



UNITED SOCCER LEAGUES

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Welcome

Dear USL Club:

Welcome to the 2007 USL Super Y-League and Super-20 League season!

We are pleased at this time to provide you with a copy of the 2007 USL Super Y-League and Super-20 League Handbook.

The Handbook provides you with the policies and guidelines to follow in the operation of your club for the 2007 season. Everything you need to know, from the registration of players to the actual staging of games, is explained in this manual.

We have made changes to the 2007 Handbook, so please take time to read through the entire Handbook and make yourself familiar with its contents. During the course of the year, we are asked many questions, the answers to which are thoroughly covered in the Handbook.

Please use the league office if you have any questions about the information in the Handbook.

United Soccer Leagues

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General League Regulations

Membership

Rule 101 - Super Y-League

The Super Y-League (SYL) is managed by USISL, Inc. USISL, Inc. operates under the auspices of United Soccer Leagues, better known as USL. The SYL is a Member of the United States Soccer Federation. The U20 division of USL is known as the Super-20 League, and all rules of the Super Y-League apply to the Super-20 League.

Rule 102 - Conferences and Divisions

The SYL is divided into four Conferences. There are Divisions within each Conference, based upon geographic proximity and other factors. SYL reserves the right to change any Division for purposes of scheduling and standings. This also includes the right of SYL to move a team into different Divisions or add additional divisions/conferences as needed.

Rule 103 - Right of Membership

Each team, subject to these League Regulations, the rules of U.S. Soccer, the Canadian Soccer Association and FIFA, shall have control over its own affairs.

Rule 104 - Territories

The SYL does not sell franchises, and no club has exclusive territory rights in the SYL. Clubs must train and play league matches within reasonable geographic proximity of their club's home location.

Rule 105 - Reference to Membership Agreement

Information concerning specific membership conditions for clubs shall be found in the SYL Membership Agreement, which is signed by the team and an officer of SYL when the team is admitted into the league. League Membership Agreements are due on the given date set by the league each year.

Rule 106 - Conditions for Termination of Team

Club affiliation and membership may be terminated because of violation of performance bond conditions set forth by Membership Agreement. Teams may also be terminated due to violation of League Regulations through the fixing of game results, bribery or attempts to bribe game officials, as are set forth in Rules 901, 902, and 903 herein.

Rule 107 - Compliance Assessment

Following each season, League Office shall review the compliance record of each club. The Minimum Standards Committee within the division may find that compliance with standards is insufficient and recommend remedial actions to the League Office. In extreme cases of repeated non-compliance the respective executive committee may recommend the termination of the team or club in question.

Rule 108 - Commitment Dates

Clubs intending to play in the next SYL season must irrevocably commit in writing to return for the next season by July 15th of the season. Once this is done, SYL will secure the clubs position in the league, as long as club is in good standing with the league at the completion of the season. Failure to comply with the commitment date may result in club not competing in the subsequent season.

Financial Requirements For Clubs

Rule 201 - Performance Bond

All SYL clubs must post an annual cash bond of \$500.00 per team, which will be held by the league in order to guarantee schedule commitments during the season. Any remaining balance at the end of the season shall be returned at the completion of the season or held for carry over to the following season. Cash bond checks should be made payable to USISL, Inc.

Rule 202 - League Administrative Fee

The league office provides a broad range of services for all teams, which include (but are not limited to) administrative support, scheduling, referee assignment, public relations support, the league internet site, staging

General League Regulations

of league meetings, marketing, league development, regional administration, Olympic Development Program administration and the SYL Finals. For these ongoing services, each team is charged a single administrative fee of \$1,000.

Rule 203 - Fines

Fines will be assessed for violation of league rules, game changes, and any minimum standard requirements. Fifty percent (50%) of the money collected from fines is deposited into the league's ODP system. The remaining fifty percent (50%) will be deposited into the league's general operations budget.

Rule 204 - Payment

Deposits for the season will be required at a date specified by the League Office. Prior to the scheduling meetings all league fees must be paid in full. No team will be permitted to schedule matches until league fees and performance bonds have been paid. All payments must be made out to USISL, Inc. and be sent to USL, Attn; SYL Financial Dept., 14497 N. Dale Mabry Hwy, Suite 201, Tampa, FL 33618.

League Structure

Rule 301 - Governance

All competition in the SYL is governed by regulations approved by the League Office.

Rule 302 - Playing Rules

All games under league jurisdiction shall be played according to the rules and regulations recognized by SYL which shall be the same rules set by FIFA / U.S. Soccer (USSF) / Canadian Soccer Association (CSA), except for those exceptions authorized by FIFA / USSF / CSA herein.

Rule 303 - The Playing Season

The season, will be designated by the SYL, will be provided in the Membership Agreement and be given prior to the scheduling meetings.

Rule 304 - Point System

The SYL will operate under a point system (**See Rule 312**). The League Office reserves the right to deviate from the regular season point system to deal with league playoff situations and the Super Y-League North American Finals.

Rule 305 - Playoffs

All playoff games shall be under the control and supervision of the SYL League Office, which shall make all final decisions on dates and times for such games.

Rule 306 - Super Y-League North American Finals

The Super Y-League North American Finals will take place at the completion of the regular season and playoff series, with the League Office making the final choice on location and dates of each championship event. The Super Y-League North American Finals for each league are SYL owned events.

Rule 307 - League Schedule

The league schedule is the ultimate responsibility of the League Office. Once issued to the public by the league office, no changes shall be made to the league schedule without the written consent of the SYL. The official league schedule is posted on the official web site of the Super Y-League (www.superyleague.com).

Scheduling Changes

All schedule changes, after the final schedules have been submitted by the club, need to be approved by the league office. All game change requests must comply with Rule 314. A "Game Change Approval Form" must be completed before any changes are made. This form is located on the "Administration" section of the league web site. The game change fee has been modified for 2007.

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A time or venue change to the game will cost \$10 each, and a date change to a game will cost \$20. Any change that includes the date, time, and venue will cost the maximum fee of \$35. If a club fails to provide correspondences with the opposing club, an additional \$5 fee will be charged to the club in violation.

No team may make any changes to the schedule without completion of the form and approval of the League Office. No team shall make any schedule changes within 28 days of the match.

Rule 308 - League Standings

Official standings of teams, the keeping of which is the responsibility of the League Office, posted on the league web site. Official League standings include keeping track of wins, losses, ties; goals scored for, goals scored against and total league points.

Breaking Ties in the League Standings -- The breaking of ties in the final standings, playoffs and finals is accomplished by applying the following criteria, in order of importance:

1. Head-to-head record based on total points in League games. ^{A B}
2. Total wins in League games
3. Goal difference in League games.
4. Goals scored in League games.
5. Ranking based on points earned against top four group finishers. This tiebreaker will not be used if four or fewer teams comprise the group.
6. FIFA Fair Play – Team with fewest disciplinary points in League games. (If number of games is unequal, points will be divided by games played to arrive at a common basis for comparison.)
7. Lottery conducted by USL at League office.

Notes:

- A. League games refer solely to games that count towards the regular season standings.
- B. Should more than two teams involved with any of them have played each other an UNEQUAL number of times, this tiebreaker will be skipped.

Rule 309 - Game Length

<u>AGE</u>	<u>GAME LENGTH</u>	<u>HALFTIME</u>
U13	2 X 35	12
U14	2 X 35	12
U15	2 X 40	12
U16	2 X 40	12
U17	2 X 45	12
U20*	2 X 45	12

*- denotes USL Super-20 League

If the game is tied at the end of regulation, the final score will remain a tie.

Rule 310 - Substitutions

Regulation Time

A team may have no more than 18 players eligible for games off of the club roster. A player may be substituted once in the first half. Once the player has been substituted the player may not re-enter the match until the second half. Once player is substituted in the second half, they may not re-enter the match during the rest of the regulation play.

General League Regulations

Entering / Re-entering a Match

Substitutes shall report and submit a substitution pass to the fourth official or assistant referee at midfield, and may not enter the field without the permission of the referee.

Rule 311 - Eligibility

All players and coaches must present their US Club Soccer Identification Card and their team roster (from the Super Y-League web site) to the Referee prior to the match. If the individual's picture is not on the Identification Card and the card is not laminated, the individual will not be eligible for the match.

Rule 312 - Point System

3 points for a win

1 point for a tie

0 points for a loss

Rule 313 - Incomplete Games

In the event that a game cannot continued through full regulation play the game will count if one-half of the game was completed.

If there is no result and the match is suspended prior to the expiration of one-half due to inclement weather or extenuating circumstances, it will resume within the next 24 hours (or some other date / time agreed to by the competing teams in consultation with the league office) starting at the minute that the match was suspended.

The Referee has the final decision on postponement due to weather or field conditions.

Rule 314 - Game Delays and Postponements

In case the game delays or postponement; each SYL home team shall communicate delay or postponement (cellular phones) with the League Office. The League Office shall have and distribute these phone numbers to all teams prior to the start of the league season. It is imperative that the rules and procedures of this section are explicitly followed in determining whether to delay, postpone, or cancel a game.

Authority to Delay or Postpone a Game -- A SYL match may be delayed or postponed due to 1) a lack of preparedness of one or both teams to begin or continue playing a game or 2) unfavorable weather and/or other adverse conditions beyond the control of the participating teams which would make the playing of the game impractical for players, or dangerous for players, other participants, or spectators.

Postponing a Game Prior to Start -- A game may be called off / postponed no earlier than two hours prior to kickoff because of inclement weather or situations considered acts of God, unless agreed to by both teams and the league office. Exception: In a case where a third party (stadium owner) closes a stadium, a game may be canceled more than two hours prior to kickoff, as long as the league and both teams are notified in writing by the stadium owner / managing authority.

Grace Period Before Abandoning a Game -- Unless both teams, the referee, and the league office agree to an alternate plan, teams must wait one hour before abandoning a game that has been delayed. League personnel must be notified of any postponement issues immediately cell phone. Given the difficulty and cost of rescheduling, every attempt should be made to play the game irrespective of the length of the delay.

Game Cancellation Criteria -- SYL game cancellations should occur only in the most serious circumstances, however the personal safety of participants, personnel, and spectators shall always be highest priority. Factors that the referee and SYL shall consider include: whether or not the teams have requested the cancellation, difficulty in rescheduling the game, current and forecasted weather conditions, travel conditions, and the current whereabouts of teams and officials.

Incomplete Game / Standings -- If a game is delayed due to inclement weather or some other extenuating circumstance, and one-half of a game has been completed, the game will be considered complete (See Rule 217 for more detail).

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Rescheduling a Postponed Game -- Any postponed game must be rescheduled within five (5) business days of the original date of the game. If a match is not rescheduled within five (5) business days, the match will be rescheduled by the league office. Any unplayed matches during the season will result in no points being awarded to either team and the match will be recorded as a non-played match.

Rescheduling Considerations -- The League Office shall have the authority to review all the facts, (including fault on the part of either team, unavoidable conditions, expense for both teams, and requests by a team to take a particular action in the best interests of SYL and its teams) in determining whether and when a game shall be rescheduled, who should bear the financial burden as a result of cancellation or rescheduling, whether the game should be forfeited or cancelled permanently, and whether other fines should be levied. The integrity of the league and the home team schedule shall be given considerable weight in the resolution of these matters. Unless the sanction or remedy is set forth specifically in any SYL rules or regulations, the League Office shall decide what action to take, and its decision shall be final. Note that the committed schedule was finalized during the scheduling process and submitted to the league with times and venues.

Written Explanation of Postponement -- Whenever a game is postponed or canceled, the league must receive within 24 hours of postponement or cancellation, a written notice of why the game was not played, including, if necessary, a statement from the owner of the stadium / playing facility.

Facility / Stadium Clearances are Final -- Once a team has approved its individual schedule and the league schedules are released, the league office assumes that a team's home facility / stadium is cleared for all dates on its schedule. The league will not automatically accept a postponement or cancellation of a game after schedules have been approved because a stadium is no longer available.

Rule 315 - No-show / Forfeit

A no-show occurs when a club willfully does not show up at a game and there has been no league approved written agreement for a change of the scheduled game. Penalties for no-shows are as follows:

- A forfeit to the opposing team and additional loss of three (3) points in the standings
- If a club fails to meet game schedule obligations and fails to attend a match, the club will be fined in the amount of \$500.00 per match.
- The league will have discretion to remove any teams for not complying with the league schedule.
- A forfeit will result in a 1-0 win to the team not at fault.

A team unable to attend a scheduled game because of an accident, weather or Act of God should immediately notify the opponent and the league office. Each situation will be reviewed by the league office, which shall render a decision that may be appealed through league RAD procedures (refer to Review, Appeals & Discipline section of the SYL Handbook).

Rule 316.1 - Non-Performance by the Home Team

In the event the visiting team is present at the venue and able to perform and the home team is unable to provide a venue or fails to show at the scheduled venue and time, all sanctions listed in Rule 319 apply, including compensation to opponent.

Compensation could be any or all, but is not limited to, the following items: traveling costs, hotel costs, and referee fees. Compensation will be dealt with on a case-by-case basis by the league office, and the team at loss shall provide receipts for all expense items. Any compensation owed to the visiting team will be paid by the home team to the away team within 5 business days. The home team shall compensate the visiting team within five (5) business days. USL is not responsible for payments that exceed the home clubs performance bond or LOC with USL.

Rule 316.2 - Non-Performance by the Visiting Team

In the event the home team is present at the venue and able to perform and the visiting team fails to show at the scheduled venue and time, all sanctions listed in Rule 319 apply, including compensation to opponent.

General League Regulations

Compensation could be any or all, but is not limited to, the following items: referee fees and facility rental. Compensation will be dealt with on a case-by-case basis by the league office. Any compensation owed to the home team will be paid by the visiting team to the home team within 5 business days. Failure for visiting team to compensate the home team within five (5) business days will result in the possible removal of the team from the league. USL is not responsible for payments that exceed the home clubs performance bond or LOC with USL.

Rule 317 - Non-Performance by Both Teams

In the event, neither team is prepared to commence the playing of a game at the scheduled kickoff time. Or in the event a game is not played to a conclusion on that day, SYL may reschedule the game, or declare the game to have been forfeited by both teams with neither team receiving any points for the game, and may impose further penalties on the teams.

Rule 318 - Withdrawal of a Club

In the event a club withdraws from the league without finishing its scheduled games, it shall forfeit its membership and the following regulations will take effect:

- If at least half of the full schedule of games has been played, all resulting scores stand as validated by the League Office. Any unscheduled remaining games shall be recorded as a forfeit victory for the opponents.
- If less than one-half of the full schedule of games has been played, these completed games will be deleted from the standings.
- The League may, at its discretion, reschedule any or all remaining games.

Rule 319 - Liability

League clubs assume all risks, responsibilities and liabilities for loss, damage, injury or death while using property and facilities during games in leagues affiliated with SYL, whether such loss, damage, injury or death be occasioned by the team or by the league, its officers, agents, or otherwise.

Registration of Players

Regulations Governing Players

The regulations governing all players competing in United Soccer Leagues, along with the status, rights and privileges of these players are set by U.S. Soccer and the CSA, the national governing bodies for the sport in the United States and Canada. Both are affiliated with FIFA, soccer's international governing body.

The following contains all the registration information for the SYL and US Club Soccer. US Club Soccer will be registering all SYL players, and both clubs in the U.S. and Canada are required to register their players to US Club Soccer for each playing season. All US Club Soccer rules and regulations will be enforced concerning eligibility of players.

Rule 401 - Player Registration Terminologies

Amateur Player -- An amateur player is defined by the following: A player who does not receive payment for playing soccer and who has signed an amateur registration form with U.S. Soccer or Canadian Soccer Association. Amateur players may be reimbursed for certain expenses as allowed by USSF / CSA / NCAA rules.

Registered Player -- A registered player is a professional or amateur player who has filed the proper forms as required by USSF / CSA / US Club Soccer, with the proper fees, and has secured any necessary clearances (foreign or domestic) from the player's former club.

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International Clearance -- An international clearance is an official release from a foreign national association where a particular player competed before joining his/her present team. Any player born abroad and not a resident of the country in which they are playing prior to the age of 12, or who last played for any team in a foreign country, must obtain an international clearance from the national association where the player previously competed.

Rule 402 - Registered Players / Release of Players

Once a club team has completed twenty-five percent (25%) of its SYL schedule, a player may not participate on another SYL club in any age group. Until a club team has played 25% of its SYL schedule a player may move to another club. The player, however, may not be registered with two (2) or more clubs at any given time. Special circumstances of a player's release will be reviewed. This includes a player that is moving residence or being dropped from a roster by the team. This must be put into writing directed to the League Office.

Because amateur players are not held to contracts, they are free to leave a club at any time, provided he/she returns team's equipment. The league office will reserve the right to review a player's appeal if he/she is denied permission to play for another team.

Rule 403 - Guidelines for Resolution of Disputes

In the case of a dispute between player and club or between clubs, the League Office, upon receiving written evidence from the club or the player, shall evaluate the evidence submitted and allow seven (7) days for player to respond (if the player so chooses). The League Office shall render his decision on the status of the player's contract and registration within seven (7) days from the last receipt of evidence from either party. The League Office's decision on these matters may be appealed to USSF by U.S.-based teams or to the CSA for Canadian-based teams.

Rule 404 - Player Liability

Players shall assume all risks, responsibilities, and liabilities for loss, damage, injury or death to himself / herself while engaged as a player for a club, or as a player on a representative team of the league subject to applicable state laws and regulations.

US Club Soccer Registration Policies

When a club applies for membership with US Club Soccer, all of the USCS player registration information is available when the club logs into the website. All U.S. and Canadian clubs are required to register their players to US Club Soccer for each SYL playing season. To apply for membership go to www.usclubsoccer.org and click on the registration button at the top of the page. Down the left hand side, click on the apply button and follow the instructions.

Team Rosters & Player Eligibility

Rule 501 - Registration Deadline

All player registration information must be forwarded to US Club Soccer at least four weeks prior to the beginning of the season. Failure to comply will result in players being declared ineligible. New players being added to rosters during the season must be registered no later than ten (10) days prior to the player's first match.

Rule 502 - Master Roster

The Super Y-League Club Roster, located on the official SYL website at www.superyleague.com, is the official player roster of the club. There is no limit to the number of foreign players on the roster, as long as they have the proper international clearance. Only 18 players out of the club roster can be used for matches per team and these players must also be placed on the official score sheet of the match. A US Club Soccer Roster is not a valid roster for Super Y-League competition.

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Rule 503 - Eligible Player

A player who is properly registered with the league through US Club Soccer, and who is not subject to any kind of suspension by the USSF or CSA, is considered an eligible player. The League Office will send out updated player rosters weekly that specify the eligibility of suspended players. Teams using players before they have been properly cleared to compete by US Club Soccer will be subject to the appropriate disciplinary actions by the SYL League Office.

Rule 504 - Ineligible Player

Players listed on the Master Roster but not eligible to play, due reasons such as missing US Club Soccer registration forms, proof of citizenship, awaiting international clearance, serving a league suspension, or not on the official game day roster and line-up sheet shall be considered an ineligible player.

Rule 505 - Illegal Player

Any player that does not appear on the Master Roster shall be considered an illegal player. Any club using an illegal player shall be subject to a loss of three points in the league standings, and forfeiture of the game in which the illegal player was used to the opposing team.

Rule 506 - Player Registration Cards

All players and coaches must present their US Club Soccer Player / Coach Identification Card to the referee prior to the match. If the individual's picture is not on the US Club Soccer Player / Coach Identification Card and the card is not laminated, the individual will not be eligible for the match. Teams will be notified by US Club Soccer of any missing documents. Until these documents are received, the player cannot play. Additionally, a player is not considered registered until the team receives a player pass card from US Club Soccer. Other organization passes may not be used as a form of identification. The only identification for a SYL game is the US Club Soccer Player Card.

Rule 507 - Roster Freeze

The roster freeze is October 1st, of the seasonal year. No club will be permitted to add players to the Official Club Roster after the freeze date. All teams are limited to the 26 players on the Official Team Roster for the SYL North American Finals.

Rule 508 - Player Registration Terminology

U-13 Player => Players born on/after 8/1/93

U-14 Player => Players born on/after 8/1/92

U-15 Player => Players born on/after 8/1/91

U-16 Player => Players born on/after 8/1/90

U-17 Player => Players born on/after 8/1/89

USL Super-20 Player => Players born on/after 1/1/87

Game Officials

Rule 600 - Match Officials

Match Officials must be currently registered through either the USSF or CSA and shall be assigned by the SYL Referee Services Department or the CSA. The match officials shall consist of the Center Referee and two Assistant Referees (AR1, AR2).

Rule 601 - Assignments of Match Officials

Match Officials will be assigned by assignors contracted by the SYL.

Rule 602 - Payments of Match Officials

The home team must pay the match officials prior to the start of the game. The referee fees for each game are as follows:

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(All States & Provinces – Exception: NJ & CA)

AGE	U13	U14	U15	U16	U17	U20
Referee	45	45	50	50	55	55
AR1	25	25	30	30	35	35
AR2	25	25	30	30	35	35

In New Jersey:

AGE	U13	U14	U15	U16	U17	U20
Referee	55	55	55	55	55	55
AR1	35	35	35	35	35	35
AR2	35	35	35	35	35	35

In California:

AGE	U13	U14	U15	U16	U17	U20
Referee	50	50	50	50	55	55
AR1	30	30	30	30	35	35
AR2	30	30	30	30	35	35

Disciplinary Regulations

Rule 700 - Disciplinary Powers

The League Office shall have the authority to suspend, fine, or disqualify players, team officials or competing clubs for violating League rules, or for any action or conduct not in the best interest of soccer or the SYL. The League Office has the authority to act on behalf of the League regarding any breach of the League Regulations or rules, or it may refer discussion on any breach of the rules to the National Review, Appeals, and Discipline Committee for review. The League Office hands down any final decision on a breach of rules. *Please refer to the Referee Section, which contains misconduct classifications as well as other game misconduct.*

Rule 701 - League Disciplinary System

The League Office has the authority to discipline players, coaches or team personnel based upon the SYL Disciplinary Procedures.

- A send off (red card) will result in a minimum of a one (1) game suspension. The Disciplinary Review Committee at the League Office will determine if further punishment.
- Any player accumulating seven (7) yellow cards during the regular season will be suspended for the following match.

All suspensions (except referee assault / abuse) shall commence on the 3rd day following the date of the offense. *However, the league office reserves the right to rescind the three (3) day grace period and have suspensions effectively immediately for misconducts that are especially violent or severe in nature.*

Rule 702 - Serving Suspensions during the Regular Season

The penalties set forth shall apply to all cards awarded to a Player in any SYL match. For the purposes of determining accumulations and Game Suspensions, any games that count as part of a team's official League schedule shall be utilized.

Final Regular Season Game Send-off -- Any player sent off in a final regular season match must serve the suspension in the first playoff or SYL Finals match, unless the season is over, in which case the suspension will be served in the team's first League game the following season.

Guidelines for send off (current match) – Players and coaches sent off from the field are not permitted to watch the game. They must remain in the locker room for the remainder of the match or be outside of the

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facility's premises. Additionally, coaches are not permitted to communicate with their team staff or players during the remainder of the game.-The type of communication prohibited would include: cellular, 2-way radios, electronic/digital, written or verbal. Players or coaches returning to the field of play during or directly following the match are subject to additional sanctions.

Coaching Staff Suspension Parameters & Restrictions -- Any manager, coach, assistant coach, trainer or other official bench personnel is prohibited from assuming any official duty at or near the team bench while serving a suspension. Any infringement of this rule may result in the forfeiture of the game and will include discipline for each infraction. (Any trainer sent off during a match should remain in the locker room area through the end of the match and may only return to the pitch with the permission of the referee in the event of an emergency.)

- Coaches serving suspensions are allowed to communicate with players pre- and post-game only. Suspended coaches may not communicate with the team at half time. Suspended coaches must not be on the field during warm-ups and may not stand or in any way be in close proximity to the field of play. Following a game, a coach serving a suspension may enter the locker room, but must not be in or around the field of play. Coaches must sit in the press box or in some location other than in the grandstand. If this is not possible, then the coach is prohibited from attending the game.
- Communication via cellular, 2-way radios, electronic, written or verbal is strictly prohibited. Additional fines and/or suspensions will result.

Extending a Suspension -- In any case, the SYL reserves the right to impose suspensions beyond any of these parameters for offenses deemed to be particularly violent and against the spirit of the game.

Rule 703 - Suspension during the Playoffs or Finals

Cautions – A player accumulating three (3) cautions during the playoffs will be prohibited from participating in the team's next playoff match. Subsequently, any player accumulating six (6) cautions during the playoffs will be suspended from the team's next playoff match.

Send-offs -- Any player who is sent off during the playoffs will be suspended from the next playoff game, unless the season is over, in which case the suspension will be served in the team's first League game the following season.

Rule 704 - Commencement of Suspensions

In most cases, suspensions shall commence on the third day following the date of the last offense. However, *the League Office reserves the right to rescind the three-day grace period and have suspensions commence immediately for misconduct that is especially severe or violent in nature.*

A player or coach that was suspended in a match must serve the suspension of the match with the said age team they were suspended with. No player or coach may compete on another team within the club until suspension has been served with said team.

The three-day grace period is also rescinded for the playoffs due to scheduling of matches.

Rule 705 - League Office's Discretionary Power on Suspensions

The League Office may, at its discretion, rule that a specific game shall not count toward the completion of a suspension, if satisfied that the game has been purposely arranged by the club with a view toward enabling the player in question to complete his suspension at a specific time in order to qualify him to play in another specific game.

The League Office also may, at its discretion, waive all suspensions for the accumulation of cautions against players and coaches prior to a league championship game.

General League Regulations

Rule 706 - SYL Disciplinary Committee

A panel of individuals from the League Office shall conduct the review of disciplinary issues. Such a panel will consist of at least three people on the USL staff, one of which includes the League Director.

Rule 707 - U.S. Soccer Fine for Serious Incidents

The Secretary General of U.S. Soccer has the power to impose fines up to \$10,000 for any incident bringing the game into disrepute.

Conduct of Teams

Rule 801 - Intentional Throwing of Games

Agreeing or promising to lose a game is in strict violation of the rules of SYL. Any club or personnel associated with a club who promises, agrees to lose, attempts to lose or otherwise adversely affects the outcome of any game with which he / she is or may be in any way associated, or who shall solicit or attempt to induce any player or other person associated with a member club to lose, attempt to lose or otherwise adversely affect the outcome of any soccer game, will be immediately declared ineligible and may be subject to expulsion from the league.

Likewise, any person from a member club that is solicited to commit or has knowledge of any of the foregoing acts and fails to inform the League Office immediately of all facts and circumstances connected with the solicitation, shall be declared by the SYL to be permanently ineligible and may be subject to suspension and expulsion from the league.

Additionally, any player who, in the opinion of the referee and/or the League Office, attempts to purposefully lose a game by intentionally scoring an own goal as a field player, or intentionally allowing an own goal to occur while playing as a goalkeeper, will be subject to disciplinary action which may include forfeiture of the game.

Rule 802 - Illegal Incentives for Winning a Game

Any person connected with a member club who shall offer or give any gift or reward to a player or other person connected with another member club for services rendered, supposed to be rendered, or to have rendered in defeating or attempting to defeat a competing team or otherwise adversely affect the outcome of any game, shall be declared by the League Office to be ineligible for a period of not less than three years.

Likewise, any person with knowledge of such an incident, who shall fail to inform the League Office immediately of such offer and of all facts and circumstances connected therewith, shall be declared by the League Office to be ineligible for a period of not less than three years.

Rule 803 - Gifts to Referees or Assistant Referees

Any person connected with a member club who shall give or offer to give any gifts or reward to a referee or assistant referee for services rendered or supposed to be rendered in defeating or attempting to defeat a competing club, or otherwise adversely affect the outcome of any part of a game, shall be declared by the League Office to be permanently ineligible.

Likewise, any referee or assistant referee who shall render, or promise or agree to render, any such decision otherwise than on its merits, or who shall solicit or accept such a gift or reward for any such service or decision, shall be declared permanently ineligible by the League Office. Any referee or assistant referee who, having been offered any such gift or reward, or having been solicited to render any such decision otherwise than on its merits, shall be obligated to inform the League Office immediately of such offer or solicitation, and all facts and circumstances connected therewith. Failure to report such solicitation shall be cause for the League Office to declare the official permanently ineligible to work SYL games and recommend to USSF / CSA suspension from all matches.

Rule 804 - Betting on Soccer Games

Betting on SYL games by any insider, manager, coach, referee, assistant referee, owner, employee, league officer or league official is strictly prohibited. Any person associated with the league or individual club who bets any sum on any game in any SYL-affiliated league, shall be declared persona non-gratis by the League Office and permanently banned from all SYL activities.

General League Regulations

Rule 805 - Scandalous Conduct

The League Office may suspend for a definite period and/or impose a fine on any officer, director, player or employee of a member club guilty of gross misbehavior in public, including intoxication, drug use, fighting, quarreling, indecency or other scandalous conduct, whether on or off the playing field, when such conduct is, in the League Office's opinion, prejudicial to the best interests of the sport of soccer or the league.

Rule 806 - Moral Turpitude

Any employee, player or official of any member club or the league who shall be convicted of a felony, or who shall have been found by the League Office to have conducted themselves in a manner detrimental to the best interests of soccer or the league, may be declared by the League Office to be suspended for such period of time as the League Office shall deem to be appropriate.

Rule 807 - Tampering

No manager, officer or representative of a club shall approach a registered player, coach or staff member of another club regarding employment unless that contracted party's employing club gives written permission to the requesting club to make such contact. Violations of this rule shall subject the offending party to disciplinary action from the League Office.

Rule 808 - Vandalism / Destruction of Property

No player, manager, officer, or representative of a club shall intentionally damage or destroy the physical property of another club. This prohibition shall extend to the damage and destruction of locker rooms or other area of a leased or owned stadium facility.

Rule 809 - Other Misconduct

Nothing contained in this rule shall be construed as exclusively defining or otherwise limiting conduct, acts, transactions, or practices that are not in the best interests of the sport of soccer or of the league. Any and all other conducts, acts, transactions or practices which are not in the best interests of soccer or the league are prohibited and shall be subject to such penalties imposed by the League Office, such as permanent ineligibility, ineligibility for a period of time, suspension of voting rights, suspension from playing, or suspension of an individual from sitting on committee or advisory board, as the facts in the particular case may, in his/her opinion, warrant.

League Meetings

Rule 901 - Divisional/League Meetings

Divisional Meetings may take place on an individual league basis on dates designated by the League Office.

Rule 902 - Rules of Order

Robert's Rules of Order, except as otherwise provided by the League Regulations, shall govern the parliamentary procedures at all meetings.

Governing Bodies and Committees

Rule 1001 - Super Y-League Director of Operations

The League Director will have the power to:

- Prepare the schedule for league play and playoffs/SYL Finals*.
- Propose and interpret the rules.
- Be the final appeal in protested games.
- Exercise disciplinary powers conferred upon him by the League Regulations.
- Maintain a headquarters office for the league in a city served by appropriate domestic and international air services, and in physical location commensurate with the professional status of the league in this competitive division.
- Conduct the day-to-day affairs of the league and shall employ administrative and clerical staff necessary to carry on the business of the league.
- Have full authority to take any action that, in his judgment, is necessary or desirable to prevent or discourage any conduct by a member(s) or any other person(s) which is not in the Directors opinion, in

General League Regulations

the best interest of the league, or which is not in the Directors judgment necessary or desirable to preserve or protect the integrity or reputation of the league, its members or the sport of soccer.

- Make known and enforce the provisions of these League Regulations and the rules of the league.
- Be responsible for all funds and securities of the league: shall receive all duties, fines, assessments and other revenues paid to the league. He shall deposit all such revenues in the name of the league in such depositories as may be elected by the Chief Operating Officer of USL. He shall keep an accurate account of all moneys of the league for payment of accounts, fees and dues and shall make such payments as shall be due by the league.
- Authority to hire league employees as may be necessary to carry out these rules, league operations, and any other business germane to SYL.

* SYL Finals are property of USL. Bid requirements will be communicated to teams in advance of Championship. SYL Director of Operations has the sole right to select the host site based upon factors such as stadium and field considerations, television arrangements, fan attendance, media coverage, hotel, transportation, etc. SYL holds all television, radio, and web cast rights to the SYL Finals.

Rule 1002 - Chief Operating Officer

The SYL Director of Operations shall report to the Chief Operating Officer, who shall have supervision, direction, control, of the SYL Director of Operations and staff.

Rule 1003 - USISL Inc., Board of Directors

The Board of Directors consists of five members who are elected by the shareholders of USISL, Inc. The Board of Directors of USISL, Inc. manages, oversees and implements policy for all leagues of the SYL system.

Rule 1005 - SYL Advisory Committee

The SYL Advisory Committee provides assistance in development and direction to the League Office. Each Division has an official that serves on the Executive Committee. These committee members are appointed by the League Director.

Rule 1006 - Standing Committees

The League Office shall have the discretion to appoint and disband a National RAD Committee, Competition Committee, Divisional Strategic Input Committees, Minimum Standards Committee, Referee Committee, and any other special committee deemed necessary for the welfare of the league. The League Director shall also prescribe the duties of each committee, which shall report directly to the League Director, who shall be an ex-officio member of all standing committees.

Minimum Standards

The Minimum Standards for competition in the SYL are applied to all Clubs. Minimum Standards define the “minimum” level which Clubs must attain in the various management aspects of running a Club. Clubs that do not meet Minimum Standards run the risk of jeopardizing their status as members of the league.

Compliance with Minimum Standards

Clubs are required to comply with the defined Minimum Standards. The League Director shall have the power to penalize clubs, individual club members or officers for non-compliance of minimum standards, with penalties consisting of warnings, loss of points and temporary, fines or permanent suspension from soccer activities.

The league office regularly monitors compliance. In addition, Clubs are encouraged to report situations / Clubs to the SYL league office which, on the surface, appear to be in non-compliance with Minimum Standards. Reporting non-compliance on the part of other Clubs should not be viewed as a negative but rather as a positive attempt to maintain consistent league-wide standards that ensure professionalism and fairness, both on and off the field.

While all Clubs are required to adhere to Minimum Standards, some Clubs, because of extenuating circumstances, may have been given exemptions, approved in advance, to some Minimum Standards.

Authority of the Director of Operations

The SYL Director of Operations and his designates shall have the power to penalize clubs, individual club members or officers. Penalties may consist of warnings, loss of points in league standings and temporary or permanent suspension from soccer activities associated with SYL. Penalties may be assessed on a one-time basis upon discovery of the infraction, or they may be assessed each and every time a Club is in non-compliance with Minimum Standards.

The SYL office is the highest level of authority in rendering decisions on league rules and possible resulting penalties and fines associated with violation of rules and non-compliance with Minimum Standards.

Clubs may challenge a decision made by the League Director of Operations by following procedures set down by SYL’s Review, Appeals & Discipline (RAD) Committee, which is set up for this purpose. As a member of the U.S. Soccer Federation, USISL, Inc. is subject to oversight with regard to specific U.S. Soccer rules and must comply with U.S. Soccer requirements in order to remain a member in good standing.

Compliance Review for SYL Clubs

At the end of each season, the USL shall review the compliance record of all SYL Clubs. If the league finds that compliance with standards is insufficient, it may recommend that the Club’s status be revoked for the following season. The Director of Operations will render a decision based upon the facts of each case.

Penalties

Penalties may be assessed to Clubs, or individuals for non-compliance with minimum standards or for violation of league rules. A table of such penalties is located within this document.

Primary Club Contact Requirements

Each club must have a Primary Club Contact that handles the following responsibilities: scheduling, referee payments, game operations, travel coordination, web site information. The Primary Club Contact is the only person within the club that communicates with the league office for league information or management. The Primary Club Contact receives all direct information from the league for all of the club’s teams.

Team Administrator Requirements

Each individual team is also required to have a Team Administrator. The team administrator directly reports to the Primary Club Contact. All league information is distributed to the Team Administrators from the Primary Club Contact. Team administrators should contact their Primary Club Contact for questions or information request directed to the League Office. The Team Administrator will serve as the emergency contact for the club for their team.

Minimum Standards

Telephone / Email Communications Requirements

So Clubs may exhibit a level of professionalism, the following telephone / communications requirements are in place for all Clubs associated with SYL:

- All Clubs must have a telephone number which is connected to some sort of 24-hour answering system, during the season
- All Primary Club Contacts must have an email address that is checked on a regular daily basis. All league information such as schedules, standings, general correspondence, PR and announcements will be done through email. Clubs should have an operating base of Microsoft Office. It is recommended to not utilize an America Online (AOL) email account, since the league office has experienced considerable problems with sending email to AOL accounts.

Web Site Requirements

The official web site of the Super Y-League is www.uslsoccer.com. Each club has a designated club page the club administrator can access. The club administrator must complete the necessary information on this site, which includes, but is not limited to roster, contact information, jersey colors, field directions, coaches information, club logo and player profiles. All clubs must comply and maintain their club pages on the www.uslsoccer.com web site.

Playing Venues

The stadium or playing fields used by each club in SYL is the centerpiece of each club's operation. The goal of each club should be to provide an enjoyable experience for the fans, players, officials and everyone involved with the staging of a soccer game. To accomplish this, Clubs must meet the following standards, approved by the individual leagues, which relate to stadiums and playing surfaces.

Venue Requirements

- Natural grass / Field Turf surface in good playing condition at least 106 x 66 yards.
- Club benches - long enough to accommodate at least 11 persons per Club.
- Field marked according to FIFA specifications.
- Clear, distinct field markings, with markings five inches wide.
- Goal nets and corner flags, both free of advertising; corner flags may be no less than five feet high.
- Electronic scoreboard / time clock in working order and spaces for scoring (Optional).

Practice Facility

It is the responsibility of the home Club to provide, upon request, a practice site/field for the visiting Club to train on the afternoon or evening before a match if requested by visiting team 14 days prior to the match.

Hotel Support for Visiting Clubs

It is required that home (host) Clubs provide a list of hotels in their area to visiting Clubs. Preferably, all Clubs will have a designated host hotel that can be provided to visiting Clubs at a discount rate.

Game Week Responsibilities for Home Clubs

The following tasks must be completed by home Clubs prior to all home games:

- Email visiting club directions to the venue.
- Contact the visiting club within 14 days prior to the game to review and verify plans regarding hotel, transportation, directions, phone numbers, kickoff times, etc.

Game Week Responsibilities for Visiting Clubs

- Email the home Club to verify the game venue and game time are correct at least 14 days prior to the match.

Pre-Game Responsibilities of Home Club

- Home Club coach must fill out the game roster on the Score Sheet and sign 30 minutes prior to each game. Coaches who purposely hold back announcing the starting lineup and/or fail to provide the game roster, will be subject to disciplinary action.

Minimum Standards

- Home Club must give the Score Sheet the visiting Club's head coach to complete with their line up and substitutions.
- Home Club should collect the Score Sheet from the visiting Club's head coach 15 minutes prior to kick off and give to their designated statistician.
- Ice and water must be provided at both benches, and should be replenished on request or at halftime.
- Home Club must report to the stadium at least 60 minutes before the start of the game.

Pre-Game Responsibilities of the Visiting Club

- Visiting Club must report to the stadium at least 60 minutes before kickoff.
- Visiting Club coach must fill in and sign its game roster and substitutions located on the Score Sheet 30 minutes prior to each game. This needs to be returned to the home Club head coach 15 minutes prior to the start of the match. Coaches who purposely hold back announcing the starting lineup and/or fail to provide the game roster, will be subject to disciplinary action.
- Visiting Club must bring all necessary medical supplies (pre-wrap, tape, cold packs, etc.)

Home Club Post-Game Responsibilities

The home club is responsible for sending in the Game Score Sheet and calling the score line after a match.

Score line

The home club must telephone the game score to the SYL score line (888-496-9432) within 24 hours of the conclusion of the game.

Game Score Sheet

This is the official statistical sheet for the game, which lists the Club lineups, scoring summary and official statistics, including a list of the game's cautions and send-offs. At the game's conclusion, the coach must initial the score sheet while the referee must verify the cautions, send-offs and goals/assists by also signing the score sheet. This form must be e-mailed, e-faxed to 888-496-9432, or mailed to the league office within 24 hours following the game. The USL office address is 14497 N. Dale Mabry Hwy, Suite 201 Tampa, FL 33618.

Uniforms

- Each Club must have one complete set of home uniforms and one complete set of away uniforms, with uniforms of a given set being identical
- Each uniform must have numbers of at least eight (8) inches on the back of jerseys.
- Each player must keep the same jersey number on an individual team within the club as long as the player is on the Master Roster. A player may not change his/her number unless the player leaves the club for the rest of the season and then returns with another number.
- All Club warm-ups should be identical and should tie in with the color scheme of the uniforms.
- All Clubs must bring both home and way uniforms to all matches.

Bench Dress Code (Coaches/Trainers)

Coaches and trainers must present a professional appearance. Professional appearance is defined as a collared shirt and dress pants / dress (Bermuda-type) shorts or Club warm-up (jacket and pants). Soccer shorts, T-shirts, jeans and sandals are not permitted. The league reserves the right to introduce a more formal dress code for the Championship Game.

Personnel Allowed on Bench

A maximum of three (3) non-playing personnel is allowed on each Club bench. These persons can be coaches, medical staff, or Club management.

Public Relations Requirements

Press Releases – Each Club will be designated a time to produce a press release to the league during the season. Club stories, game stories, Club profiles, player game diary, player profiles and club profiles are some ideas of what should be submitted. This information will be reviewed for the website and distribution to the national/local media.

Minimum Standards

Home Club Requirements for Referees

All Clubs are required to provide a comfortable, safe, welcoming environment for officials, with the basic necessities for an athletic event. Clubs should take note of the following:

At no time should anyone imply -- in any way at all -- criticism of the game officials or refereeing in general or make comments that criticize the visiting Club. Clubs who fail to heed the above guideline will be subject to severe disciplinary action by the league office.

Club Names, Logos

Name Changes - All Club name changes must be given to the League Office prior to the beginning of the season.

Logos - It is mandatory that Clubs develop logos. This is a useful way to promote and develop identity within your club. If Clubs have logos these should be emailed to the league manager prior to the season.

Exemptions to Minimum Standards

SYL ask that Clubs competing in the SYL acquire the best facilities within their capabilities. We understand that everyone cannot play in a stadium venue with dressing rooms and scoreboards. We hope that everyone will work towards securing these venues during their club development. Professionalism is an important aspect to league development and over the course of the next few seasons SYL will be guiding SYL organizations to better their club systems. It is expected that all players, coaches, parents and Club representatives display professionalism and class on and off the fields during the season.

Game Day Operations

To plan, prepare and implement the game day operations in a consistent manner, an overall game procedures system has been developed. Each home club shall comply with these game procedures; however, SYL understands that there will be a wide range of facilities throughout the SYL. Some facilities are better than others. It is important that each facility have a "Saturday Night Soccer" atmosphere rather than a Sunday afternoon park feeling, even though you may be competing on Sunday afternoon. The following pages highlight items that are highly recommended on game days by the USL Office and have been proven useful by fellow members of the USL.

Game Day Presentation

Each club's game day presentation objective shall be to ensure a professional and consistent "look" for all SYL games. This shall be accomplished by adhering to uniform standards developed by SYL. While variations resulting from local traditions are expected, the club shall ensure the game day presentation is highly professional. Each club shall develop its own signature presentation, which shall remain consistent throughout the season.

The following procedures shall apply to all SYL games, including, but not limited to, all regular season, exhibition, playoff, championship, Cup, All-Star, and international games in which any club or Select Club participates.

Pre-Game Procedures

Prior to kick-off, SYL pre-game procedures, as described below, shall be implemented. While these procedures shall not vary additional activities may be included based on the home club's game day entertainment, presentations, and dignitary or VIP recognition.

Exchange of Score sheet

Home club must complete lineup on score sheet 30 minutes prior to the match and then give to visiting club. Once visiting club has completed the line up on the score sheet they should return it to the home club no later than 15 minutes prior to the start of the game.

Club Warm-ups Period

Each Club shall be entitled to a concurrent warm-up period of no less than TWENTY (20) minutes.

Officials and Starting Club Entry

The Game Officials and starting Clubs shall enter the field prior to the start of the Game "International walk out" and face the spectators.

Coaches and Reserve Players Entry

Coaches and Reserve Players will remain in their Bench Areas.

National Anthem (Encouraged but optional)

The National Anthem of the Home Club shall be played immediately following the entry of the Players. Both Clubs shall remain in public view and pre-Game presentation formation during the National anthem and all Players shall face the flag. If the Visiting Club is from another country, the Visiting Club's National anthem shall be played first and their country's flag displayed. The Home Club's anthem shall follow. In this case the Game Timing Sheet shall be adjusted.

During the National anthem(s), the Head Coach, Trainer, Physician, and other authorized bench personnel shall remain standing on the touchline facing the flag. The Game Officials shall stand at center field facing the flag. Players and Game Officials shall refrain from jogging in place, chewing gum, and talking during the National anthem. A respectful appearance shall be maintained.

The Field Manager appointed by the Home Club shall oversee the pre-Game procedures of each Home Game.

Game Procedures

The Game shall commence on the Referee's signal. During the Game, the Referee is in control and in charge of the Game. In conjunction with the Field Manager the Referee shall ensure the Game begins at kickoff and second half at the time so designated.

Game Day Operations

Timing for the Game and Game Clock (Encouraged if scoreboard available)

The official time shall be displayed on the stadium clock, but the time remains under the control of the referee at all times. Before the Game and each half, the clock shall be set at the specified time and shall run down to 0:00. Note: The clock is NEVER to be stopped for the last two minutes of the game.

Halftime shall consist of 12 minutes. At the end of the first half, the clock shall immediately be reset to 9:00 and run down to 0:00. At 0:00, the Timekeeper shall reset the clock.

The Referee shall signal the start of each half, ensuring the second-half clock prior to his signal. The referee shall signal for play to begin or to recommence by raising and dropping his arm and blowing his whistle. He shall signal time-out by crossing his arms at the wrist over his head.

During the course of the game, the referee may adjust the official time on the scoreboard clock by so indicating to time keeper.

Putting a New Ball into Play

When the ball goes out of play beyond the sideline or over the goal line, the nearest Ball Boy or Ball Girl shall make sure that the Player putting the ball back into play has a ball for the restart as quickly as possible.

Halftime

Halftime shall officially begin as soon as the Referee blows his whistle signifying the end of the first half. The duration for all Games shall be Twelve (12) minutes unless otherwise authorized by the League.

The Home club shall replenish the water and ice for the visiting club and provide additional cups if necessary.

Second Half Preparation

FIVE (5) minutes before the start of the second half, each Club shall be notified by the Club Liaison. No later than THREE (3) minutes before the start of the second half, each Club shall exit the locker rooms for the field.

Post-Game Procedures

At the conclusion of the game, whether following regulation, or overtime the following post-Game procedures shall be followed.

Official Score Sheet

The Official Score Sheet shall be mailed, e-mailed, or faxed to 888-496-9432 to the League office no later than 24 hours after the completion of the match.

Field Regulations

The Field Manager shall meet with the Referee at least Thirty (30) minutes prior to the kickoff to assure the field is properly marked, the goals are in place and secure, the nets are properly fastened, the corner and midfield flags are proper and in place, and the balls are properly inflated.

Playing Field Dimensions and Markings

The game shall be played on a field that remains a constant size throughout the league season, unless the League approves a change at least SEVENTY-TWO (72) hours in advance of the game. The dimensions and markings of the field shall conform to the FIFA Laws of the Game.

Condition of the Field of Play

Each club shall work with its stadium management to ensure the field is in the best possible condition for each game.

Grass Specification

The grass length on game day shall not exceed ONE and ONE-HALF (1 1/2) inches.

Corner Flags, and Center Circle

Corner flags shall be on posts not less than FIVE (5) feet high with non-pointed tops. The center of the field shall be so marked and have a circle, which has a TEN (10) yard radius, drawn around it.

Game Day Operations

Goal Area

At each end of the field, a line perpendicular to the goal line shall be drawn parallel on each side of the goal and SIX (6) yards from each goalpost. This line shall extend SIX (6) yards into the field of play from the goal line. A line running parallel to the goal line shall be drawn connected to two perpendicular lines, forming the “goal area.”

Penalty Area

At each end of the field, a line perpendicular to the goal line shall be drawn parallel to each side of the goal and EIGHTEEN (18) yards from each goalpost. This line shall extend for the EIGHTEEN (18) yards into the field of play from the goal line. A line running parallel to the goal line shall be drawn to connect the two perpendicular lines, which shall form the “penalty area.”

Corner Area

At each of the four corners of the field, measuring from the corner flags post, a circle having a radius of ONE (1) yard shall be drawn inside the field of play.

Goals

Each goal shall be centered on the goal line and equal distance on each side from the corner flags. Game day goals shall be the size approved by FIFA.

Bench Area

Both the home and visiting club’s benches shall be placed on the same side of the field, on the side designated by the stadium field plan. The home club shall designate the bench locations at the start of the season, and shall not change these locations during the season. The bench area shall be marked according to FIFA’s technical area markings. It is suggested that the home club provide tents over each bench.

Game Day Management

Game Day Staff

Game day staffing requirements shall depend on the duties of the facility staff pursuant to the facility lease. Each home club shall have a pre-written arrangement with their facility outlining both the club’s and the facility’s responsibility, and which entity is ultimately responsible for in-game equipment repair (goals), implementation of emergency medical and evacuation procedures, spectator misconduct, and contraband items including pirated merchandise, knives, firearms, alcohol, etc. In addition to the stadium’s staff, each home club shall have the game day personnel listed below. Game day staff may be volunteer or part-time employees.

Game day staff shall arrive at the stadium at least ONE and ONE-HALF (1 ½) hours before the game.

Team Manager

The home club’s Team Manager shall have overall responsibility for the day of game operations. The Director of Operations must be available by cellular phone on game day.

➤ ***Referees’ Liaison***

This section shall be read in conjunction with the Referee Section in this manual. The referees’ liaison shall assist the officials with pre-game, halftime, and post-game requests and needs. The teams’ referee liaison is also responsible for keeping the League Referee Handbook with them during each match.

Field Manager

The home club shall designate a Field Manager who shall be wholly responsible for all organization and supervision of the field and bench, and activities occurring thereon. His responsibilities shall include:

- Providing the required lining and proper placement of equipment for the playing field including benches, goals, corner flags, game balls, sideline product, beverages, and additional club needs
- Supervising set-up and take down of sponsor field signage and signage positions, pre-game and halftime with the officials, supervising ball boys / girls
- Providing game officials with any assistance needed before, during, or after the game

Game Day Operations

Home Club Liaison

The home club liaison shall be responsible for the needs of the home club at the stadium. He shall give notice to the home club to ensure they take their position for opening ceremonies and that they return for the second half. He shall assist with coordinating information on the score sheet.

Visiting Club Liaison

On game day, the visiting club liaison shall meet with the home club liaison. They shall review the visiting club schedule and discuss any additional game day instructions. The visiting club liaison shall facilitate stadium needs including checking them into the locker room, ensuring they take their positions for pre-game ceremonies / introduction, and that they return on time for the second half.

The visiting club liaison shall station himself near to, but separate from, the visiting club bench throughout the game.

Game Conduct

Player Appearance

Players and all club staff shall maintain a neat, clean, and professional appearance at all times.

Player Uniforms, Equipment, and Identification

Each player shall be uniformly dressed in jerseys, shorts, and socks for pre-game introductions and the Game. Players shall ensure that their shirts are tucked in and their socks up while on the field and bench, for both pre- and post-game activities. Only game roster players may be in uniform; other players shall be in warm-ups. No player shall sit on the bench in street clothes.

Uniform and Equipment Specifications

All players shall wear uniforms supplied by their home club.

Goalkeeper Uniform and Equipment

The goalkeeper's uniform shall be different colors than the club uniform. The goalkeeper uniform and equipment shall conform to FIFA guidelines.

Compression Pants

Slide pants (or thermal compression shorts) may be worn under uniform shorts if they match the predominate color of the uniform shorts. All players wearing slide pants shall wear the same style, which may not extend more than TWO (2) inches below the uniform shorts and beyond the top of the knee.

Other Equipment

All players in uniform on game days shall wear shin guards. Equipment deemed dangerous by the referee shall be removed and all FIFA equipment rules shall be complied with and enforced by the referee.

Coaches, Trainers, and Non-Playing Bench Personnel Attire

Coaches and assistant coaches are strongly encouraged to professional attire during the game. Jeans and soccer shorts are prohibited.

Approaching Game Officials

Coaches, assistant coaches and other club personnel shall not be permitted to enter the playing field to approach the game officials before, during, at halftime or at the conclusion of any SYL game. Game officials shall report such behavior, which is subject to League disciplinary action. Similarly, club staff shall not confront game officials in the locker room, corridor, parking lots or any area surrounding the complex.

Injury Guidelines for Clubs and Referees

Given the changes relative to game officials being in complete charge of game timing as is common in international competitions, referees will no longer, "stop the clock" for time lost through situations described in Law 7 of the FIFA Laws of the Game (substitution, assessment and removal from the field of injured players, wasting time, or other causes). Instead, the time lost will be managed on the field by the referee, who has complete discretion regarding the exact amount of time to be recovered. The intent of Law 7 is to recover the time lost due to excessive delays for injuries, substitutions, goal celebrations and so forth.

Game Day Operations

Serious injuries, however, are likely to be the most common sort of situation for which the referee is called upon to “add time” at the end of a period of play. The time to be recovered includes the original assessment of the injury and, where necessary, the removal of the injured player from the field by medical personnel.

It is absolutely imperative that trainers cooperate with referees in the application of the following FIFA and USSF guidelines.

- a. If a player is seriously injured, the referee shall stop play.
- b. After assessing the condition of the injured player, the referee shall authorize one, or at the most, two medical staff to enter the field to ascertain the type of injury and to arrange to players swift transport off the field (but not to treat the injury on the field).
- c. Any player suffering from an open wound is compelled to leave the field to have the wound treated.
- d. To remove the player as quickly as possible, stretcher-bearers shall enter the field with a stretcher immediately upon being beckoned by the referee.
- e. If the referee has determined that the player must leave the field due to injury, whether or not medical personnel has been beckoned to assist the player, the injured player is required to leave the field, either on foot or on the stretcher. If the player refuses to comply, the referee shall caution him for hindering the restart of play.
- f. If a player has received permission from the referee to leave the field during play for an injury that is serious, that player must have the referee’s permission to re-enter the field. If the ball is in play, such a player may only re-enter the field across either of the touchlines. When the ball is out of play, the player may re-enter across any of the boundary lines. Only the referee is authorized to allow an injured player to re-enter the field whether the ball is in play or not.
- g. If a player is bleeding, he must leave the field immediately to have the bleeding stopped and his skin and uniform cleaned as thoroughly as possible (or replace the uniform with a clean one). When the player is ready to return to the game, the referee will inspect the injured area and the uniform for blood at a stoppage in play before giving his permission to re-enter the game. The referee may not delegate this task to another official and must make himself available to inspect the bleeding. The referee inspection can occur only at a stoppage in play and the player may then enter the field from any point on the boundary line. The referee will not stop play for his player’s re-entry, but will wait for a stoppage called for some other reason.
- h. If play has been stopped solely for a serious injury with no other breach of the laws of the game, the referee shall restart play with a dropped ball.
- i. The referee shall add on time lost on account of injury (with or without medical attention on the field) in full at the end of the half (or overtime period) in question.

Nevertheless, nothing shall be done that would potentially cause further permanent injury to a player. In the case of on-field injuries, it is incumbent on the referee and medical personnel to communicate with each other, and to use their best professional judgment.

Under no circumstances shall a player be removed if there is an injury to the head, neck, or back until it can be accomplished without risk of further injury or permanent injury to the player. Similar restraint shall be shown for injuries which are deemed to be potentially limb threatening; however, for the majority of less serious injuries, the trainer will oversee the removal of the player from the field. The trainer and referee shall work together to ensure the safety and well being of the player while trying to return him to play as soon as possible.

Trainer Guidelines

Adhering to these guidelines, the Trainer shall utilize the following Universal Trainer Hand Signals to facilitate the care of an injured player.

Game Day Operations

1. Ambulance: Trainer raises hand overhead, extends index finger and rotates finger mimicking the lights of an ambulance siren.
2. Physician: With index finger of either hand, trainer points to the corner of his / her ipsilateral eye.
3. SPLINTS: With hands in clenched fists, trainer strikes thumb sides of hands together.
4. Spine Board: With hands together, palms open and pronated, trainer moves hands apart as if describing a flat surface.
5. Stretcher: Universal signal employed by all FIFA officials when signaling for a stretcher.

Travel Party

No club shall travel to an SYL Game with less than FOURTEEN (14) Players. The head coach shall be in charge of the travel party, but may delegate this responsibility to another capable travel party member.

Emergency Medical & Evacuation Plans

Every club shall establish game day emergency medical and evacuation procedures. Above all, necessary precautions shall be taken to ensure spectator, club, and staff safety at all times. As most clubs do not own their stadiums, it is imperative that security, stadium management, and a club official discuss and coordinate these procedures prior to Opening Game. If your stadium does not have an emergency plan, contact the League Office immediately.

Evacuation Plan

In the event that a stadium or parts thereof, need to be evacuated due to an Act of God (earthquakes, hurricanes, and floods), bomb or terrorist threats, fire and smoke, etc., each club shall develop, in conjunction with their stadium, a Game Day Emergency Evacuation Plan. This plan shall include at least the following specifications:

- Directions on how to safely and quickly remove all spectators, clubs and staff from the effected area
- A detailed list of on-site employees responsible for overseeing an evacuation
- A detailed notification system for law enforcement agencies, fire, or other emergency response departments

Preemptive measures shall include day of game stadium inspections and advisory to security of their duties and expectations, particularly concerning fights and alcohol abuse, etc. Many municipal and established stadiums shall already have policies in place; clubs may incorporate existing stadium plans.

Medical Emergency Plan

Medical emergencies create a need for immediate medical attention on the field, in the stands, and in press / VIP areas. In addition to field injuries wherein a player is injured during the game, non-participant emergencies may include heart attacks, eye injuries, head or neck trauma, heat exhaustion, obstetrical (labor) emergencies, insect or bee stings, respiratory (choking) problems, fractures, allergic reactions, etc. Utilize the following basic parameters in developing club policies.

- Assign staff to report initial problems to the Field Manager; notify security and any on-site EMS agency immediately of the problem and location; and deploy a Staff member to the scene.
- Once the Medical Response Club arrives and relieves the Staff member, the Staff member shall record initial information, including time, location, and who placed the injury call, before they leave the accident/injury area. This information shall be recorded on the Stadium Incident Report form provided at the end of this section
- If the patient is transported to the hospital, the designated Staff member shall record the time of departure, which hospital the patient was transported to, and who transported the patient.
- Emergency equipment on site shall be listed in the plan and its location shall be detailed.

Game Day Operations

Stadium Incident Report

Date: _____ Stadium: _____

Severity: Critical Significant Minor

Incident Type:

Automobile

Fan Incident

Facilities

Concessions (Food)

Medical / Injury

Property Damage

Property Theft

Ticketing

Other

Parties Involved:

Ticket Holder

Staff / Volunteer

Player

Officials

Stadium Representative

Other

Time of Incident: _____ (am/pm) Location of Incident: _____

Name(s) of Parties / Co.

Name: _____

Address: _____

Phone Number: _____

Description: _____

Resolution / Action

Steps:

Witness #1

Name: _____

Address: _____

Telephone: _____

Description of Incident _____

Game Day Operations

Witness #2

Name: _____

Address: _____

Telephone: _____

Description of Incident:

1. If there was a Staff Member involved:

A. What was the Staff Member doing at the time of the injury? (Please be specific. Identify tools, equipment or materials the Staff Member was using.)

2. If there was a physical injury:

A. Injured person's description of injury / attitude of comments:

B. Aid given:

3. If there was a vehicle involved:

Vehicle #1

Year: _____ Make: _____ Model: _____ License Plate: _____

Registered Owner: _____

Address: _____

Driver's License No.: _____ Issuing State: _____

Driver's Name: _____ Passengers: _____

Address: _____

Phone numbers: (H) _____ (W) _____

Email address: _____

Code of Conduct

The SYL will follow FIFA's Code of Conduct. It is just as important for parents and fans to know the Code of Conduct as it is the players and coaches. It is important that every player on the field understands this Code of Conduct before competing in their first match.

FIFA's Code of Conduct encapsulates all the sporting, moral and ethical principles for which FIFA has always stood and for which it will continue to fight in the future, regardless of the influences and pressures that may be brought to bear. The ten golden rules not only serve as a credo for FIFA as the world football body, but they also reinforce the sense of fraternity and cooperation among the members of the worldwide football family.

1. Play to Win

Winning is the object of playing any game. Never set out to lose. If you do not play to win, you are cheating your opponents, deceiving those who are watching, and also fooling yourself. Never give up against stronger opponents but never relent against weaker ones. It is an insult to any opponent to play at less than full strength. Play to win, until the final whistle.

2. Play Fair

Winning is without value if victory has been achieved unfairly or dishonestly. Cheating is easy, but brings no pleasure. Playing fair requires courage and character. It is also more satisfying. Fair Play always has its reward, even when the game is lost. Playing fair earns you respect, while cheats are detested. Remember: It's only a game. And games are pointless unless played fairly.

3. Observe the Laws of the Game

All games need rules to guide them. Without rules, there would be chaos. The rules of football are simple and easy to learn. Make an effort to learn them, so you understand the game better. This makes you a better player. It is just as important to understand the spirit of the rules. They are designed to make the game fun to play and fun to watch. By sticking to the rules, you will enjoy the game more.

4. Respect Opponents, Teammates, Referees, Officials and Spectators

Fair Play means respect. Without opponents there can be no game. They have the same rights as you have, including the right to be respected. Your teammates are your colleagues. You form a team in which all members are equal. Referees are there to maintain discipline and Fair Play. Always accept their decisions without arguing, and help them to help you enjoy the game more. Officials are also part of the game and must be respected accordingly. Spectators give the game atmosphere. They want to see the game played fairly, but must also behave fairly themselves.

5. Accept Defeat with Dignity

Nobody wins all the time. You win some, you lose some. Learn to lose graciously. Don't seek excuses for defeat. Genuine reasons will always be self-evident. Congratulate the winners with good grace. Don't blame the referee or anyone else. Determine to do better next time. Good losers earn more respect than bad winners.

6. Promote the Interests of Football

Football is the world's greatest game. But it always needs your help to keep it as Number One. Think of football's interests before your own. Think how your actions may affect the image of the game. Talk about the positive things in the game. Encourage other people to watch it or play it fairly. Help others to have as much fun from football as you do. Be an ambassador for the game.

7. Reject Corruption, Drugs, Racism, Violence and other Dangers to our Sport Football's huge popularity sometimes makes it vulnerable to negative outside interests.

Watch out for attempts to tempt you into cheating or using drugs. Drugs have no place in football or any other sport or in our society. Say No to Drugs. Help Kick Racism out of Football. Treat all players and everyone else equally, regardless of their skin color or origin. Show that football does not want violence, even from your own fans. Football is Sport, and Sport is Peace.

Code of Conduct

8. Help Others to Resist Corrupting Pressures

You may hear that teammates or other people you know are being tempted to cheat in some way. They need your help. Don't hesitate to stand by them. Give them the strength to resist. Remind them of their commitment to their teammates and to the game itself. Form a block of solidarity, like a solid defense on the field of play.

9. Denounce those who Attempt to discredit our Sport

Don't be ashamed to show up anybody who you are sure is trying to make others cheat. It's better to expose them and have them removed before they can do any damage. It often takes more courage to denounce what is wrong, than to go along with a dishonest plan. Your honesty will be admired but your complicity will not. Don't just say no. Denounce the culprits who are trying to spoil our sport before they can persuade somebody else to say yes.

10. Honor those who Defend Football's Good Reputation

The good name of football has survived because the vast majority of people who love the game are honest and fair. Sometimes somebody does something exceptional that deserves our special recognition. They should be honored and their fine example made public. This encourages others to act in the same way. Help promote football's image by publicizing its good deeds.

Insurance

The following is from the Insurance Section of the US Club Soccer website:

Note that insurance coverage is effective once club has complied with the registration requirements. You may link to the Bollinger Insurance website for more coverage information.

Liability Insurance

Clubs which have submitted a registration form, that has been approved by US Club Soccer, and have paid the initial registration invoice, are covered by liability insurance. Liability insurance coverage limits are \$1,000,000 per occurrence, with a \$5,000,000 aggregate, which is the amount generally required by facilities. See below for certificates of insurance.

Club Board of Directors' Insurance

Note that a club's board, coaches, and administrators are also covered by liability insurance. If a club board wishes D&O coverage, it can be obtained via the Bollinger Insurance website (click under optional coverage).

Accident Insurance

Secondary accident insurance (\$100,000 maximum with a \$250 deductible) is provided for member clubs' players and staff who:

1. Have been registered by their club pursuant to the registration rules;
2. Have had pass cards issued by US Club Soccer; and
3. For whom registration fees have been paid.

Tournament Insurance

If you are sanctioning a tournament through US Club Soccer and non-member teams are having trouble getting their state association coverage to apply, they can attend as either a tournament team (are actually issued US Club Soccer player cards which expire at the end of the tournament, have US Club Soccer insurance coverage, and don't need travel permission), or can obtain US Club Soccer insurance only for \$35 per team. See the forms and information under **Registration/Forms/Optional Tournament Insurance**. US Club Soccer member teams are covered under the regular policy, and no additional coverage is necessary for them. For more information, contact: admin@usclubsoccer.org.

Risk Management

Note the following link to access the Bollinger Insurance risk management information. ***Bollinger Risk Management***.

Certificate of Insurance

To obtain a certificate of insurance for a facility you may be renting, send an email to admin@usclubsoccer.org, and include the name and address of either the club, team, or facility requiring the certificate of insurance. Allow a minimum of three business days for processing. You will also find a certificate request form (#C012) in the competitions area of the website, and can request one there if you need one to attend a USYS-sanctioned tournament.

Filing a Claim

To file an accident insurance claim, go to Bollinger Insurance's US Club Soccer webpage at <http://www.bollingersoccer.com>, go to the US Club Soccer webpage and click on accident claims information.

Steps to processing Insurance Claims

1. **Prior to submitting a claim to US Club Soccer**, IMMEDIATELY submit a claim for all medical expenses to the Company that administers your own personal or group insurance or healthcare plan (including Major Medical coverage). If you have coverage through an HMO or similar facility, you must use that facility first or the claim will not be covered under this policy.

Insurance

2. To obtain a copy of the claim form you may contact US Club Soccer at (843) 429-0006 or visit the plan administrator's website at www.bollingersoccer.com. Choose US Club Soccer from the roll-down list, then choose Accident Claims Information. Complete the first page and top portion of second page of the claim form marked **To be Completed by Insured**. After your other insurance or healthcare plan has paid the medical expenses up to the policy limits, attach any unpaid bills and copies of payments made by your insurance company (Explanation of Benefits) to our claim form and mail to the address shown below.
3. Please check and make sure that:
 - a. An Official or Administrator of the Policyholder has completed his/her section of the claim form.
 - b. You have completed and signed the Parent/Guardian or Insured's Statement of other Insurance.
 - c. The *Medical Records Authorization* MUST be signed and dated. If you want payments to be sent directly to your doctor or healthcare provider, sign the *Payment Authorization Section*.
 - d. You have attached all unpaid bills to this form.
 - e. You have attached any Explanation of Benefits forms that you have received from your Primary insurance carrier or other healthcare plan.
 - f. You have completed the front of the claims form.
4. Subsequent bills should be sent in as you receive them. Please write the claimant's name, policy number and date of accident on all subsequent bills. A new claim form is not necessary.
5. After you have completed the claim form, the bottom portion of the second page marked **To be Completed by Policyholder/Administrator** must be filled out and authorized by the U.S. Club Soccer. Please send the claim form and all relevant materials to:

U.S. Club Soccer
716 8th Avenue North
Myrtle Beach, SC 29577
843-429-0006

Media

The Public Relations Manual for the SYL has been produced to provide guidance and assistance to all teams in the SYL system. This manual summarizes the responsibilities and duties of those who serve as public relations contacts for teams affiliated with SYL.

Having a successful community-based team is much more than wins and losses. How well your city embraces your team -- regardless of its record on the field -- affects attendance, sponsorships and, ultimately, your organization's bottom line. The league office provides a wide variety of media services, and USL media reaches many collegiate coaches, national team staff, and soccer media throughout North America.

Many tools are at your disposal to help you stay in contact with the general public. One of the least expensive and most effective ways to do this is to utilize the media: newspapers, internet, television and radio. Taking advantage of opportunities with the news media starts with your ability to deliver your news to the media outlets in a consistent and professional way. This is especially true with soccer, a sport that is not readily accepted by mainstream sportswriters and editors. If they have to work too hard to get news of your team, it might not ever make the paper.

The most important thing to remember is that if you have questions or need advice please call or e-mail us. We are here to help you.

Sound bites of Public Relations Advice

- Know what kind of stories fit in a particular newspaper and which stories will never have a chance to make it. For example, does your newspaper have room for feature stories, or is hard news your only chance for coverage?
- What do media want the most? Our experience tells us the media want compelling stories -- especially those with some interesting twists. With soccer, many times your best opportunity for placing a story is not soccer itself, but an activity off the field, which makes for an interesting feature that can run in a part of the newspaper other than sports.
- Make the media's job as easy as possible. Above all, success in dealing with the media depends on you. Do everything in your power to make their job easier so that the media know they can rely on your help, chances are you'll be able to get that desired coverage or place that big story.

News Releases – The Most Important Tool in Dispersing Info

Press releases are a good starting point for building media interest in your team and studies have shown that nearly 60 percent of the editorial content of two of the nation's most respected newspapers, the New York Times and the Washington Post, were generated by news releases and other public relations efforts.

Do's Checklist

1. Put yourself in a reporter's role. What facts would you want for a story?
2. Write a news release only when you have something important to announce.
3. Write a headline that is to the point. (One line – two maximum)
4. Write your release in the "inverted pyramid" style, with the most important facts at the beginning to the least important in descending order.
5. Try to anticipate most of the questions the media would ask about your announcement.
6. Attribute the announcement to an official source (i.e., GM or Owner) other than yourself
7. Triple-check all the facts and other information for accuracy.
8. Include a release date, a contact name, phone number and e-mail address.
9. Edit your final draft so it's free of spelling and grammatical errors.
10. Release news only after you have obtained all the necessary approvals.
11. Issue the release on professional looking company letterhead with team logo and address.

Don'ts Checklist

1. Do not underline quotes. To draw attention to quotes, set them off in their own paragraph.

Media

2. Do not use overblown headlines. Two lines is standard, either with a two-line headline or a headline with a sub-head. Four lines is too much.
3. Editorialize or sensationalize, that's the reporter's job. In other words, don't write the story for them. Promoting or "pumping up" your team is to be expected, but a release should simply present the facts in an interesting way.
4. Criticize referees or league management. This reflects on your club negatively

News Release Terms

Disclosure: As your team's public relations director, you will often be privy to information that may never be disclosed. Make sure to ask what should not be publicized. A news release must be a complete story, because some publications may run it in its entirety.

Contact Info: Include information on whom to contact (usually the public relations director) and a phone number and e-mail address, so you can be reached if the media has questions or needs more details than your news release provides.

Dateline: Include the date the release was issued (and a date indicating when the information may be made public, if the dates differ). If the dates coincide, you may type: FOR IMMEDIATE RELEASE somewhere above the body of the release. A dateline (i.e., "TAMPA, Fla. (Nov. 13, 2001)--"), which tells the reader where and when the information is being generated, should open all releases.

Headlines: Unless the headline is obvious, you may want to write the news release first, then add the headline to the top. Remember to keep it succinct and to the point. It should grab the attention of the media without having to sensationalize. Cuteness and puns are not always appropriate and can often be confusing.

Quotes: Quotations should be used in most releases for a variety of reasons: 1) to lend authority to a statement you make or facts you submit in your release; 2) to add opinion to an announcement; and 3) to gain insight from an individual speaker. Some officials give their public relations directors authority to make up quotes for them. If you do, make sure all quotes are approved before sending out the final draft.

Style/Grammar: Grammatical mistakes can have the same negative effect on your appearance as factual ones. There are a number of stylebooks on the market, but since your news releases are most often directed at the media, we recommend the Associated Press Stylebook, which is available in major bookstores. Consistency in format and grammatical style will enhance your professional credibility and help you avoid the many pitfalls inherent in the English language. You may wish to develop and regularly update your own style sheet, so someone working in your absence will have a guideline and not stray from the norm.

Distribution: Each SYL team is required to fax or e-mail all news releases to the league office. If it's big news, we can send it out via fax and e-mail to our extensive national media list for wider readership. On the local level, find out if your media prefer receiving releases via fax or e-mail and compile a complete list for each for quick reference.

Content: Get to the point.

Members of the media do not want to read a whole page or more to find out what your news is. Give them the basic news story in the first paragraph. If they want more they will read on. The most important details should come first with the least important last. In the first or "lead" paragraph, address the "five Ws" - who, what, where, when and why; ("how" is often called the sixth W) of the announcement. The reader should be able to get all of the basics by simply reading the opening paragraph.

LEAD PARAGRAPH CONTENT

<u>POST-GAME</u>	<u>PRE-GAME</u>	<u>GENERAL</u>
Opponent	Where & when	What Happened
Score	Opponent	Who was involved
Outstanding	Both teams' records	When did it happen
Individual performance		
Attendance	Key past meetings	

Media

Internet

E-Mail

It is mandatory that every team have an e-mail address that is checked daily and can be used to send press releases. Media receive hundreds to thousands of faxes per day. E-Mail allows you to be certain that your release actually gets to the specific person covering your team and allows you to establish a web presence.

Website

A team website is the ultimate in media and fan service. Being graphically pleasing to the eye is good, but it is by far not the most important aspect of a website. The following items and features should be present on your site:

- Contact Info – address, phone, fax and e-mail
- Schedule with promotions (and scores as season rolls on)
- Link to SYL Website
- Ticket Prices
- News / Press Release Archive
- Statistics / Stats Archive from past years/postseasons
- Player bios
- Stadium information - Directions
- Link to www.us-soccer.com
- Photos
- Merchandise info (pictures & prices with a mailing address)

Your website can be a fantastic source for updated team information for the media, who need to look something up quickly, or for the team's fans. Fans are more likely to become involved if they are up to date on team news and details.

Submitting Changes to the SYL Website

The internet is the number one source of information for soccer. Our intent is to provide as much information as possible accurately on our website. The details about teams change and we will gladly change them for you. Please remember that there are often numerous projects or changes on a waiting list for the website, so please be patient. We will make the changes as soon as possible.

Submit the Change in Writing

Send an e-mail to communications@uslsoccer.com clearly stating what should be changed.

Statistics

In order to get maximum coverage from media outlets, you should update team and player statistics the day after each game and make copies available. All key statistics (goals, assists, cautions, ejections, and goalkeeper information) should be generated from the official game score sheets. Teams have the ability to use their club page on www.uslsoccer.com to track player statistics.

At a minimum, player statistics should include games played, goals, assists, points scored, and minutes, goals allowed and goals-against average for keepers, but you can expand your statistical report as you see fit. While the league keeps official statistics for all the leagues, each team should keep its own statistics to compare against those produced by the Communications Department to ensure accuracy.

You may want to ask your media outlets for their requirements, because different outlets will go into more depth than others. Set up the statistics in a table that is easy to read, preferably using a computer spreadsheet application.

Assists: An assist is simply defined as any pass that directly leads to a goal. The key here is the word "directly." The pass must lead directly to a shot that results in a goal. An assist is not given following a pass where a player dribbles on his own to elude several defenders before scoring. [Note: Unlike Major League Soccer, the SYL does not recognize double assists and will not include them in official league statistics.]

Media

Scorekeeper: Since most of the important statistics come from the game day score sheet, it is important that the following guidelines are followed:

- Select a competent scorekeeper whose sole responsibility on the day of the game is to complete the media report.
- The scorekeeper should also have a firm grasp for the rules of the game.
- The team scorekeeper must print clearly and legibly.
- The scorekeeper should use a copy of a score sheet for tallies during the game and fill out the official carbon version of the score sheet after the game is over that includes real numbers.
- The official scorer should have a "spotter" who acts as another pair of eyes and consults with the scorer on marginal calls.
- When in doubt, the team coaches should be consulted

Final Check: Check the final score sheet thoroughly and fill in any missing information before you fax it to the League Office. Doing so saves everyone time and aggravation.

Calculating Goals-Against Average: One of the easiest but most unfamiliar statistics to calculate is goals-against average. It's a simple formula and it has nothing to do with the number of games, but is a function of actual minutes played in goal:

$$\frac{\text{Goals Allowed} \times 90}{\text{Minutes Played}} \text{ (or the total number of minutes the age group plays)}$$

Here's an example: John Swallen has allowed 29 goals in 2,397 minutes, so we calculate his GAA as $29 \times 90 = 2,610 \div 2,397 = 1.09$. (Round off the answer to two figures to the right of the decimal.)

Review, Appeals, & Discipline

Complaint

A request for assistance. It is a request for a rules interpretation, a rule to be created because facts require it or a belief that a wrong has been done and requires correction.

All Complaints must:

1) Specifically refer to the Rule in the manual that is being violated. (Refer to Page No. and Item very specifically).

2) Should a Rule not exist to resolve your problem or wrong, then provide a simple statement on the problem form.

No complaint can result in the overturning of a game's result, although point forfeiture and other penalties may result from a complaint that has been upheld.

Types of RAD

The SYL has four (4) types of RAD. By playing in the SYL, your Team Management and players agree to utilize this process exclusively for the resolution of all disputes. Each type has its own progressive steps of review and final resolution. Each type and each step have very exacting requirements, both in format and timing. The party that misses or errs in format and/or does not adhere to time schedules loses a complaint, all rights to proceed and the decision, or in some cases the non-decision at the last step properly undertaken is final and binding.

The four (4) types of RAD are as follows:

1) A complaint about events that occur on the field of play during a game, pre-game or post game, affecting some component or outcome of the game.

A complaint may involve:

- a) players, field and/or bench including coaching and/or statistical or other persons supportive of the game itself.
- b) management, coaches, trainers and related personnel.
- c) fans, spectators or camera-media persons.

These complaints have a direct bearing on the game, future game, and/or games' outcome.

2) A complaint between your team management and another team management and/or players that is not about events upon the field or surrounding a game. These complaints are purely business and have no direct impact on a game's outcome

3) A complaint about the League, League office, officer, staff member, or Executive Committee member in their official capacity (not as Team Owners, but as a League official.)

4) A complaint about a referee, linesman or related person.

There are no additional types of complaints unless the League Executive Committees permit it.

Filing a Complaint

The process for a Type 1, RAD Complaint is:

A complaint about events that occur on the field of play during a game, pre-game or post game, affecting some component or outcome of the game.

A complaint may involve:

- a) Players, field and/or bench including coaching and/or statistical or other person supportive of the game itself.
- b) Management, coaches, trainers and related personnel.
- c) Fans, spectators or camera-media persons.

Review, Appeals, & Discipline

These complaints have a direct bearing on the game, future game and/or games' outcome(s).

- a) The complaint must be completed, reduced to writing, including a required proposed outcome within two (2) workdays of the event. A Friday game requires a complaint by Tuesday 5:00 PM, local team entity time. A Saturday or Sunday game would require a complaint (at the latest) also by Tuesday at 5:00 PM. All times are local as to the person required to make the submission. Early submission is requested.
- b) The complaint must be accompanied by a Cashiers Check in the amount of \$100.00 to cover administrative cost for the complaint. This must be postmarked within two (2) workdays of the event.
- c) The only extension of time will be for an event or events that are not discovered until later, in this case, 48 hours from discovery of the time when the event could or should have been discovered by you. This should be a very rare occurrence. An extension can be granted only in writing and only upon a detailed request to the League Office.
- d) The complaint and other available documentation needs to be faxed prior to the deadline (5:00PM, as related in Item 1, above) to all of the following persons. Use the attached form, which can be supplemented as needed by additional sheets.
 - 1). League Office
 - 2). Party (Parties) and/or Team (Teams) complained of. In the case of the complaint about any team personnel service is to the fax machine of the employing Team.
- e) A video, VHS format, of the game must accompany (follow) the fax, sent overnight to the League Office. Only if the complaint is pre-or post-game related and no video exists with no game tie-in will there not be a need to send a video. A video must accompany all other complaints. No complaint will be considered without the best possible video available.
- f) The Team complained of will have 24 hours to communicate a position, written response and objections to the same parties reference in Item 3, above. A fax needs to go to the complaining party, of course, so they know the response.
- g) The League Office will make a decision within seven (7) working days following receipt of the original complaint.

Note: This is a fast process. It needs to be because discipline, if warranted, must be immediate and impact the next game, if possible.

Should either party desire a continuance, one may be granted at the sole discretion of the Commissioner. A fax detailing the requested continuance, agreed-upon time frame, if possible, and clear reasons why adherence to the regular policy is not possible or not advisable, is required.

Nothing precludes the parties privately and/or at the direction of Commissioner from mutual attempts at resolution. Teleconferencing may be required, as may be beneficial.

h) If more than one Team entity, player, etc. is involved in the complaint or there are similar complaints, one representative shall be selected to represent the others and proceed on behalf of all of them, final binding and exclusive resolution of any and all complaints, regardless of form.

Failure to proceed at any level shall be treated as an acceptance of the written previous decision. Points from league standings may be deducted due to disciplinary decision.

Review, Appeals, & Discipline

The process for a Form 2, RAD Complaints is:

A complaint between your team management and another team management and/or players that is not about events upon the field or surrounding a game. These complaints are purely business and have no direct impact on a game's outcome.

a) The complaint must be completed, reduced to writing, including a required proposed outcome within ten (10) days of the event, faxed not later than 5:00 PM on the 10th day. All times are local as to the person required to make the submission. Early submission is requested.

b) The complaint must be accompanied by a Cashiers Check in the amount of \$100.00 to cover administrative cost for the complaint. This must be postmarked within two (2) workdays of the event.

c) The only extension of time will be for an event or events that are not discovered until later, in this case ten (10) days from discovery or the time when the event could or should have been discovered by you. This should be a very rare occurrence. An extension can be granted only in writing and only upon a detailed request to the League Office.

d) The complaint and other available documentation needs to be faxed prior to the deadline (5:00 PM, as related in Item 1, above) to all of the following persons. Use the attached form, which can be supplemented as needed by additional sheets:

- 1). League Office
- 2). Party (Parties) and/or Team (Teams) complained of. In the case of a complaint about any Team personnel service, is to the fax machine of the employing Team.

e) A video, VHS format, of the game must accompany (follow) the fax, sent overnight to the League Office. Only if the complaint is pre- or post- game-related and no video exists with no game tie-in will there not be a need to send a video. A video must accompany all complaints unless such an inclusion is ridiculous, based upon the complaint.

No complaint will be considered without the best possible video available, if applicable.

The video is sent directly to the League Office.

f) The Team complained of (Respondent) will have 72 hours to communicate a position, written response and objections to the same parties referenced in Item 3, above. The fourth fax needs to go to the complaining party, of course, so they know the response.

g) The League Office will either: refer the complaint to a RAD committee who shall render a decision within seven (7) days of consideration of evidence or make a decision within seven (7) working days following receipt of the original complaint.

Note: This is a deliberate process. It needs to be because discipline, if warranted, must be immediate and impact appropriate.

h) If more than one Team entity player, etc. is involved in the complaint or there are similar complaints, one representative shall be selected to represent the others and proceed on behalf of all of them.

The process for a Form 3, RAD Complaint is:

A complaint about the League Office (Note- all complaints regarding actions or inaction on the part of League Officers, employees, staff members and Owners Committee members acting in their official capacity as league officials are to be brought as complaints against the League Office).

Note: A complaint or discipline against a Team and/or other party originated by the Commissioner or League falls into this category as well.

Review, Appeals, & Discipline

a) The complaint must be completed, reduced to writing, including a required proposed outcome within two (2) workdays of the event. A Friday game requires a complaint by Tuesday 5:00 PM, local Team entity time. A Saturday or Sunday game would require a complaint (at the latest) also by Tuesday at 5:00 PM. All times are local as to the person required to make the submission. Early submission is requested.

b) The complaint must be accompanied by a Cashiers Check in the amount of \$100.00 to cover administrative cost for the complaint. This must be postmarked within two (2) workdays of the event.

c) The only extension of time will be for an event or events that are not discovered until later, in this case, 48 hours from discovery or the time when the event could or should have been discovered by you. This should be a very rare occurrence. An extension can be granted only in writing and only upon a detailed request to the Commissioner.

d) The complaint and other available documentation needs to be faxed prior to the deadline (5:00 PM, as related in Item 1, above) to all of the following persons. Use the attached form, which can be supplemented as needed by additional sheets.

- 1). League Office
- 2). Party (Parties) complained of.

e) The person complained of will have 7 days to communicate a position, written response and objections to the same parties referenced in Item 3, above.

f) The League Office will make a decision within seven (7) working days following receipt of the original complaint.

Note: This is a fast process. It needs to be because discipline, if warranted, must be immediate and impact the next game, if possible.

Should either party desire a continuance, one may be granted at the sole discretion of the Commissioner. A fax detailing the requested continuance, agreed-upon time frame, if possible, and clear reasons why adherence to the regular policy is not possible or not advisable, is required.

Nothing precludes the parties privately and/or at the direction of Commissioner from mutual attempts at resolution. Teleconferencing may be required, as may be beneficial.

g) If the complaint has not been satisfactorily settled with the Commissioners answer, the Complainant and/or Respondent has up to a maximum of seven (7) days to request a final determination by a SYL Arbitration panel chosen from a list of disinterested SYL owners and general managers within the particular league of the complainant agreed upon by the parties. A request for arbitration shall be accompanied by a cashier's check in the amount of \$200.00.

The process for a Form 4, RAD Complaints is:

A complaint about a referee, linesman, or related person.

a). The complaint must be completed, reduced to writing, including a required proposed outcome within two (2) workdays of the event. A Friday game requires a complaint by Tuesday 5:00 PM, local Team entity time. A Saturday or Sunday game would require a complaint (at the latest) also by Tuesday at 5:00 PM. All times are local as to the person required to make the submission. Early submission is requested.

b). The complaint must be accompanied by a Cashiers Check in the amount of \$100.00 to cover administrative cost for the complaint. This must be postmarked within two (2) workdays of the event.

Review, Appeals, & Discipline

c). The only extension of time will be for an event or events that are not discovered until later, in this case, 48 hours from discovery or the time when the event could or should have been discovered by you. This should be a very rare occurrence. An extension can be granted only in writing and only upon a detailed request to the League Office.

d). The complaint and other available documentation needs to be faxed prior to the deadline (5:00 PM, as related in Item 1, above) to all of the following persons. Use the attached form, which can be supplemented as needed by additional sheets.

1). League Office

e). A video, VHS format, of the game must accompany (follow) the fax, sent overnight to the League Office. A video must accompany all complaints.

No complaint will be considered without the best possible video available.

f). The League Office will either: refer the complaint to a RAD committee who shall render a decision within seven (7) days of consideration of evidence or make a decision within seven (7) working days following receipt of the original complaint.

Note: This is a fast process. It needs to be because discipline, if warranted, must be immediate and impact the next game, if possible.

Should either party desire a continuance, one may be granted at the sole discretion of the Commissioner. A fax detailing the requested continuance, agreed-upon time frame, if possible, and clear reasons why adherence to the regular policy is not possible or not advisable, is required.

Nothing precludes the parties privately and/or at the direction of Commissioner from mutual attempts at resolution. Teleconferencing may be required, as may be beneficial.

RAD Panel

The League Office shall have the authority to convene a three person RAD panel from the pool of owners and general managers of disinterested SYL teams to hear Form 2 or Form 4 complaints when it deems referral to be in the best interests of the league.

Review, Appeals, & Discipline

Multi-Use Form For all Complaints

Person or Team making Complaint: _____

Date Written: _____

Date of Complaint-Events: _____ (If more than one event date, explain in fact narrative)

Specifically state the Rule Page/Number violated and describe violation:

Is a video of the event available? _____

Fact Narrative

Explain the nature of your Complaint:

(Remember, explain who, what, why, when, where, and how. Use additional sheet, if necessary.)

Your proposed outcome/resolution, be specific and complete. No Complaint will be considered without a proposed resolution:

Submitted by _____

Signed by Club Management

Print Name

Team Name: _____

\$100 Cashier's Check must accompany this form.

Olympic Development Program

The Super Y-League ODP Philosophy

To identify players for U.S. National Team Programs, within their natural environment during competition on their club team during the Super Y-League season.

Purpose

The Super Y-League ODP system began in 2003 to identify a pool of players in each age group of the league for identification to U.S. National Team Programs; and to utilize the clubs system in the United States to identify players.

How does a player participate?

Contact your local club that participates in the Super Y-League to become a part of the Super Y-League ODP system. Players will be scouted during league play by the national scouting system of the Super Y-League, which is comprised of selected qualified individuals within the clubs of the league.

Program Description History

In 2002, the Super Y-League, through US Soccer and the United States Olympic Committee, was granted ODP programs to identify players for U.S. National Team Programs. The first selection process began during the 2003 season to identify players for Regional Team selection events, where U.S. National Staff Coaches scoured players for National Team Programs. The Super Y-League North American Finals is another ODP program of the system. The 2005 season was the most successful year for the ODP System. In addition to many players being identified for U.S. National Team Programs, top players were identified from leading college and university soccer programs throughout the United States.

The Super Y-League ODP Selection Process

During the regular season over a series of matches, players are evaluated for tactical, physical and psychological characteristics that will determine their ability to attend the ODP National Camp. Through the national scouting system, the clubs contain select individuals that serve as the scouts for the league. These individuals are comprised of coaches and technical directors of the clubs. Each club is required to participate in the ODP scouting process. Information pertaining to the ODP scouting system will be provided to each club prior to the start of the season.

What are SYL ODP National Camps?

The top 18 players chosen by the divisional scouting system in each age group per geographic division of the Super Y-League will attend the ODP National Camp. These camps are attended by U.S. National Staff Coaches to identify players for U.S. National Team Programs, as well as many of the nations top collegiate coaches. These camps are held in Florida in January and February.

What are the Benefits of Participating in the Super Y-League ODP system?

1. Selection of players within the natural environment on their club teams within league play, as opposed to an open try-out system. Many players do not participate in the open-tryout ODP system operated by state associations. Some players do not react or perform well in an open tryout process.
2. Exposure to U.S. National Staff and Team Coaches.
3. Exposure to professional and collegiate scouts.
4. No cost to be scouted. The scouting system is built into league play and contains no ODP fees, other than those selected to the ODP National Camps in January and February.

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