



SOUTH CAROLINA YOUTH SOCCER

South Carolina State Challenge League (SCSCL)

League Rules and Guidelines



1. Authority:

The South Carolina State Challenge League (SCSCL) is a competitive league for both boys and girls challenge teams, 13U thru 19U. 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 SC Youth Soccer Board of Directors who is solely responsible for the rules and policy of the SCSCL shall govern the SCSCL. The League Administrator will administer these rules and policies.

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 challenge 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 the team has been eliminated from the competition.

3. Competition Division and Age Groups:

SCSCL is comprised of U15 thru U19 challenge boys and girls teams in the Fall Season.

SCSCL in 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. All league questions should be sent to Leagues@scysa.org.

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/ Spring season=January

8. Registration Deadline:

The club designee to the state office to be received on or before should submit all registration forms and checks a designated date in July for the fall season and a designated date in January for the spring season. These dates will be listed on the SC Youth Soccer website.

Late Registration will only be allowed with the approval of the League Administrator and a \$300 late fee may be assessed.

If a team withdraws prior to the scheduling meeting no fine will be assessed. Teams that withdraws after the scheduling meeting but prior to the first play date will be responsible for paying their league entry fee and teams withdrawing after the first league play date will result in forfeit of team performance bond and league entry fee.

The club will be responsible for a new club performance bond if deemed necessary. A club failing to pay this fine is subject to having ALL of their teams placed in bad standing. Bad standing would prohibit participation in the SCSCL, US Youth Soccer South Carolina State Cup presented by Publix, refusals of Permission or Notification to Travel and any other SC Youth Soccer activities.

Registration fees not submitted by deadline date may result in matches not being scheduled.

9. Fees Payable per Season:

Registration Fees: \$750 per team (in cup season) or \$500 (in non-cup season) (includes field rental, referee assignor fee, league expenses, US Youth Soccer South Carolina State Cup presented by Publix entry fee and referee fees for final round of State Cup.)

Club Performance Bond: Varies depending on number of teams registered –see item #10 – will be invoiced as necessary

Team Performance Bond: \$500 per team – invoiced as necessary

Referee Fees: Varies - see item #12

10. Club Performance Bond:

Each club sponsoring SCSCCL teams will be invoiced for a Club Performance Bond as deemed necessary.

Performance Bond value: 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 full amount of the bond will be invoiced.

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 full amount of the bond will be invoiced. If the bond is forfeited, the club will be responsible for another bond if necessary. Teams DO NOT need to mail in bond checks in advance of the season start date.

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>
17/18/19U	\$76	\$50	\$176	\$88
15/16U	\$66	\$45	\$156	\$78
13/14U	\$60	\$40	\$140	\$70

13. Player/Coaches/Club Coach/Manager Passes:

Each player, coach, assistant coach and manager in the SCSCCL must have an official US Youth Soccer pass (ID card). The pass shall have 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 hard copy player passes or player passes on a pdf file are required. NO pass – NO play. Each team roster must have a coach designated as a head coach while all others are assistant coaches. Any coach within a club who holds a “D” License or higher has the ability to coach one of their club’s teams during regular league 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 D Licensed coaches) on the player’s bench at any one time. The D Licensed coach also has the ability to coach at cup competitions without being listed on the Official South Carolina Youth Soccer team’s roster. Manager’s names may be included on the SC Youth Soccer Official State Roster and passes issued upon completion of a background check, thus enabling them to be eligible to complete a match in case of a coach ejection when there are no other available rostered coaches.

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), manager and all team players. A Game Day Roster will be limited to 18 players, including club pass players, for the match. The game day roster is a copy of your Official SC Youth Soccer State Roster with a maximum of 18 players, including club pass 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. Those players that are marked through on the game roster are allowed on the bench as long as they are not dressed out.

19U teams are allowed to have three 20U players on their rosters during league play. These players must be removed from the roster prior to roster freeze date to be eligible for participation in the 19U state cup.

If you would like to REGISTER / ADD, REASSIGN, 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 will be issued. A player may not participate in a game until he/she is on the roster and has a laminated hard copy pass with a current photograph or a player pass on a pdf file.

15. Guest Players:

Not allowed

16. Club Pass Player:

All teams playing in the SCSCCL have the ability to allow players to move freely within their own club based on player development needs and specific team needs without additional administrative paperwork. Club Pass players may play: 1) up in level 2) at same level (laterally), or 3) up in team age (not player age), but are limited to 2 games per day and may never play down a level. Club Pass players will be allowed in State Cup play Maximum of 5 club pass players per match.

17. Red Card/Ejection Notice Form:

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

If a Red Card is shown:

1. The South Carolina Youth Soccer Red Card / Ejection Notice must be **completed & submitted within 3 days** of the match in which the ejection occurred.
2. **Submit the Red Card/Ejection Notice to the South Carolina 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 within 3 days** will result in a \$100 fine.
4. **Any team allowing an ejected player / coach** to participate, prior to serving their suspension, shall forfeit that match, forfeit their team's performance bond or pay a fine of \$200 whichever is greater, and may be deemed ineligible for state cup competition. The coach may also be suspended immediately from ALL South Carolina Youth Soccer activities for no less than one (1) year pending a hearing by South Carolina Youth Soccer.
5. **After a suspension has been served, complete the Red Card/Ejection Notice – "Suspension Served" section and submit to the SC Youth Soccer State Office within 3 days.**
6. **Failure to submit the Red Card/Ejection Notice Suspension Served section** of the match within 3 days will result in a \$100 fine.
7. **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 payment must be submitted before the team can play their next scheduled league match. If the \$200 payment is not received before the next scheduled match, the entire (\$500) Team Performance Bond will be invoiced.
8. 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.

Red Card Player or Ejected Coach:

1. **First Red Card / ejection suspension** - the individual is suspended for the remainder of the current match and their next scheduled match or matches.
2. Receiving a **second red card / ejection** during a tracking period* requires a mandatory minimum two match suspension which shall be served in the next two scheduled matches.
3. Receiving a **third red card / ejection** during a tracking period*, the individual will be suspended immediately *for 10 months from all SCYSA activities* pending a hearing by South Carolina Youth Soccer.
4. All Violent Conduct ejections require a mandatory minimum two match suspension.
5. **Red Card / ejection suspensions are to be served in the "competition" in which they were assigned.**
However, a suspension assigned in:
 - a league can not be served in another league, unless a player transfers. (Ex. SCSCCL suspensions cannot be served in a Premier League match.)
 - the last league match, (not served during that league play), shall be served in the next scheduled league or state cup match, whichever comes first.
 - the last tournament match, (not served during that tournament), shall be served in the next scheduled league, state cup match, or Regional/National competition whichever comes first.
6. **Any league or tournament suspensions not served** from August 1 through July 31 will carry over to the first scheduled league match or matches of the next tracking period*. (No matter which club he/she played/is playing for.)
7. **Any state cup, regional or national championship competition suspensions not served** will carry over to the player's first scheduled league match or matches, and their first state cup match or matches.

*Note: Fall tracking period is August 1 through January 31; spring tracking period is February 1 through July 31

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

Failure to submit the Red Card / Ejection Notice of the match within 3 days will result in a \$100 fine. 4. Any team allowing an ejected player / coach to participate, prior to serving their suspension, shall forfeit that match, forfeit their team's performance bond or pay a fine of \$200 whichever is greater, and may be deemed ineligible for state

18. Medical Release:

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.

19. 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. These numbers must be uniform and cannot be created by using tape to alter the present number. 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 be tucked in at the start of each half of play. 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 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.

20. Fields:

Each club is required to provide, without restriction, 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>
U15/16/17/18/19	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 17/16/15/14U and 13U teams, then two fields must be reserved for SCSCCL matches. 15U and up will use one field and the other field for 13U/14U. SCSCCL would prefer the fields be at the same location.

The fields must be available for neutral site matches.

21. Referee Assignors:

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

22. Decorum:

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, coaches and managers listed on the approved Official SC Youth Soccer Roster or a coach with a DOC/Club Coach pass with a maximum of four (4) coach/assistant coaches/DOC/club coaches/managers. All players, coaches, DOC's, club coaches and managers shall have approved SC Youth Soccer player/coach/DOC/club coach /manager passes and must be checked in at the field 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.

23. Schedule:

SCSCCL will make every effort to schedule between 8-12 games for each team per season. The schedule listed on the SCSCCL 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 be taken by the League Administrator.

US Youth Soccer South Carolina State Cup presented by Publix Final Round will allow a maximum of four (4) teams to participate in each division. The teams shall come from the US Youth Soccer South Carolina State Cup presented by Publix first round matches.

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

When league play ends, a first round and second round match will determine the four teams that will continue on to the US Youth Soccer South Carolina State Cup presented by Publix Final Round.

**FORMAT FOR THE FIRST ROUND MATCH OF THE US YOUTH SOCCER SOUTH CAROLINA STATE CUP
presented by Publix**

24. SCSCCL and Piedmont Conference Teams – Seeding

a. Seeding for the US Youth Soccer South Carolina State Cup presented by Publix first round match will be based on each team’s league standings (Region III Piedmont Conference or SCSCCL) for game results completed when the SC Youth Soccer calendar date indicates that Challenge league play ends. Teams will be seeded in order based on the following:

- i. Piedmont Conference Premier I division teams are seeded first in order of finish
 - 1. If two or more SC teams are tied in the Piedmont Conference Premier I division then ties will be broken using the Piedmont Conference League Program Rules Section 19.04
 - 2. If a tie cannot be broken above then the teams’ previous year’s seeding in State Cup will be used to break the tie.
- ii. Piedmont Conference Premier II division teams are seeded next in order of point percentage
 - 1. If two or more SC teams are tied in the Piedmont Conference Premier II division then the ties will be broken using Piedmont Conference League Program Rules Section 19.04
 - 2. If a tie cannot be broken above then the team’ previous years seeding in Sate Cup will be used to break the tie
- iii. SCSCCL team will be seeded next in order of SCSCCL finish until all eight (8) spots are filled at the discretion of the league administrator.

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

Bracket for the US Youth Soccer South Carolina State Cup presented by Publix:

<u>US Youth Soccer South Carolina State Cup</u>		<u>Saturday</u>	<u>Sunday</u>
<u>Round of 8</u>			
Seed 1	vs	_____	
Winner of Seed 8			
		vs	_____
Seed 4	vs	_____	
Winner of Seed 5			
			vs
Seed 2	vs	_____	_____ Champion
Winner of Seed 7			
		vs	_____
Seed 3	vs	_____	
Winner of Seed 6			

- 7 teams would have the same format as 8 with the #1 seed having a bye until the Round of 4
- 6 teams would have the same format as 8 with the #1 and #2 seed having a bye until the Round of 4
- 5 teams would have the same format as 8 with the #1, #2, and #3 seed having a bye until the Round of 4
- 4 teams or less will all go directly to the US Youth Soccer South Carolina State Cup presented by Publix

25. Unscheduled Weekends (BYE):

Each team will be allowed three (3) unscheduled (BYE) weekends. Tournament weekends are included as unscheduled weekends not in addition to allowed three.

26. Qualifying Matches:

Qualifying matches are those scheduled league matches against teams in your own age division. The League Administrator will schedule you to play all teams within your division at least once. Any qualifying match that is abandoned before halftime due to

weather (or any other unforeseen occurrence) 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 League Administrator.

Only qualifying matches will be used to determine league standings.

27. Non-Qualifying Matches:

SCSCL 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.

Red cards or ejections received in a non-qualifying match are required to be reported.

28. Grace Periods:

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

29. Forfeit:

Once the schedule has been issued, teams that do not play their scheduled games, REGARDLESS OF WHEN THE TEAM INFORMS THE SCSCL ADMINISTRATOR OF ITS INTENT TO NOT PLAY, may be invoiced for their \$500 team performance bond fee PLUS the entire referee fees for that match. Another \$500 team performance bond fee may be invoiced as necessary.

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

The League Administrator has the option to waive or alter the fee on a case by case basis. If a team contacts SCSCL 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 League Administrator.

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.

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.

30. Team Cancellation of Scheduled Matches:

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

31. Weather Related Cancellations:

Canceling 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 SCSCL club designee must contact the SCSCL 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.

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

This may occur in emergency situations only. SCSCL 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 SCSCL 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 League Administrator.

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

33. 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.

34. 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. U13-19 uses a size five (5) game ball.

35. Length of Match: (No extratime)

<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>
U17/18/19	45 minutes	5 minutes	5	7
U15/16	40 minutes	5 minutes	5	7
U13/14	35 minutes	5 minutes	5	7

36. Water Breaks:

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

37. 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 Series Policy/Rules](#) and [SC Youth Soccer Administrative Manual](#).

38. 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

39. Reporting Your Scores:

Game reports must be entered online. The person completing the Game Report online will need to enter the score and complete the referee survey. 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 evening 9:00 pm deadline to enter Game Reports so the US Youth Soccer South Carolina State Cup presented by Publix scheduling can be completed.

40. 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 point 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.) Point 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. SCSCL Discipline and Appeals:

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

All protest or appeals shall be filed in writing to the SCSCL Administrator within seventy-two (72) hours of the game or circumstance that is being challenged. The League Administrator 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 SC Youth Soccer.

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