



SOUTH CAROLINA YOUTH SOCCER

South Carolina State Challenge League (SCSCL)

2009-2010 League Rules and Guidelines



1. Authority:

The South Carolina State Challenge League (SCSCL), is a competitive league for both boys and girls classic teams, U13 thru U18. The SCSCL is sanctioned and administered by the South Carolina Youth Soccer Association (SC Youth Soccer). All teams participating must be sanctioned and in good standing with SC Youth Soccer.

The SCSCL shall be governed by the SC Youth Soccer Board of Directors who is solely responsible for the rules and policy of the SCSCL. These rules and policies will be administered by the SCSCL committee. The SCSCL Committee shall be comprised of the SC Youth Soccer Cups and Games Director who shall serve as the chairman, a SCSCL Administrator, one member from each District appointed by the District Commissioner; and one member from each District appointed by the SCSCL Administrator. The SCSCL Administrator is appointed for a two year term by the SC Youth Soccer Cups and Games Director with the approval of the SC Youth Soccer Board of Directors.

In the administration of SCSCL rules, regulations, policies and guidelines, the successive order of governing bodies shall be SCSCL, SC Youth Soccer, US Youth Soccer, USSF, and FIFA.

2. Eligibility:

To be eligible for SCSCL, a classic team must be comprised of properly registered and rostered youth players and the teams must comply with all SC Youth Soccer rules. Teams and Clubs shall be in good standing with SC Youth Soccer. Once a team has declared its intent to play by joining the SCSCL, they shall be required to continue playing (for their qualifying cup season) at state, regional or national cup matches in the same age group until they have been eliminated from the competition.

The U13 PUBLIX Challenge Cup 1st and 2nd place team (rising U14 teams) will be offered a slot to play in the U15 SCSCL division the following Fall season. This will be considered non qualifying matches for both the U15 teams and these teams. These teams will then either play in the Region III Premier League or SCSCL in the Spring to qualify for the Spring U14 Publix Challenge Cup.

3. Competition Division and Age Groups:

SCSCL is comprised of U15 thru U18 challenge boys and girls teams in the Fall Season.

SCSCL is comprised of U13 thru U14 challenge boys and girls teams in the Spring Season.

4. Dissemination of SCSCL Information to Teams:

The Club President or his/her SCSCL club designee will have the responsibility of disseminating all SCSCL pre-season information to all Challenge teams. During the season the participating teams will receive all communication by e-mail.

5. SC Youth Soccer Web Site:

Periodically check the SC Youth Soccer web site www.scysa.org under SCSCL for updated information.

6. SCSCL Web Site:

All field directions will be posted on the SCSCL Web site.

7. Registration: (Fall season- July 15 Spring season – December 15)

Complete an "Application to Play" – the SCSCL requires the Club President or his/her SCSCL designee and the Coach to approve the Application to Play.

Clubs must batch all application copies together for mailing in single envelopes with the following:

- Club's Code of Conduct Form
- Application to Play Registration Form copy with separate checks
- Registration Fee payable to SC Youth Soccer \$550 each season
- Team Performance Bond Fee payable to SC Youth Soccer \$500 each season
- Club Performance Bond Fee payable to SC Youth Soccer -See item #10

The Club President or his/her SCSCL club designee will be responsible for registering ALL of their teams (new or existing teams) desiring to play in the SCSCL and mailing the proper documentation for receipt on or before the designated deadline. Applications will not be accepted after the established deadline.

8. Registration Deadline:

All registrations forms and checks should be mailed by the club designee to the league administrator to be received on or before July 15 for the fall season and December 15 for the spring season.

Late Registration will only be allowed with the approval of the SCSCL committee and a \$300 late fee will be assessed.

If a team withdraws after the registration deadline date, the team will forfeit their registration fee, team performance bond and a \$300 withdrawal fee which will be paid within 10 days or the club performance bond will be cashed. The club must post a new club performance bond within ten days of notification. A club failing to pay this fine is subject to having ALL of their teams placed in bad standing. Being placed in bad standing would prohibit participation in the SCSCCL, SC Youth Soccer Publix Challenge Cup, refusals of Permission or Notification to Travel and any other SC Youth Soccer activities.

9. Fees Payable per Season:

Registration Fees: \$550 per team (includes field rental, referee assignor fee, SC Youth Soccer Publix Challenge Cup entry fee and league expenses)
Club Performance Bond: Varies depending on number of teams registered – see item # 10
Team Performance Bond: \$500 per team
Referee Fees: Varies - see item #12

10. Club Performance Bond:

Each club sponsoring SCSCCL teams is required to submit a Club Performance Bond.

The fee for this is: 1 – 5 teams = \$500
 6 – 10 teams = \$750
 11 + teams = \$900

If a fine is assessed to a club bond, the club will be required to submit the correct monies to meet the fee requirement by the designated date or the bond check will be cashed. Club performance bond checks will be destroyed at the end of each season, if not forfeited.

11. Team Performance Bond

If a fine is assessed to a team bond, the team will be required to submit the correct monies to meet the fee requirements by the designated date or the bond check will be cashed. If the bond is forfeited, another bond will need to be posted prior to the next game. Team performance bond checks will be destroyed at the end of each season, if not forfeited.

12. Referee Fees: (Same in all SC Youth Soccer Districts) Referees do not make change.

| <u>Age Division</u> | <u>Referee</u> | <u>A.R.</u> | <u>Total Paid</u> | <u>Per Team</u> |
|---------------------|----------------|-------------|-------------------|-----------------|
| U17/18 | \$40 | \$30 | \$100 | \$50 |
| U15/16 | \$34 | \$26 | \$86 | \$43 |
| U13/14 | \$28 | \$20 | \$68 | \$34 |

13. Player/Coaches/Club Coach Passes:

Each player, coach and assistant coach in the SCSCCL must have an official US Youth Soccer pass (ID card). The pass shall have the player/coach signature, the signature of the State Registrar/designee, and a current photograph of the player/coach permanently attached. Players/coaches may not be photographed in hats or headbands. Laminated player passes are required. NO pass – NO play. Each team roster must have a coach designated as a head coach while all others are assistant coaches. The club DOC pass gives the DOC the ability to coach one of their club’s teams during a SCSCCL match without having to be listed on the official South Carolina Youth Soccer team’s roster. There may be no more than (4) coaches (including DOC’s) on the player’s bench at any one time.

14. Team Rosters:

All teams playing in the SCSCCL must have an official SC Youth Soccer state roster signed and sealed by the SC Youth Soccer State Registrar/designee. The roster shall list the team coach, team assistant(s) and all team players. For U17 and U18, a game roster will be limited to 18 players for the match. The game roster is a copy of your Official SC Youth Soccer State Roster with a maximum of 18 players shown for game day. Any other players listed on the Official SC Youth Soccer State Roster must be marked through if it contains more than 18 players. Only players listed on the game roster are allowed on the bench.

If you would like to REGISTER / ADD OR TRANSFER a player/coach to your team, please contact your Club Registrar. Allow 10 days for processing. When the State Registrar has approved the registered, added or transferred player/coach a new roster and pass is issued. A player may not participate in a game until he/she is on the roster and has a laminated pass with a current photograph.

15. Guest Players:

Not allowed

16. Red Card/Ejection Notice Form:

All teams participating shall use their Red Card/Ejection Notice form during league play.

If a Red Card is issued:

1. The SC Youth Soccer Red Card/Ejection Notice (found on the SC Youth Soccer website www.scysa.org) must be completed and submitted within 48 hrs of the match in which the ejection occurred.

2. This form must be submitted to the SC Youth Soccer State Office. Fax 803-749-4352 or E-mail scysa@scysa.org.
3. Failure to submit the Red Card/Ejection Notice of the match will result in the immediate forfeiture of the teams' league performance bond.
4. Any team allowing an ineligible player/coach/club coach to participate prior to serving their suspension, shall forfeit that match, forfeit their team's performance bond and may be deemed ineligible for state cup competition. The coach may also be suspended from ALL SC Youth Soccer activities for no less than one (1) year pending a hearing.

The following team and individual penalties, in addition to the SC Youth Soccer penalties, are in place for ALL SCSCCL teams:

1. If the red card is given for violent conduct, the suspension shall be for two games.
2. If a coach/assistant coach/Club Coach is ejected the same guidelines as above apply, in addition the team will also incur a \$200 penalty. A \$200 check must be mailed before the team can play their next scheduled league match. If the \$200 check is not received before the next scheduled match, the entire (\$500) team performance bond check will be cashed.
3. If a spectator is asked to leave by the referee through the coach and the spectator refuses, then the coach will be ejected. The coach is responsible for his spectators and can be cautioned or ejected for the conduct of his spectators.

SCSCCL may add additional penalties to those involved in violent conduct or other infractions should the SCSCCL Committee deem necessary.

17. Notarized Medical Release Forms (recommended):

In case of injury, this form is usually required by a hospital to expedite treatment of the injured player. Please be aware of any medications to which the player may be allergic.

18. Player Equipment and Uniforms:

All teams shall wear matching uniforms consisting of jersey, shorts and socks. Every field player shall have a unique and identifiable number attached to his/her jersey. Additional garments may be worn to protect against the elements, but all players must present a uniform appearance and all extra clothing is subject to the approval of the referee. Socks must be pulled up over each player's shin guards and all shirts must remain tucked in for the duration of all matches. No jewelry of any type may be worn during a match under any circumstances.

All players including the goalkeeper must wear shin guards during the duration of all matches. Additional equipment or clothing worn to reduce the chance of injury or to protect existing injuries shall be used only with the approval of the referee. The referee is the sole judge of whether player equipment, casts, or protective or other assistant devices shall be allowed as prescribed in the FIFA Laws of the Game. In general, hard casts will be allowed only if they are (a) wrapped in their entirety with a half inch of foam or other cushioning material and (b) are, in the opinion of the referee, safe. At the first indication that a player with a cast or other protective device is using it in an unsafe manner, or to gain an advantage, the player shall be removed from the match. The player may not return for the duration of the match or until the cast or device has been removed.

Should the referee in any match determine that the equipment worn by a player does not meet the FIFA criteria as documented for non-dangerous player equipment, and prevents the player from match participation, that referee shall be required to submit a written report to the league administrator detailing the reason (s) for the decision.

19. Fields:

Each club is required to provide a minimum of two fields, appropriately sized based on the below chart:

| <u>Age Division</u> | <u>Recommended Min. Field Size</u> | <u>Recommended Max. Field Size</u> |
|---------------------|------------------------------------|------------------------------------|
| U15/16/17/18 | 65 x 110 | 70 x 120 |
| U13/14 | 65 x 110 | 70 x 115 |

4:1 ratio ---Usage of one field per 4 teams registered

Example: If a club submits U17/16/15/14 and U13 teams, then two fields must be reserved for SCSCCL matches. U15 and up will use one field and the other field for U13/U14. SCSCCL would prefer the fields be at the same location.

The fields must be available for neutral site matches.

20. Referee Assignors:

The league will have referee assignors for the league in each district.

21. Decorum:

A copy of your Club's Code of Conduct guidelines must be submitted with your applications.

Coaches are responsible for the behavior of all players, coaches, parents, and spectators associated with their team. Coaches and their players shall be located on the opposite side of the field from the parents and fans. The only persons allowed on the team bench during a SC Youth Soccer league match are those players and coaches listed on the approved official SC Youth Soccer State Roster or a coach with a Club Coach pass with a maximum of four (4) coach/assistant coaches/club coaches. All players, coaches

and club coaches shall have approved SC Youth Soccer player/coach/club coach passes and must be checked in at the field by a referee before being allowed on the bench.

The only exception to this rule shall be:

- Any medical emergency requiring additional assistance,
- During half-time visitors may approach the team bench with approval of the coach.

22. Schedule:

SCSCL will make every effort to schedule between 8-12 games for each team per season. The schedule listed on the SCSCL web page is the OFFICIAL schedule.

Rescheduling of matches is the sole discretion of the league administrator. Teams may not reschedule or cancel scheduled matches. Both teams will be fined and forfeit their match. Disciplinary action may also be taken by the SCSCL Committee.

SC Youth Soccer Publix Challenge Cup Final Round will allow a maximum of four (4) teams to participate in each division. The teams shall come from the SC Youth Soccer Publix Challenge Cup first round match.

SC Youth Soccer requires teams to play a minimum of three (3) scheduled league games to qualify for the SC Youth Soccer Publix Challenge Cup First round match and SC Youth Soccer Publix Challenge Cup Final Round.

When league play ends, a first round match will determine the four teams that will continue on to the SC Youth Soccer Publix Challenge Cup Final Round.

FORMAT FOR THE FIRST ROUND MATCH OF THE PUBLIX CHALLENGE CUP

23. SCSCL and Premier League Teams – Seeding

a. Seeding for the Publix Challenge Cup first round match will be based on each team's league standings (Region III Premier League or SCSCL) for game results completed when the SC Youth Soccer calendar date indicates that Challenge league play ends. The teams (three maximum) playing in the Region III Premier League will be seeded one (1), two (2) or three (3) based on their winning percentage against common opponents in the Region III Premier League and the first six (6) teams (five (5) teams if there are 3 teams in the Premier League) from the SCSCL will be seeded three (3) through eight (8) or four (4) through eight (8) if there are 3 teams in the Premier League..

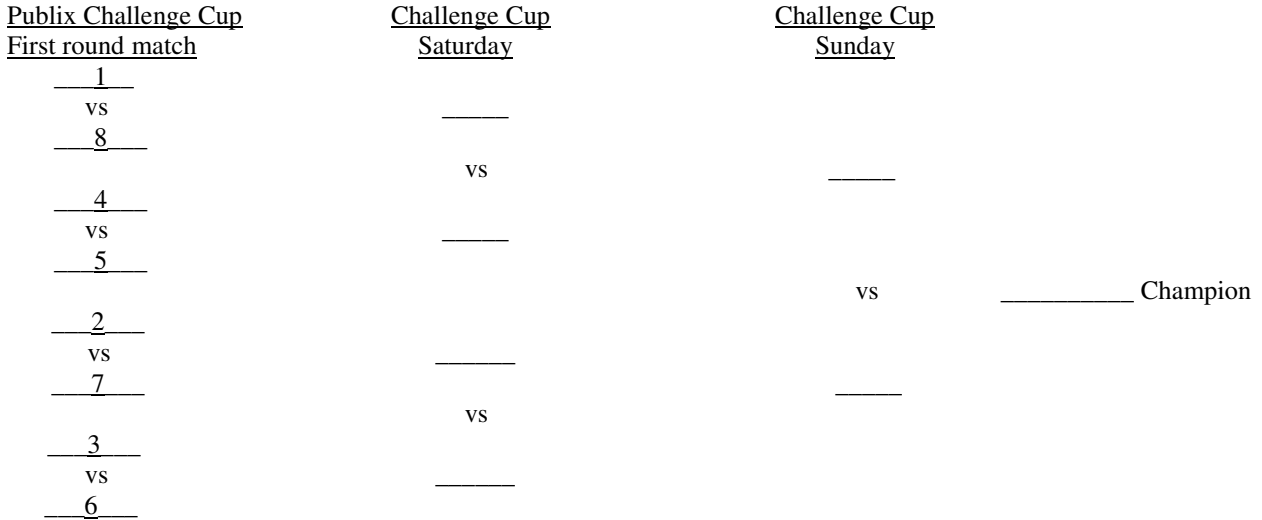
b. The Region III Premier league and the SCSCL will operate under an identical points formula. Three (3) points are awarded for a win; one (1) point is awarded for a tie, and zero (0) points are awarded for a loss. A forfeit will be treated as a loss. A team ready to play whose competitor forfeits shall be awarded a win (3 points). No points will be allowed for any team forfeiting (0 points). In any case, where both teams forfeit, 0 points will be awarded. Wins, losses and forfeits will be determined by the League in which the team participated. The team with the highest points percentage, against common opponents, from the Region III Premier League will be seeded number 1 and the second highest points percentage, against common opponents, from the Region III Premier League will be seeded number 2 and the third highest points percentage, against common opponents, from the Region III Premier league will be seeded number 3. The team with the highest points percentage, against common opponents, from the SCSCL will be seeded number 3 and so on through number 8 and if there are 3 teams from the Premier League then the SCSCL will be seeded number 4 through number 8. If two or more teams from their respective leagues are tied on percentages at the end of the season and have played equal number of games against common opponents, the following tie breaking procedures will be used:

- i. Teams playing in the SCSCL will use the SCSCL tie breaking procedure.
- ii. Teams playing in the Premier League will use the Premier League tie breaking procedure.

If for some reason the SCSCL or the Region III Premier League teams are unable to play an equal number of games, the team's standings will be based on the winning percentage of common opponents if there is a need for the tie breaking procedure, then it will be based on the respective league tie breaking procedure and only for common opponents.

c. The highest seeded teams through number 4 will play their first round match at their home field.

8 Team Bracket



7 teams would have the same format as 8 with the #1 seed having a bye
 6 teams would have the same format as 8 with the #1 and #2 seed having a bye
 5 teams would have the same format as 8 with the #1, #2, and #3 seed having a bye
 4 teams or less will all go directly to the SC Youth Soccer Publix Challenge Cup

24. Unscheduled Weekends (BYE):

Each team will be allowed three (3) unscheduled (BYE) weekends. These dates must be indicated on the Application to Play Registration Form and may NOT be changed.

25. Qualifying Matches:

Qualifying matches are those scheduled league matches against teams in your own age division. SCSCCL will schedule you to play all teams within your division at least once. Any qualifying match that is abandoned before halftime due to weather will be replayed in its' entirety. Any match that is abandoned after the first half is complete will be considered a complete game (exception to this would be any action by either team that would cause the referee to abandon the match). Then the decision to replay or accept the match as complete will be made by the SCSCCL Committee.

Only qualifying matches will be used to determine league standings.

26. Non-Qualifying Matches:

SCSCCL may schedule non-qualifying matches with teams outside your age division to complete your schedule. Teams playing up will follow the older teams designated referee pay scale and duration of the match. Abandoned or cancelled non-qualifying matches will not be rescheduled or replayed.

Non-qualifying matches WILL NOT be used to determine league standings.

27. Grace Periods:

Teams not ready to play within 10 minutes after the scheduled starting time of any match shall forfeit the match.

28. Forfeit:

Once the schedule has been issued, teams that do not play their scheduled games, REGARDLESS OF WHEN THE TEAM INFORMS THE SCSCCL ADMINISTRATOR OF ITS INTENT TO NOT PLAY, will forfeit their \$500 team performance bond fee PLUS the entire referee fees for that match. Another \$500 team performance bond fee must be posted prior to the team's next scheduled match.

If a team does not play their scheduled match(es) and does not call the SCSCCL Administrator, the team will incur penalties, fines and could be suspended from league play.

The SCSCCL Committee has the option to waive or alter the fee on a case by case basis. If a team contacts SCSCCL Administrator by phone and in writing, then it increases that team's chances of paying less monetary penalties. THERE IS NO GUARANTEE THAT CANCELING GAMES EARLY WILL WAIVE OR ALTER YOUR PENALTY. Fines and penalties can be appealed to the SCSCCL Committee.

A team that forfeits a game shall have their score recorded as a 0-3 loss with no points, thereby awarding the other team played a 3-0 win and 3 points. The forfeiting team will not receive credit for the game nor will it count for the minimum of three (3) games or the required minimum seven (7) games for seeding.

Any team having forfeited two (2) or more games during their current cup season shall be reviewed by the SC Youth Soccer Board of Directors and may be deemed ineligible for cup play.

29. Team Cancellation of Scheduled Matches:

All matches must be played as scheduled. Teams choosing to cancel/not appear for a scheduled match will forfeit their team performance bond, forfeit the match and pay all appropriate SCSCCL fees.

30. Weather Related Cancellations:

Cancelling games for severe weather is appropriate (lightning, player safety, etc.) but club's cancellation of games due to minimal rain is not acceptable. The Club President or his/her SCSCCL club designee must contact the SCSCCL Administrator immediately if the fields are closed due to weather. Contact the appropriate teams that are scheduled to play on your fields. In case of weather related cancellations non-qualified matches may be replaced with qualified matches. Rescheduling of matches is the sole discretion of the league administrator.

31. Field Related Cancellations within 24 hours of Game Day:

May occur in emergency situations only. SCSCCL discourages the submission of fields for usage that could result in consistent cancellations of games. If field related cancellations should occur, the host club must contact the SCSCCL League Administrator and the local Referee Assignor IMMEDIATELY. A host club that fails to adequately move games could result in payment of referee fees, removal of future home games etc. at the discretion of the SCSCCL committee.

Rescheduling of matches is the sole discretion of the league administrator.

32. Home Teams:

The team listed first in each pairing on the schedule is the home team. The home team shall change jerseys and/or socks if, in the opinion of the referee, there is a color conflict.

33. Game Ball (Required):

It is the responsibility of both teams to provide a playable game ball to the referee at the beginning of each match. U13-18 uses a size five (5) game ball.

34. Length of Match: (No overtime)

| <u>Age Division</u> | <u>Min. per half</u> | <u>Half-time</u> | <u>Ball Size</u> | <u>Minimum # of Players To Start/Complete Match</u> |
|---------------------|----------------------|------------------|------------------|---|
| U17/18 | 45 minutes | 5 minutes | 5 | 7 |
| U15/16 | 40 minutes | 5 minutes | 5 | 7 |
| U13/14 | 35 minutes | 5 minutes | 5 | 7 |

35. Water Breaks:

It is the Referee's discretion whether a water break will be permitted.

36. Rules of Competition:

All matches will be conducted in accordance with FIFA's "Laws of the Game" consistent with the following additional requirements of US Youth Soccer National Championship Rules and SC Youth Soccer Policy and Procedures Manual.

37. Player Substitutions:

Unlimited substitutions are allowed. Substitutions may be made on the following stoppages of play:

- Prior to a throw-in your favor
- Prior to a goal kick by either team
- After a goal by either team
- After any injury by either team when the referee stops play (unlimited substitutions)
- At the beginning of the second half
- When the referee stops play to caution a player, only the cautioned player may be substituted prior to the re-start of the game

38. Reporting Your Scores:

Game reports must be entered online. The person completing the Game Report online will only need to enter the score. All other information is for your team use.

Please note: There is a Tuesday morning 9:00 am deadline to complete Game Reports.

At the end of the Season there is a Sunday morning 9:00 am deadline to enter Game Reports so the SC Youth Soccer Publix Challenge Cup scheduling can be completed.

Reporting Instructions:

- Go to your SCSCCL Team Page
- Log-in to the Team page by clicking on TEAM LOG IN
- Enter your email address and Pin #
- Select the Team Scorekeeping tab
- Find the game you played and enter the game scores
- After you enter the scores select the SAVE box, this will save your scores and take you to the Team Page
- At this time you can enter any other information you care to enter by clicking on the score under MR heading
- To edit your game stats click on the Edit xxxxxx Game Stats/Events heading
- When you are finished entering information go to the bottom of the page
- Select SAVE
- You are finished

39. League Standings:

Only qualifying matches are used to determine a team's league standings. Three (3) points are awarded for a win, one (1) point for a tie, and zero (0) for a loss. A forfeit will be treated as a loss. A team ready to play whose competitor forfeits shall be awarded a win (3 points). No points will be allowed for any team forfeiting (0 points). In any case, where both teams forfeit, 0 points will be awarded. Wins, losses and forfeits will be determined by the League. The team with the highest points percentage will be ranked number 1 and the second highest points percentage will be ranked number 2 in league standings, and so on.

At season's end, teams will be ranked within the league by their point percentage.

Example: A team plays 10 games with a record of 5-3-2. Five wins for 15 points, three losses for 0 points, and two ties for 2 points = 17 total points, or a .567 points percentage.

17 total points will be divided by the total maximum points 30.

(10 games x 3 points = 30 pts.) Winning percentage = .567

In the case of ties within a division the following tie breaking procedures will be used for qualifying matches only:

1. Winner of head-to-head competition. (This criteria is not used in more than two teams are tied. See below.)
2. Most wins.
3. Team with greatest net goal difference (NGD) which is computed as "goals for" minus "goals against" with a maximum of 3 NGD per game.
4. Team with the least goals against (there is NO limit on the number of goals that will be counted to determine this tiebreaker).
5. Team with the most goals (maximum of goals per game).
6. Coin toss.

More than two teams tied:

If more than two (2) teams are tied, the sequence will start at 39.2 and will be followed until a team is eliminated. When a team is eliminated, the remaining teams will then restart the sequence at 39.2 above, until the tie is broken.

40. SCSCCL Discipline and Appeals:

All matters involving discipline and appeals within the SCSCCL shall be in accordance with SC Youth Soccer Discipline and Appeals Policy/Procedures.

All protest or appeals shall be filed in writing to the SCSCCL Administrator within seventy-two (72) hours of the game or circumstance that is being challenged. The SCSCCL Committee shall make a ruling on the matter within ten (10) days of receipt of written document.

All Protest and Appeals filed must be accompanied by a certified check in the amount of \$250.00 made out to the SCSCCL.

Judgment decisions of the Referee are not subject to appeal or protest.