

South Sound United League

Operating Procedures and Rules of Competition

(Revised 9/9/2021)

1.1 Introduction

- (a) In order to provide an environment under which the development of youth soccer players is maximized, the South Sound United League (hereafter known as the SSUL) has been formed to operate youth soccer leagues.
- (b) The SSUL and WYS Bylaws and Operating Documents are the governing documents. Modifications to the Operating Procedures and Rules of Competition have been made expressly for SSUL competition. The Operating Procedures and Rules of Competition contained herein shall govern the conduct of the SSUL.

1.2 SSUL Structure

- (a) The SSUL will play a traditional, fall season, September through mid- December. It is recommended that NO games be scheduled on the weekend after Thanksgiving Day.
- (b) The SSUL may offer other league seasons based on membership desires.
- (c) The league structure for each division is based on the number of applicants. If teams drop, the league will be played as scheduled with a 'bye' inserted where games were previously scheduled, unless a new team is inserted by the league placement committee

1.3 Team Eligibility

- (a) All teams must register by the deadline established by the League administrators. Applications and team payment will only be accepted through normal association procedures.
- (b) Teams must be in good standing with the League and their sponsoring Association. Fees and fines from the prior season must be paid before their application will be accepted.

1.4 Entry Forms and Fee

- (a) Team entry forms will be input into Affinity by the club or association representative.
- (b) Team rosters are not required at the time a team is entered. A separate deadline for roster input will be determined by the league.
- (c) Prior to the season, two (2) adult members of each team must have an account in Affinity to support team management to include schedule, field information, score reporting, and misconduct reporting.
- (d) The league will determine the league fee annually and provide to association members. Entry dates vary based on age and league. The dates will be posted on the league website.
- (e) If any team withdraws after a date defined by the League, the team's entry fee may not be reimbursed. If a team withdraws, it is not eligible for post-season tournament play.

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1.5 League Standings/Tie Breaker

- (a) Three (3) points will be given for each win, one (1) point for each tie, and zero (0) points for a loss.
- (b) On rare occasions, teams in the same division will have less games than others during the regular SSUL season. When this occurs, we will calculate average points per game and add that number to the team's total points. This does not apply to games scheduled, but not played.

Example: TEAM-A has 25 points after the season completes and played only 10 games. TEAM-B has 26 point and played 11 games. SSUL would adjust points by adding 2.5 points (25 point divided by 10 games equals 2.5 points per game) to TEAM-A's point total. Using this system, TEAM-A would have 27.5 points (25 + 2.5) for the season and TEAM-B would remain at 26 points, thus making TEAM-A the first place team in the division.

- (c) Ties in divisional standings between two (2) teams will be resolved as follows:
 - a. Head to Head
 - 1. If head to head results do not decide a winner, then co-champions or co-runners up will be recognized.

1.6 Goal Differential Guidance

To support a positive experience for all teams, coaches are expected to encourage fair play and sportsmanship on match day. This includes being aware of the score and making adjustments to their team in accordance in order to maintain a maximum 6 goal differential. Coaches will contact the league at "info@ssul.org" any time there is a score line that exceeds 6 goals and provide an explanation as well as plans for addressing this in subsequent matches. The league will follow up with non-compliant coaches and clubs.

1.7 Recognition Awards

Recognition of first and second place teams will be accomplished through the purchasing of awards, budget permitting.

1.8 Rules of Play

Please see Rules Chart on last page for specifics

1.9 Player's Equipment

Each player shall have a number on the player's jersey. The number shall be affixed to the back of the jersey, clearly visible and a minimum of six (6) inches high. Each player on a team must wear a number different from the number of every other player on the team. Numbered jerseys for goalkeepers are optional.

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1.10 Game Sheets/Player Cards

- (a) Prior to each SSUL game, coaches must provide the referee with three (3) copies of the SSUL approved game sheet and valid Washington Youth Soccer membership passes for all players and coaching staff. The game sheet (including roster) must be printed from Affinity. **No handwritten names are allowed on the game sheet.**
- (b) If a team shows up with No Roster or No player cards, the opposing team will be notified and the decision to play or not to play will be made by that coach/team. It is then the responsibility of that coach to notify the league that the game was played or not played based on missing player verification. The Disciplinary Committee will rule regarding potential forfeiture of points in these instances.
- (b) All misconduct reports must be filed in Affinity for review by the disciplinary committee

1.11 Coaching/Sideline Conduct

- (a) Coaching from the sidelines – giving direction to one's own team on points of strategy and position – is permitted, provided:
 - (1) Neither mechanical nor electronic devices are used.
 - (2) The tone of voice is informative and not a harangue.
 - (3) No player, coach, substitute player or other bench personnel are to make derogatory remarks or gestures to the referees, other players, substitutes, or spectators.
- (b) All coaches, substitute players and other bench personnel are to remain within the "coaching area" (two yards behind the touch line and not within eighteen yards of the goal line).
- (c) No player, coach, substitute player or other bench person is to use profanity.
- (d) No player, coach, substitute player or other bench person is to incite, in any manner, or engage in any kind of disruptive behavior.
- (e) If the above rules are violated, the referee shall ask the offending party for compliance with the rules. The referee may file a written supplemental report.
- (f) In the event that compliance is not received from the offending party, the referee shall ask the offending party to leave the playing area. If this request is made, the referee must file a written misconduct or supplemental report.
- (g) If the offending party refuses to leave the playing area, or returns after leaving, the referee shall abandon the game and file a written supplemental report documenting the game abandonment.
- (h) It shall be the responsibility of each team to maintain proper spectator conduct. Each coach, manager and team, club, or league official shall be held primarily accountable for the conduct of the spectators for or from their respective teams. At no time shall foul or abusive language be permitted at any field.

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1.12 Scheduling of Games

- (a) Regularly scheduled SSUL games shall have priority over any and all competitions entered by SSUL teams.
- (b) The SSUL Operations Committee is responsible for the scheduling of games. They have final authority to determine division placement and playing dates.
- (c) SSUL games will be scheduled on weekends using the following guidelines:
 - (1) B/G U9 through U14 will play on Saturdays during the fall league season.
 - (2) B/G U15 through U19 will play on Sundays during the fall league season.
 - (3) Additional age groups or leagues will identify play days for additional seasons, and post on the web site.
 - (4) There may be a need to schedule double-header weekends (Saturday and Sunday play).
 - (5) With mutual agreement from both teams (and their associations/clubs) prior to the originally scheduled game date, clubs may coordinate a game day change to play games on Saturday instead of Sunday, or vice versa.
 - (6) Fall League begins the first Saturday after Labor Day.
 - (7) The Home team determines field location, team and spectator sideline placement and kick-off time. Teams must provide their opponents with home game and kick-off time information seventy-two (72) hours or more in advance of the kick-off time:
 - (8) League games should be scheduled to begin no earlier than 9:00 AM and no later than 5:00 PM, unless agreed to by the visiting team in writing (includes fax and E-mail) at least two (2) weeks prior to the game.
 - (9) Teams traveling more than 2 hours for one game need to have time to make the round trip in the same day. These games should not start before 11:00 AM or after 4:00 PM. The Association address of the traveling team to the scheduled game field determines travel time.
 - (10) Failure to schedule game start times within the prescribed guidelines may result in a mandatory game reschedule at the discretion of the association representative and SSUL Administrator.
- (d) After teams have been notified of the game time and field and it is determined the game must be rescheduled; Teams with support of their Club or Association must approve the schedule change. A schedule change request must be submitted in the appropriate tool. The home team is responsible for rescheduling the field and the officials. If a team fails to show, on this date, that team will receive a loss for that game. If both teams fail to show, both teams will receive a loss for that game, zero points for both teams.

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- (e) If a referee declares a field unplayable at kick-off time or the field is closed by the field administrator, both coaches must report the postponement to the SSUL Administrator. The home team is responsible for rescheduling the game with the approval of the visiting team. If the teams cannot agree on a reschedule date, the SSUL Administrator will determine the reschedule date and location. The designated home team will be responsible for any field rental and referee expenses. If a team fails to show, on this date, that team will receive a loss for that game. If both teams fail to show, both teams will receive a loss for that game, zero points for both teams.
- (f) If referees are not present for the game the teams will agree to a referee or split the referee duties.
- (g) If both teams have been notified of the game location and kick-off time, and one team fails to show up for the game, following a fifteen (15) minute grace period, the game will be forfeited to the showing team with a score of 1-0. If there is a transportation issue, vehicle accident, sudden road closure, or President's motorcade, contact the home team immediately about the delay and provide an estimated arrival time.
- (h) If both teams have been notified of the game location and kick-off time, and both teams fail to show up for the game, both teams will receive a loss for that game, zero points for both teams.
- (i) All league games must be played by the final weekend of the league season and before the December school holiday break unless approved in advance by the association representatives and SSUL Administrator.
- (j) Game rescheduling is mandatory when there is a conflict with a team in the Recreation Cup.
- (k) Any team forfeiting a game after 6pm on Thursday of the game week may be subject to a \$100 fine.

1.13 Responsibilities of Coaches/Managers

- (a) The following are the responsibilities of the assigned "home team":
 - (1) Marking the field-of play;
 - (2) Providing a proper game ball;
 - (3) Providing anchored goals, nets and corner flags;
 - (4) Providing adequate directions to the opposing team to the "home team's" venue as soon as game time and location are scheduled by the local scheduler, and seventy-two (72) hours or more prior to the game and by no later than 9:00 PM Wednesday night.
 - (5) Communicating the sideline policy to the opposing team, and the game referees.

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- (b) Visiting teams must confirm receipt of the above “directions” by no later than 9:00 PM Thursday night.
- (c) Failure of the “home team” to properly notify the visiting team of game time and location and failure of the “visiting team” to acknowledge receipt of the game time and location information may result in a rescheduled game at the discretion of the SSUL Administrator.
- (d) Weather conditions and field closures are the exception to the aforementioned game notification and confirmation rules.
- (e) Any coach, assistant coach, team manager, or other party having direct contact with players must be in compliance with Washington Youth Soccer’s Risk Management Policy.

1.14 Reporting Scores

- (a) Teams must report the game score in the Affinity league tools and as directed by the SSUL Administrator.
- (b) If a game was not played as scheduled for any reason, this information must be reported to the SSUL Administrator via Affinity.
- (c) If a game was abandoned, this information must be reported to the association representative and SSUL Administrator.

1.15 Officiating

- (a) A referee shall be assigned to officiate each game with the authority assigned as specified in the “Laws of the Game” (FIFA).
- (b) If assistant referees cannot be scheduled, each team must provide one (1) person to act as club linemen, if the referee wishes.
- (c) It is the responsibility of the Home Member Association or Club to send game schedules to the Referee Assignor and confirm any changes.
- (d) If any player has been sent off the field of play by the referee for violating the “Laws of the game”, the referee must file misconduct report following the completion of the game in the league directed location.
- (e) Before the start of each game, the referee will obtain two game sheets and collect the player and staff membership passes. Players not listed on the game sheet and not possessing a valid player pass will not be allowed to participate in the game. The referee will return one copy of each game sheet to each team with appropriate notations.

1.16 Game Abandonment

- (a) If it has been determined that a game is abandoned by the referee due to actions of the coach, players, spectators or any combination thereof, NO REPLAY WILL BE GRANTED.

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- (b) Furthermore, if at the time of the abandonment:
 - (1) The opposing team is ahead; the score will be the final score.
 - (2) The team causing the abandonment is ahead, the game shall be considered forfeited and a score of 1-0 in favor of the opposing team will be awarded.
 - (3) If the score is tied, the game shall be considered forfeited and a score of 1-0 in favor of the opposing team will be awarded.
 - (4) If it has been determined that both teams caused the abandonment, then both teams will be given a loss, zero points for both teams

1.17 Disciplinary

- (a) The SSUL shall provide a representative to a disciplinary committee or form a disciplinary committee.
 - (1) Duty of the representative is to attend meetings as required.
- (b) The Disciplinary Code is covered in the Washington Youth Soccer Operating Document Judicial –Internal Procedures.
- (c) Players that accumulate three yellow cards during the league season will be ineligible to compete in their next scheduled league game. Yellow card totals will not be carried over from the league season to other events. Example events are Recreation Cup, State Cups, or association tournaments.
- (d) Players receiving a red card will be ineligible to compete in their next regularly scheduled league game, but may also receive further disciplinary action, including additional game(s) suspensions, as determined by the disciplinary committee.
- (e) Penalty points will be accumulated over the seasonal year. Yellow cards will be accumulated at one (1) point each, red cards at three (3) points each.
- (f) Players that accumulate seven (7) points from red and/or yellow card accumulation during the seasonal year will be suspended and be required to come before a Disciplinary Committee.
- (g) A coach of a team receiving fifteen (15) points accumulated from red and/or yellow cards during the seasonal year will be required to appear before the Disciplinary Committee, which will determine appropriate action. Failure of the coach to appear after notification will cause the coach to be suspended and require written petition to the Disciplinary Committee for reinstatement of eligibility to coach this or any Washington Youth Soccer team.
- (h) All misconduct reports will be entered online through Affinity or the Washington State Soccer Referee Committee directed method.

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1.18 Disputing Misconduct Reports

- (a) If a player or coach wishes to dispute a red or yellow card, they must contact the Disciplinary Committee for an appointment for a hearing.
- (b) The Disciplinary Committee must notify the player, coach, Association and appropriate SSUL Administrator of any decisions.
- (c) All protests must be handled by the SSUL Disciplinary Committee.

1.19 Ethics

- (a) No coach/player will have in his/her possession, or consume, alcoholic beverages during any SSUL event.
- (b) All coaches, managers, players and spectators will adhere to the Washington Youth Soccer Code Operating Document Ethics
- (c) Any coach, manager or official found guilty by a Washington Youth Soccer Ethics Committee of knowingly using an ineligible player(s) (over-age, improperly registered, or under disciplinary suspension) will be suspended from participation in all Washington Youth Soccer activities not to exceed the current and subsequent seasonal year.

1.20 Club Pass/Guest Player Guidelines/Dual Registration

- (a) A player must hold a valid WYS Membership card for a club within the same club of the team for which they are seeking to play on a pass (This is a WYS rule). Players from higher division SSUL or NPSL teams may be used on a pass to a team in a lower division at the discretion of the league. However, use of the Club Pass by coaches to manipulate rosters for the express purpose of winning matches, at the determination of the league, will not be tolerated and may subject the team to disciplinary actions. Players from higher division teams should be those less skilled players needing more playing time and should not be accorded more playing time than the normally rostered players on team. Players may also be played up from lower age groups into higher age groups on a pass.
- (b) Generally allowable uses of the club pass (To and From NPSL and within SSUL)
 - (i.) NPSL 2 to/from SSUL 2 **(YES)**
 - (ii) NPSL 2 or SSUL 2 to SSUL 3-5 **(See above)**
 - (iii) NPSL 1 to SSUL 2-5 **(NO)**
 - (iv) SSUL 3-5 to/from SSUL 3-5 **(YES)**
 - (v) When a team's roster number for a given weekend is under 14 players for U13 and above, under 12 players for U11/12 or under 11 players at U10. The club pass should only be used to bring the roster up to these minimums

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- (c) Guest players (players from different clubs) are NOT permitted for league play and may only be utilized during recognized Washington Youth Soccer non-state level tournaments as set forth in the rules of each tournament
- (d) Dual registration, (being registered and assigned permanently to two Washington Youth Soccer (WYS) teams) is prohibited by the SSUL.

SSUL Summary Chart of Rules of Competition

	U19/10	U11	U12	U13	U14	U15-U16	U17-U19
# of Players on Field	7	9	9	11	11	11	11
Max # of Players on Roster	12	14	14	18	18	22	22
Max # of Players for a Game	12	14	14	18	18	18	18
Game Time Period (Minutes)	2 x 25	2 x 30	2 x 30	2 x 35	2 x 35	2 x 40	2 x 45
Time Between Periods	5	5	5	5	5	5	5
Ball Size	4	4	4	5	5	5	5
Field Width (yards) - (a)	35-45	45-55	45-55	50-75	50-75	50-75	50-75
Field Length (yards) - (a)	55-65	70-80	70-80	100-115	100-115	100-115	100-115
Build out Line	Halfway between p.a. and midfield	Halfway between p.a. and midfield	No	No	No	No	No
Center Circle Radius (Yards)-	8	8	8	10	10	10	10
Goal Area (Yards)- (a)	4 x 8	5x16	5x16	6 X 20	6 X 20	6 X 20	6 X 20
Penalty Area (Yards) (a)	12 x 24	14x36	14x36	18 X 44	18 X 44	18 X 44	18 X 44
Corner Arc Radius (Feet)	3	3	3	3	3	3	3
Goal Size (feet) (b)	6x12 to 6.5x18	6.5x18 to 7x21	6.5x18 to 7x21	8 X 24	8 X 24	8 X 24	8 X 24
Slide Tackling	No	Yes	Yes	Yes	Yes	Yes	Yes
Heading	No	No	Yes	Yes	Yes	Yes	Yes
Goalkeeper Punts &	No	No	Yes	Yes	Yes	Yes	Yes
Offside Rule	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Penalty Kick Distance (Yards)	8	8	8	12	12	12	12
Direct Free Kicks	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Free Kick Defender Distance (yards)	8	8	8	10	10	10	10
Retake on Throw-In or Kick-Off	No	No	No	No	No	No	No
Throw-In Defender Distance (yards)	2	2	2	2	2	2	2
Goal Scored From Goal Kick	No	Yes	Yes	Yes	Yes	Yes	Yes

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a) Sizes are USSF recommended dimensions. Adjustments to fit physical constraints or permanent markings is acceptable.

b) Both fixed and portable goals such as bownets allowed to attain correct goal size

c) No player aged 11 or younger should be heading the ball - USSF and US Youth restriction.

For build out line of a Goal-kick, the opposition can enter the build area as soon as the ball leaves the penalty box

For build out line- GK in possession with their hands. opposition can enter the build out area as soon as the GK puts the ball into play.