



# **SOUTH CAROLINA YOUTH SOCCER**

## **South Carolina Open League Rules**



### **1. Authority:**

The South Carolina Open League (SCOL) is a competitive league for U13 thru U19 boys and girls classic II teams. The SCOL 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 SCOL shall be governed by the SC Youth Soccer Board of Directors who is solely responsible for the rules and policies of the league. These rules and policies will be administered by the League Administrator.

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

### **2. Eligibility:**

To be eligible for SCOL, a classic II 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.

### **3. Competition Division and Age Groups:**

The SCOL will be made up of Classic II teams

Each SCOL division is comprised of U13 thru U19 classic II boys and girls teams in the Fall Season.

Each SCOL division is comprised of U13 thru U14 (? U15) classic II boys and girls teams in the Spring Season.

### **4. Dissemination of SCOL Information to Teams:**

The Club President or his/her SCOL club designee will have the responsibility of disseminating all SCOL pre-season information to all eligible Classic II teams. During the season the participating teams will receive all communication by e-mail. League questions should be sent to [Leagues@scysa.org](mailto:Leagues@scysa.org).

### **5. SC Youth Soccer Web Site:**

Periodically check the SC Youth Soccer web site [www.scysa.org](http://www.scysa.org) under Open League for updated information.

### **6. Open League Web Site:**

All field directions will be posted on the [Open League Web site](#).

### **7. Registration:** Fall season=July, spring season=January

### **8. Registration Deadline:**

All registrations forms and fees should be submitted by the club designee to the state office to be received on or before 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. 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 SCOL Publix Open Cup, , refusals of Permission or Notification to Travel and any other SC Youth Soccer activities.

### **9. Fees Payable per Season:**

Registration Fees: go to [scysa.org](http://scysa.org) for current team fee (includes field rental, referee assignor fee and league expenses)

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

Team Performance Bond: \$500.00 per team – see item #11 - invoiced if a fine is assessed

Referee Fees: Varies – see item #12

**10. Club Performance Bond:**

Each club sponsoring a SCOL team is responsible for a Club Performance Bond.

The fee for this is:       1-5       teams   = \$500  
                                  6-10       teams   = \$600  
                                  11 +       teams   = \$750

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 check 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 team will be responsible for another bond. Teams DO NOT have to submit payment in advance of season start date. Bond forfeitures will be invoiced to the Club with team name and game number listed on invoice.

**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>
U17/18/19	\$60	\$40	\$140	\$70
U15/16	\$50	\$36	\$122	\$61
U13/14	\$40	\$30	\$100	\$50

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

Each player, coach, assistant coach and manager in the SCOL 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 SCOL 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 (if applicable) and all team players. For SCOL Classic II teams, 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 marked through on the game day roster are allowed on the bench as long as they are not dressed out.

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/designee 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 either a laminated pass with a current photograph or a pass in a pdf file.

**15. Guest Players:**

Not allowed

**16. Club Pass Player:**

All teams playing in the SCOL 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) same level (laterally), or 3) up in team age (not player age), but are limited to only 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 issued:

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](mailto: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. SCYSA 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, 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 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 cup match or matches.

• Note; Fall tracking period is August 1 through January 1; spring tracking period is February 1 through July 31. SCOL may add additional penalties to those involved for violent conduct or other infractions should the League Administrator deem necessary.

### **18. Medical Release Forms:**

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. 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>
U15/16/16/18/19	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 U17/16/15/14 and U13 teams, then two fields must be reserved for SCOL matches. U15 and up will use one field and the other field for U13/U14. SCOL 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 in each district.

#### **22. 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, 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 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.

#### **23. Schedule:**

The SCOL will make every effort to schedule between 8-12 games for each team per season. The schedule listed on the SCOL 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 League Administrator. Request for rescheduling a match use Google Form at <https://goo.gl/forms/UaHitLR72R9Llra73>.

### **FORMAT FOR THE SOUTH CAROLINA PUBLIX OPEN CUP**

#### **24. PMSL Classic I and SCOL Classic II**

a. The South Carolina Open Cup is open to any SCOL teams and any PMSL Classic I team that does not qualify for the Publix President's Medal State Cup.

#### **SCOL League Format (less than 14 teams in age bracket):**

Teams will be placed in one division if there are 13 teams or less.

4 teams - One division playing a round robin. (#1, #2, #3, #4)

6 teams - Two groups of three teams. Each team will play three games with one game being a crossover game.

(Group A is #1, #4, #6 and Group B is #2, #3, #5), crossover games will be #1 vs #5, #4 vs #3, #6 vs #2)

8 teams - Two groups of four teams. Each team will play three games playing every team in there group.

(Group A is #1, #4, #5, #8 and Group B is #2, #3, #6, #7)

#### **SCOL League Format (more than 13 teams in age bracket):**

Teams will be placed into two divisions (EAST & WEST) if there are 14 teams or more. The League Administrator will decide the division for each team.

14 teams - Two groups of seven that play each other twice for a total of twelve games.

16 teams - Two groups of eight that play each other once for a total of seven games.

b. The Publix Open & Rec Cup is open to any non -qualifying PMSL I team, all SCOL II teams and all recreation teams.

Divisions and age groups will be determined based on the number of applications that are received.

**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. These dates must be indicated on the Application to Play Registration Form and may NOT be changed.

**26. Qualifying Matches:**

Qualifying matches are those scheduled league matches against teams in your own age division. Open League 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 (with the following exception below) will be replayed in its entirety. Any match that is abandoned after the first half is complete will be considered a complete game (with the following exception below). Exception: Any inappropriate behavior by either team causing the referee to abandon the match. Any team or coach that causes a match to be abandoned by their behavior may have the match result entered as a forfeit against the offending team regardless of the score. If both teams' or coaches' behavior causes a match to be abandoned, then no points will be awarded to either team. The decision to accept, replay or forfeit the match will be made by the League Administrator. At the sole discretion of the referee, if the head coach is sent off, another qualified adult (team manager with card or coach from the same club with card) may be allowed to finish coaching a match that would otherwise be abandoned.

Only qualifying matches will be used to determine league standings.

**27. Non-Qualifying Matches:**

The SCOL 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 start 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 OPEN LEAGUE ADMINISTRATOR OF ITS INTENT TO NOT PLAY, will be invoiced for their \$500.00 team performance bond fee PLUS the entire referee fees for that match. The team will be responsible for another \$500.00 team performance bond fee as deemed necessary.

If a team refuses to play their scheduled matches with no call to the League 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 the League 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 will be invoiced for their team’s performance bond, also forfeit the match and pay all appropriate SCOL 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 SCOL club designee must contact the League 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 emergencies only. The SCOL discourages the submission of fields for usage that could result in consistent or unnecessary cancellations of games. If field related cancellations should occur, the host club must contact the SCOL 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 SCOL 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 overtime)**

<u>Age Division</u>	<u>Minutes/half</u>	<u>Half-time</u>	<u>Ball Size</u>	<u>Maximum Roster Size</u>	<u>Min # of Players To Start/Complete Game</u>
U17/18/19	45 minutes	10 minutes	5	18	7
U15/16	40 minutes	10minutes	5	18	7
U13/14	35 minutes	10 minutes	5	18	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 the [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 9:00pm deadline to enter Game Reports, so the Publix Open Cup scheduling can be completed.

### **Reporting Instructions:**

- Go to your SCOL 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

### **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 3points = 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 criterion is not used if 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 Team with the most goals (maximum of 3 goals per game).
5. Coin toss.

More than two teams tied:

If more than (2) teams are tied, the sequence will start at 40.2 and will be followed until a team is eliminated. Once one team is eliminated, the remaining teams will then restart the sequence at 40.2 above, until the tie is broken.

### **41. SCOL Discipline and Appeals:**

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

All protest or appeals shall be filed in writing to the League 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 documentation.

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.