MISCONDUCT

The league representatives appointed by the RCYSL President shall administer the following:

1. All RCYSL participants shall fulfill their obligations in good faith and uphold the RCYSL By-Laws, Rules, and Code of Conduct.
2. All RCYSL participants shall act in accord with the principles and standards of good sportsmanship and propriety.
3. All RCYSL participants shall act in the best interest of the players. The President shall hear and investigate complaints concerning failure to abide by the above standards of conduct by any league participant. As a result of his investigations the President may:
 - A. Determine no action is necessary.
 - B. Take preventative actions to informally advise league participant of complaints.
 - C. Take immediate action to enforce the Rules and Code of Conduct of the RCYSL pending further investigation by Trial Board.
 - D. Refer issue to Trial Board for further investigation. The President's action shall become a matter of written record. Written notification of the decision made by the President will be sent to affected individuals. Coaches/managers are considered responsible for conduct of players and parents.

12.2 TRIAL BOARD

A Trial Board shall be charged with the responsibility of deciding matters of dispute of issues associated with the play and game procedures. The Trial Board, consisting of three representatives appointed by the President shall hear issues of merit and make rulings resolving the issues. Issues of merit are defined to include only matters of game procedure and execution protested as not in accord with these rules and regulations. Matters based upon the judgment of the referee in executing the laws of the game shall not be heard. Decisions of the Trial Board may be reviewed by the RCYSL board of directors at its discretion or on appeal from a team in accordance with procedures in these rules and regulations. Protests shall not be considered if based upon a contest of the referee's discretion according to the laws of the game. Protest shall not be considered if based upon the protester's misinterpretation or ignorance of the RCYSL By-Laws and Rules. Protests shall not be considered if they properly should have been made or resolved prior to the start of the game. In the former case, the referee shall be requested to annotate his report to the effect that the game is being "played under protest." A protest shall be filed with the appropriate division coordinator or President if no coordinator is available within forty-eight (48) hours of the event, in writing, and shall contain a digest of the circumstances and the protester's desired result. The protest shall be accompanied by a filing fee of \$10.00, which shall be refunded in the event of a decision favorable to the protester. All parties will be notified within three (3) days of receipt of protest, of an impending Trial Board. Penalties, rulings and implementation deadlines of the Trial Board shall be delivered in writing to affected parties within three (3) days of the Trial Board hearing. Trial Board decisions shall stand unless a formal appeal is made to the President for a hearing by the RCYSL board of directors. Appeals of Trial Board rulings must be filed within 4 (four) days after postmark of the transmitted ruling. Formal appeals filed within the 4 (four) day period shall suspend the ruling.

Game related protests:

- (1) Must be lodged prior to the start of the game except for those protests which arise from situations occurring during the game
- (2) Must appear on the referee card

Any game related protest that does not meet these 2 (two) requirements shall be deemed invalid and shall be rejected. There shall be no exceptions to this rule. Protests at the Division VI (6-7) Pee Wee level will deal only with disciplinary actions affecting coaches and spectators.

12.3 APPEALS

A formal appeal is defined to be a request by the affected party/parties to the RCYSL for consideration by the BOD of a ruling made by the Trial Board or of an administrative ruling made by the President, for the purpose of altering or revising the prior ruling. Once an appeal process is begun, the trial board ruling is suspended until the entire appeal process is completed. If the appeal is lost at the final, higher level, all Trial Board rulings and penalties shall be enforced from the date of the infraction to the date of completion of the appeal process. (This includes game forfeitures due to the use of ineligible players. If the appeal is lost, those games the ineligible player played in throughout the appeal process shall be forfeited). Appeals will be heard by the BOD only if the appealing party shows just cause for the prior ruling to be considered:

1. Inappropriate (i.e. penalties considered excessive)
2. Inconsistent with the Rules and By-laws of the RCYSL
3. Unsupported by evidence/testimony
4. If significant new evidence not heard for the prior ruling has become available.

An appeal shall be filed, in writing, with the President within 3 (three) days after the postmark of the transmitted prior ruling. The appeal shall contain a copy of the original protest, significant new evidence, just cause for appeal, desired result, and shall include a filing fee of \$10.00, which shall be refundable in the event of a decision favorable to the Appellant. The President shall at his/her discretion, convene a special meeting of the BOD, or place the matter on the agenda of a regular meeting of the BOD. The appellant and other parties to the appeal action shall be given at least 3 (three) days notice of the meeting and shall appear in order to give testimony. If the appellant is not present, the appeal shall automatically be rejected. The deliberations of the BOD shall be made in an executive session, unless an open session is voted, and the rulings transmitted by mail, within 3 (three) days to the respective parties by the President or designee. The minutes of the BOD, sitting as the Appeals Board, shall be made a permanent record of the RCYSL. Rulings, penalties and implementation deadlines of the BOD, sitting as the Appeals Board, shall be final and effective immediately.

12.4 ENFORCEMENT OF PENALTIES

The RCYSL shall enforce penalties imposed by Affiliated Leagues and Associations upon its participants except that appeal may be heard by the BOD with respect to relief of such penalties and sanctions applicable to participation solely within the RCYSL. Any RCYSL participant found guilty of any of the violations contained herein shall be penalized to the level indicated in the RCYSL Rules or mandated by a Trial Board. Any participant playing under RCYSL auspices, but a member of any other affiliated organization, found guilty of any of the violations contained herein shall be penalized identically. In the latter case, the BOD shall decide which organization will enforce the penalty; the BOD shall inform affiliated organizations of that decision requesting their enforcement if

necessary. In case of multiple violations, the fine assessed shall correspond to the most serious violation. All RCYSL teams and officials shall be honor bound to obey and execute awarded penalties and sanctions.

12.5 PLEA OF IGNORANCE

A claim of ignorance to these rules and regulations shall not be satisfactory grounds for protest or appeal.

12.6 SCHEDULE OF PENALTIES AND SANCTIONS

Player accumulating 3 cautions (yellow cards) during a season:

1. Third caution: Mandatory one game suspension
2. Fourth caution: No suspension
3. Fifth caution: Mandatory one game suspension
4. All subsequent cautions: Mandatory one game suspension.

Player ejected (red card): suspension for remainder of game and for next scheduled played game.

1. Second red card within season: suspension for next two (2) consecutive, scheduled played games, (except U10 division)
2. Three red cards in any one season: Player will be suspended for the remainder of the season if there are four or more games remaining on the schedule. If there are three or less games, the suspension will be for the remainder of the season and carry into the next season for a total of four games. Automatic appeal to the RCYSL board of directors with or without players consent.

Coach/Manager/Spectator removed from field:

1. First removal from a field in any one season: Suspension for remainder of game and next scheduled played game.
2. Second removal from field in any one season: suspension for next two (2) consecutive scheduled played games.
3. Third removal from field in any one season: Suspension for remainder of season if there are four or more games remaining on the schedule. If 3 (three) or less games, the suspension will be for the remainder of the season and carry into the next season for a total of 4 (four) games. Game suspension / sanction will apply to post season tournament games, including State Tournament.

The following violations committed by anyone participating in the RCYSL can be cause for the President to investigate and take action or refer to Trial Board as explained in Section 12.1.1.

1. Coach/manager ejection
2. Invasion of field
3. Invasion of field with game termination
4. Referee harassment or verbal assault
5. Violence, use of abusive/foul language with officials or spectators and/or willful persistence in violence.
6. Violation of RCYSL rules as printed herein.
7. Other circumstances as deemed necessary.

Violations that result in forfeit of game are:

1. Team failure to continue game.
2. Unable to field team player numbers defined in Section 071.
3. Play of ineligible player.
4. Team failure to appear at scheduled time plus grace period. Team will also forfeit with no reschedule.
5. Invasion of field with game termination.
6. Failure to submit valid roster for referee inspection.
7. Willful falsification of registration--forfeit games to point of discovery.

Violations that result in automatic suspension of participant for one calendar year:

1. Physical assault of referee.
2. Use of alcoholic beverages on or near fields and parking lots.
3. Any falsification of registration/roistering

Referee is responsible for keeping track of and reporting to division coordinator and Referee association all:

1. Red Cards
2. Yellow Cards
3. Removals from field
4. Other violations

Referee is responsible for submitting completed Referee Card to League Registrar.