



SC Youth Soccer Jim Hudson 9v9 League Rules

1. Eligibility:

To be eligible for the Jim Hudson league a team must be comprised of properly registered youth players and must comply with SC Youth Soccer rules. Teams and clubs shall be in good standing with SC Youth Soccer or your State Association.

2. Competition Division and Age Groups:

The SC Youth Soccer Jim Hudson 9v9 League is comprised of 11U-12U Teams

3. Jim Hudson 9v9 League Website:

<http://jimhudson.sportsaffinity.com>

4. Registration:

July / August

All players/teams must be properly registered with US Youth Soccer prior to playing their first game.

5. Dissemination of Jim Hudson 9v9 League Information to Teams:

The Club President, or his/her Jim Hudson 9v9 League club designee, will have the responsibility of disseminating all Jim Hudson 9v9 League pre-season information to all eligible teams. During the season the participating teams will receive all communication by e-mail.

6. Jim Hudson 9v9 League Divisions and Applications

Each team has the opportunity to request their division placement for the upcoming season in their application. This request does not guarantee placement in the requested division, but will serve as the preliminary placement for the team. Based on previous season results and discussions with the club's Director of Coaching this preliminary placement is subject to change by the Jim Hudson 9v9 League Administrator.

7. League Fees:

All league fees must be received **before** you play in the league.

League fees are \$325

Fees paid online at time of registration or you can make checks payable to SC Youth Soccer

8. Team Bonds

Each team is subject to a \$300 team bond. Infractions can result in forfeiture of part or all of a team bond. Clubs will be billed when teams forfeit part or all of a team bond. (Teams no longer are required to submit team bonds prior to each season)

9. Team Rosters:

Teams must have an official league roster and player /coach passes or digital player/coach passes available at the game site.

10. Player / Coaches Passes

Each player, coach and assistant coach in the Jim Hudson 9v9 League must have either an official US Youth soccer pass (ID card) or digital player/coach pass. The pass shall have the signature of the State Registrar of his / her designee and a current photograph of the player. Players/coaches may not be photographed in hats, sunglasses or headbands. Laminated player passes or official league rosters are required. The same requirements apply to the coach and assistant coach.

11. Guest Players:

Not allowed.

12. Red Card Ejection Form:

Procedures:

1. On the SCYS website there will be a [Red Card / Ejection Notice Form](#) that will need to be filled out and sent to SCYS and to the Jim Hudson 9v9 League Administrator within 3 days of the Red card.
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.** (Penalties double at the Region level and triple at the National level.) 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 Bond will be forfeited.
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 cannot 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.

13. Medical Release Forms – (Required)

All players are required to have the following Medical Release Form completed prior to playing in any Jim Hudson 9v9 League match.

[SC Youth Soccer Medical Release Form](#)

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

SCYS would prefer for teams to travel with a small medical kit.

14. 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. No jewelry of any type may be worn during a match under any circumstances. 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 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.

15. Field and Goal Sizes

Age Division	Minimum Field Size	Maximum Field Size	Goal Size
11-12U	45 x 70	55 x 80	6 x 18 or 7 x 21

16. Referee Assignors:

SC Youth Soccer will select "local" referee assignors each season/year that will be contracted to manage referee needs for the league.

17. Referee Fees:

AGE	REFEREE	AR#1	AR#2	TOTAL
11-12U	\$30 (\$15)	\$20 (\$10)	\$20 (\$10)	\$70 (\$35)

Numbers in () are per team fees

Tip: Place each referees fee in a separate envelope. (Ex. 11/12U have 3 envelopes, \$13 in envelope 1, \$9 in envelope 2 and \$9 in envelope 3.)

Referees are to be paid before the game starts. Each team is responsible for paying half the fees for the referee and assistant referees before each game. (Home and Away)

18. Schedule

Initial schedules will be established by the League Administrator approximately two weeks before the first game of the season. All teams will be asked for blackout dates. The official schedule will be posted on the Jim Hudson 9v9 League Website

Schedule for Fall season only, with multiple divisions (District or East/West) to localize play as much as possible.

19. Rescheduling of League Games

Teams will be given the opportunity to reschedule local matches if necessary. A local match consists of a match between any two opposing teams that are located less than 45 minutes apart.

If your team needs to request a reschedule, begin by contacting your opponent and requesting that they reschedule your scheduled match to a new date. **FOR ANY RESCHEDULE TO BE APPROVED BY THE LEAGUE ADMINISTRATOR IT MUST BE SUBMITTED A MINIMUM OF SEVEN (7) DAYS IN ADVANCE OF THE ORIGINALLY SCHEDULED MATCH TIME.**

NOTE: your opponent does NOT have to agree to reschedule a scheduled match. If your opponent does NOT agree to your reschedule request, your team will be required to maintain and show up for the originally scheduled date or forfeit the match.

(See Forfeit Rules for more information) We strongly encourage teams to work with their opponents requesting reschedules as there might come a time where your team will need the same grace in such a situation.

IF BOTH LOCAL TEAMS AGREE TO PROCEED WITH A RESCHEDULE, it is important to gain written communication of the newly agreed upon date for your records. Once both teams have approved the new date/time. AT THAT TIME, either the field scheduler or the team contacts involved in the reschedule can submit the new game information to the league administrator to get it updated on the site. Be sure to include in the email: MATCH NUMBER, NEW GAME DATE, NEW GAME TIME, NEW GAME FIELD and FIELD NUMBER, and THE TWO TEAMS INVOLVED

20. Grace Period:

Teams not ready to play within 15 minutes after the scheduled starting time of any match shall forfeit the match.

21. Forfeit:

Forfeits will be counted as a 3-0 shutout win and the team will be awarded 3 points in the standings.

22. Team Cancellation of Scheduled Matches:

All matches must be played as scheduled. Teams that forfeit a scheduled match will forfeit \$100 of their team bond. The Jim Hudson 9v9 League will review a team who forfeits more than two games in on season.

23. Weather Related Cancellations:

If field related cancellations should occur, the host club must contact the Jim Hudson 9v9 League Administrator, field coordinator and the referee assignor. All cancelation information can be found on the Jim Hudson 9v9 League Website. Do NOT use any hosting club's website to determine the status of a match.

24. Home Team:

The team listed first 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.

25. 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.

26. Rules of Competition:

All matches will be conducted in accordance with FIFA's "Laws of the Game" consistent with the following additional requirements of SCYS and the Jim Hudson 9v9 League.

- a) No deliberate heading of the ball at any level of the Jim Hudson 9v9 League.
 1. Restart on any infraction of this rule will be an Indirect Free Kick at spot of deliberate header

27. Length of Games: (No overtime)

Age Division	Minutes per half	Half-time	Ball Size	Game Size	Minimum Players to Start*
11U-12U	30 minutes	10 minutes	4	9v9	6

*=Minimum Players a team needs to play including a GK

28. Water Breaks:

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

29. 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)
- 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.

30. Heading: All Players 12U and under shall not head the ball directly from the air in any match or competition, nor shall these players practice heading the ball in any organized team setting. If a player age 12U or younger deliberately heads the ball in a match, the referee shall award an indirect free kick to the opposing team at the spot of the infraction. If the heading occurs within the penalty area, the referee shall move the ball outside the penalty area and award an indirect free kick to the opposing team. Players age 11 and age 12 may practice heading the ball in an organized team practice or skill session, but coaches shall monitor this practice so that no single player heads the ball more than 25 times per week, regardless of setting.

31. 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 and coaches 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 manager (if applicable) 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, and
- During half-time visitors may approach the team bench with approval of the coach.

32. League Standings:

Three points are awarded for a WIN, one point for a TIE and zero for a LOSS. In any case, where both teams forfeit, zero points will be awarded. In the case of ties within a division the following tie breaking procedures will be used.

- Head to Head competition
- Goal differential, with a maximum differential of three goals per game
- Fewest total goals allowed in all games
- Coin toss

33. Jim Hudson 9v9 League Discipline and Appeals:

All matters involving discipline and appeals within the Jim Hudson 9v9 League shall be in accordance with SCYS Discipline and Appeals Policy/Procedures. All protest and appeals shall be filed in writing to the Jim Hudson 9v9 League administrator within seventy-two hours of the game or circumstances that is being challenged. Judgment decisions of the referee are not subject to appeal or protest.