

**Section 6
PLAYER DEVELOPMENT
Policies and Procedures**

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.1 Definitions

- The definitions found in UYSA Bylaw102 shall apply to this policy section.
- The term “**should**” means that the action is recommended or encouraged.
- The terms “**must**” and “**shall**” mean that the action is required.
- “**Club**” means an Organization that has an identifiable membership of Youth Players on whose behalf the Organization conducts or engages in youth soccer activities.
- “**Competition League**” means a League that is not a Recreation League.
- “**Competition Team**” means a Team that use tryouts, invitations, recruiting, or similar processes to roster players.
- “**D-Pass**” means a player development pass.
- “**IRL**” means the Interregional League.
- “**RAL**” means the **Regional Academy League**.
- “**Recreation League**” means a League with the following characteristics: (1) the use of tryouts, invitations, recruiting, or similar process to roster players to a Team is prohibited; (2) the League accepts as participants any eligible youths subject to reasonable terms on registration; and (3) League rules require that each player must play at least one-half of each match except for reasons of injury, illness, or discipline.
- “**Recreation Team**” means a Team that is not a Competition Team.
- “**SCL**” means the **State Competition League**.
- “**SOMS**” means UYSA’s state online management system.
- “**State Cup**” shall mean the tournament held by UYSA to determine a state champion in the U-12 through U-19 age groups that will earn the right to represent Utah in the Region IV Championships of the USYSA National Championship Series.
- “**Technical Director**” shall mean UYSA’s State Technical Director.

.2 Administration

621 Player Development Committee (PDC)

6211 Duties and Responsibilities

1. Review the player development policies found in this section and suggest changes to the Board.
2. Oversee the functioning of the Competition, Recreation, and ODP subcommittees and resolve disputes.
3. Develop programs and services to aid the development of all players regardless of ability and age.
4. Annually submit a budget to the Board.
5. Quarterly submit a written report to the Board.
6. Appear before and report to the Board when requested.

6212 Organization

1. The PDC shall consist of a Chairperson and the Director of each of the subcommittees.
2. The Player Development Committee (“PDC”) shall have three (3) subcommittees – Competition, Recreation, and ODP.
3. The Chairperson shall be a member of each subcommittee and is appointed as set forth in UYSA’s Bylaws.
4. The State Technical Director shall be an ex officio member with voting rights of the Competition and ODP Subcommittees.
5. The Assistant State Technical Director shall be an ex officio member with voting rights of the Recreation Subcommittee.

6. The Director of the Competition Subcommittee shall be elected by a Majority vote of the members of that subcommittee and shall serve a one (1) year term. Such election shall be held within fourteen (14) days of UYSA's AGM.
7. The Director of the Recreation Subcommittee shall be elected by a Majority vote of the members of that subcommittee and shall serve a one (1) year term. Such election shall be held within fourteen (14) days of UYSA's AGM.
8. The Director of the ODP Subcommittee shall be appointed by the Board and shall serve a two (2) year term unless terminated earlier by the Board.

6213 Meetings

1. The PDC shall meet at least quarterly.
2. Notice of the date, time, and location of each PDC meeting shall be provided to each committee member and posted on the UYSA website at least twenty-one (21) days before the meeting date.
3. The agenda for each PDC meeting shall be provided to each committee member at least ten (10) days before the date of the meeting.
4. Minutes shall be kept of assignments and decisions made at each PDC meeting.

622 Competition Subcommittee (CS)

6221 Duties and Responsibilities

1. Planning and developing programs for Competition Soccer.
2. Drafting and proposing policies to UYSA's Board to govern Competition programs.
3. Coordinating the implementation of Competition policies and programs.

6222 Organization

1. The CS shall consist of two (2) members from each Region.
2. Subcommittee members shall be elected or selected in accordance with UYSA bylaws.

6223 Meetings

1. General Meetings

- a. The CS shall meet at least once per calendar quarter.
- b. Notice of the date, time, and location of each CS meeting shall be provided to each subcommittee member and posted on the UYSA website at least twenty-one (21) days before the meeting date.
- c. The agenda for each CS meeting shall be provided to each subcommittee member at least ten (10) days before the date of the meeting.
- d. Minutes shall be kept of assignments and decisions made at each CS meeting.

2. Alignment Meetings

- a. The CS shall meet prior to the fall season and prior to the spring season to align registered Teams into divisions of the Competition Leagues.
- b. The alignment process and timeline is described **later herein**.

623 Recreation Subcommittee (RS)

6231 Duties and Responsibilities

1. Planning and developing programs for Recreation Soccer;
2. Drafting and proposing policies to UYSA's Board to govern Recreation Programs;
3. Coordinating the implementation of policies and programs for recreation soccer.

6232 Organization

1. The RS shall consist of one member from each Region.
2. A member shall be elected by a weighted vote of the Organizational Members that have a Majority of their Youth Players registered in the Region that the member represents.

6233 Meetings

1. The RS shall meet at least quarterly.
2. Notice of the date, time, and location of each RS meeting shall be provided to each committee member and posted on the UYSA website at least twenty-one (21) days before the meeting date.
3. The agenda for each RS meeting shall be provided to each committee member at least ten (10) days before the date of the meeting.
4. Minutes of assignments and decisions made at each RS meeting shall be kept.

.3 Competition

631 Standards for All State-governed Competition Leagues

6311 Registration

1. Registrants – see Policy 7321
2. Required Documentation & Fees – see Policies 7322 and 7323.
3. Deadlines – see Policy 7324
4. Age Groups – see Policy 7325
5. Player Release – see Policy 7326
6. Roster Size – see Policy 7327

6312 Coach Requirements

1. Registration
 - a. An individual shall register as a coach for a Competition Team using SOMS.
 - b. An individual may only register as a coach for a Competition Team if such individual executes UYSA's "Code of Coaching Ethics" form and meets the licensing requirements of the respective league.
 - c. The individual must also pass a background check.
2. License Registry – The State Office shall maintain on UYSA's website a current list of individuals that hold USSF national and state licenses.
3. Registrar Verification – Prior to certifying an individual as a coach in a competition program, a registrar must obtain the individual's "Code of Coaching Ethics form or verify the completion of such form in SOMS, and verify that the individual has the proper license by doing either of the following: (1) obtaining a copy of the individual's license; or (2) checking the State Office's registry.
4. Coaching Restrictions – An individual may not be in the coach's technical area during a match without being properly registered in SOMS and without being on the match day roster.
5. Recruiting
 - a. No head coach, assistant coach, or administrator may recruit a player registered to another Team except during the recruitment window of November 15 to January 15.
 - b. "Recruit" means undertaking any activity, directly or indirectly, to influence or entice a player to leave a Team to register for another Team.
 - c. It is also illegal for a coach or administrator to encourage or use parents and players to recruit for them outside the recruitment window.

- d. Coaches or administrators shall not persist in further attempts to secure a player's services after the player or his/her parents have indicated their decision not to participate with the coach's or administrator's Team or Organization.

6313 Canceling/Rescheduling Matches

1. Reasons for Cancellation: A scheduled match may be cancelled for any of the following reasons:
 - a. The head coaches of both Teams agree to cancellation;
Explanatory Notes:
 - *There is no policy that allows a coach who coaches multiple teams to reschedule a match just because one of the coach's matches interferes with another of the coach's matches. Nor is there a policy that requires the opposing team to reschedule because of a multiple-team coaching conflict. Each Competition Team that has a coach who coaches multiple teams, is required to have an assistant coach with the proper licensing on the roster prior to activation of the team. This assistant coach is expected to be in a position to fill in for the head coach should he/she have multiple match conflicts. Assistant coaches should not be assigned to so many teams that they cannot cover for their head coaches. Directors of Coaching should use appropriate discretion in organizing their coaching staffs. UYSA-certified registrars should monitor staffing during the registration process.*
 - *An opposing head coach is under no obligation to reschedule except for the reasons set forth hereafter.*
 - b. One of the Teams has a conflict with a State Cup match;
Explanatory Note:
 - *This applies to the Team/Players that have a State Cup match. It does not apply to a coach that has a State Cup match conflict. Per 1.a., a coach who coaches multiple teams is required to have an assistant coach to fill in should there be a multiple game conflict.*
 - c. One of the Teams has at least two players involved in a conflicting ODP function other than training;
 - d. The scheduled field has been closed by an appropriate authority;
 - e. The center referee determines the scheduled field to be unplayable or otherwise terminates the match pursuant to the Laws of the Match;
 - f. There are no USSF-certified individuals assigned by a UYSA-certified Referee Assignor, with no affiliation to either Team, to referee the match;
 - g. The CS Director orders cancellation.
 - h. **One of the Teams is participating in a UYSA-sanctioned tournament.**
2. Limit on Cancellations.
 - a. In any one season, a Team may only be involved in a maximum of three (3) cancelled matches for the reasons set forth in subparagraph 1.a. above, regardless of whether that Team initiated the cancellation or not.
 - b. There is no limit to cancellations for the other reasons, but Teams should make a concerted effort to avoid cancellations.
3. Procedures.
 - a. To cancel a match for the reason set forth in subparagraph 1.a. above, the home team, as determined by the season schedule, must notify the appropriate Referee Assignor at least seventy-two (72) hours prior to the start time of the match as set forth in SOMS.
 - b. To cancel a match for the reasons set forth in subparagraph 1.b. or 1.c. above, the cancelling team must notify an administrator of the opposing team at least ninety-six (96) hours prior to the start of the match as set forth in SOMS. The home team must then notify the appropriate Referee Assignor at least seventy-two (72) hours prior to the start time of the match as set forth in SOMS.
 - c. To reschedule a canceled match, the home team must contact the appropriate Referee Assignor to obtain possible dates, times and fields for the rescheduled match. The home team must then contact an administrator of the opposing team to come to an agreement on the

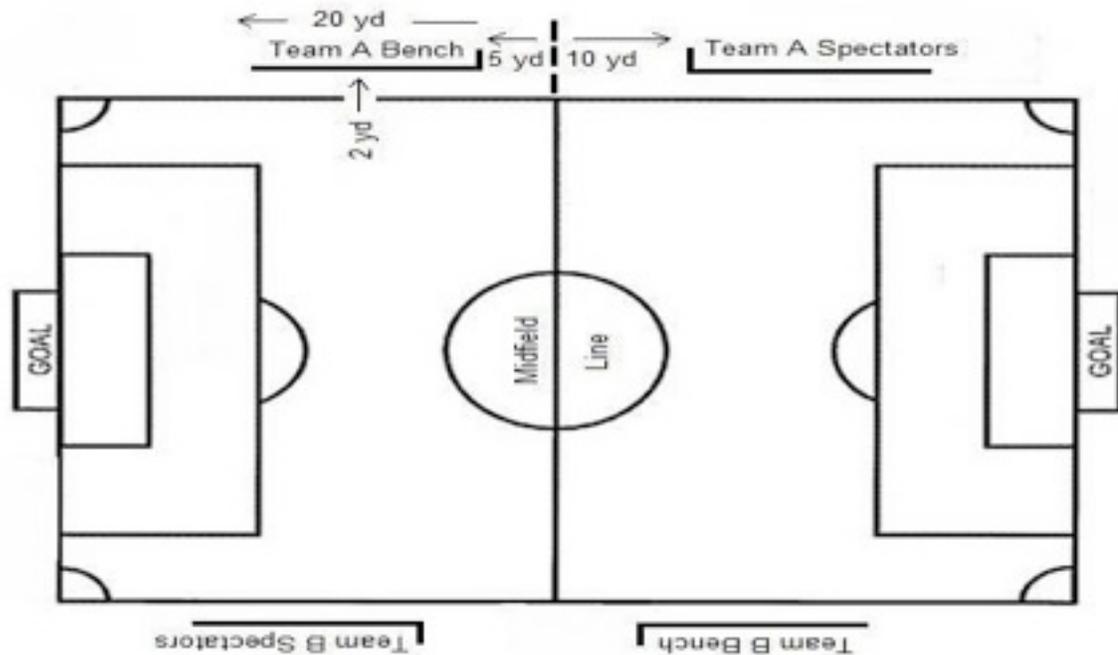
reschedule. The two teams must cooperate in the spirit of good sportsmanship. The home team must then contact the Referee Assignor to finalize the date, time, and field for the rescheduled match. If the two teams cannot come to an agreement for the reschedule, the matter will be submitted to the CS Director, who will make the final determination. To reschedule a match that was canceled under subparagraph 1.a. above, the canceling team must pay the resulting rescheduling fees.

- d. The Referee Assignor must contact the State Office and provide notification of the rescheduled match date, time, and location.
4. Penalties
 - a. If the Teams agree to cancel a match pursuant to subparagraph 1.a. above, and the home team fails to properly or timely notify the Referee Assignor of the cancellation as required in subparagraph 3.a. above, the home team shall be responsible for payment of the referee fees for the match.
 - b. If a Team fails to attend a scheduled match or has failed to obtain the consent of the other Team for a cancellation or has failed to notify the other Team pursuant to subparagraph 3.a. or 3.b. above, the non-attending Team shall forfeit the match. The attending Team shall be given a forfeit win for the game. The attending Team shall pay each official their half of the fee. The referees will receive half pay for the unplayed game.
5. Deadlines
All matches must be completed and reported by November 15 for fall matches and June 1 for spring matches.
6. Notification of Changes
 - a. If a match published on SOMS has no field assignment, the home team must notify the opposing team of the field location no less than 72 hours prior to the published match time. Failure to provide the required notification shall result in the home team having to pay half the referee fees and reschedule the match.
 - b. If a match published in SOMS is rescheduled, the home team shall notify the State Office no less than 48 hours prior to the new match time.
7. The State Office shall educate UYSA Certified Referee Assignors on this policy, and the UYSA Certified Referee Assignors shall use their best efforts to enforce the policy.

6314 Matches

1. Team Rosters & Participants
 - a. For the purpose of this section, “starting time” shall mean the game time as published in SOMS or 15 minutes after another game on the same field ends, whichever is later.
 - b. A representative of each Team must download from SOMS and bring at least one (1) copy of the Team’s roster to the match. The copy shall be provided to the referee at the match. Failure to provide a roster to the referee at the game within fifteen (15) minutes after the starting time will result in a forfeit.
 - c. If there have been changes to the roster within 24 hours of kick-off, the Team with the roster changes must download from SOMS and bring two (2) copies of the Team’s roster to the match. One copy will be provided to the referee and the second copy will be provided to the opposing coach. Failure to provide rosters within fifteen (15) minutes after the starting time to both the referee and the opposing coach will make the players affected by the roster change ineligible to play the match.
 - d. Failure to have a properly registered and appropriately licensed coach (in accordance with UYSA policy) on the match day roster and present at the field prior to fifteen (15) minutes after the starting time of the match and for the duration of the match will result in a forfeit.
 - e. If a Team does not have the required number of players to start the match prior to fifteen (15) minutes after the starting time of the match, such Team will forfeit the match.
 - f. The match day roster must include a photograph of all players and coaches participating in the match. A player is ineligible to play without a photo. A coach is ineligible to coach without a photo.
 - g. Representatives are advised to print the match roster as close to match time as possible.

2. Referee Fees
 - a. RAL
 - (1) For U-10, \$20 for the Center Referee and \$12 for each Assistant Referee.
 - (2) For U-9, \$20 for the Center Referee. Team linesmen will not be paid.
 - b. IRL- same as SCL.
 - c. SCL
 - (1) For U-11 through U14, \$30 for the Center Referee and \$15 for each Assistant Referee.
 - (2) For U-15 and above, \$40 for the Center Referee and \$20 for each Assistant Referee.
3. Starting Time
 - a. The starting time of a match shall be the time published in the schedule on SOMS **or fifteen (15) minutes** after another match on the same field ends, whichever is later.
 - b. If a Team does not have the required number of players to start the game within fifteen (15) minutes after the starting time of the game, such Team will forfeit the game.
 - c. **If a Team does not have a properly registered and appropriately licensed coach (in accordance with the UYSA policy) within fifteen (15) minutes of the starting time of the game, such Team will forfeit the game.**
4. Field Requirements
 - a. By the scheduled match time, the field should be appropriately marked per the laws of the match and meet the size requirements of these policies.
 - b. Failure to have nets and corner flags in place prior to fifteen (15) minutes after the starting time of the match will result in a forfeit to the home team. The visiting Team may waive this requirement.
5. Bench and Spectator Areas
 - a. Each Team's bench area shall be along the same touchline as its respective spectator area. Thus, one Team's bench area and spectator area shall be on the opposite touchline from the other Team's bench and spectator area.
 - b. As you face the field, the Team's bench area shall be to the right of the midfield line extended and the spectator area shall be to the left of the midfield line extended.
 - c. The Team's bench area shall be located at least two (2) yards outside the touchline, beginning not closer than five (5) yards from the midfield line extended and extending twenty yards going away from the midfield line extended towards the endline on the right.
 - d. The Team's spectator area shall be located at least two (2) yards outside the touchline, beginning not closer than ten (10) yards from the midfield line extended and extending twenty yards going away from the midfield line extended towards the endline on the left.
 - e. The home team shall have first choice of which touchline to use and should designate it at least thirty (30) minutes prior to the scheduled match time..
 - f. Coaches must remain within their respective bench area during the match.
 - g. Players on the bench must remain within their respective bench area during the match except when being substituted, at which time the player must remain at the the midfield line until called by the center referee to enter the match.
 - h. Match officials may enforce these provisions and suspend or terminate a match if a coach, player, or spectator fails to abide by requests from match officials to comply.



6. Uniforms

- The two Teams must wear colors that distinguish them from each other and from the referee and assistant referees.
- Each goalkeeper must wear colors that distinguish him/her from the other players, the referee, and the assistant referees.
- The home team shall wear their darker colored jerseys and the visiting team shall wear their lighter colored jerseys.
- If there is still a conflict, the home team must change.

Explanatory Notes:

- If a team has red and black as their colors, their home jersey will be their black kit and their away jersey shall be their red kit. If the aforementioned team visits another team whose colors are red and white, the home team would be red and the away team would be red. In this instance, the home team would change to their white colors. This shall be the only time when a home team is required to change their uniforms. Therefore if a team is the away team and their colors are blue and white, they shall expect to wear their white kits and not their blue kits. A traveling team shall not out of disrespect to the opponent, officials, and to the match wear their dark uniforms and expect the home team to change because the traveling teams doesn't want to wear their lighter colored kits or for another reason.
- A Team may not select a jersey that is half light/half dark to serve as both its home and away jersey.
- A player must wear the same color sock on both feet, all players on the Team must have matching socks, and the Team's socks must be a different color than the opponent's socks.

7. Rules of Play

All competition matches shall be played under FIFA's Laws of the Game except as modified by USYSA and UYSA in these policies.

8. Substitutions

- a. Subject to the referee's discretion, teams may make an unlimited number of substitutions during a match.
 - b. Subject to the referee's discretion, substitutions may be made at the following times:
 - (1) The possessing team may substitute prior to its own throw-in;
 - (2) The non-possessing team may substitute prior to a throw-in by the possessing team if the possessing team is also making a substitution and the non-possessing team's substitutes are at the halfway line ready to enter the match;
 - (3) Either team may make substitutes at the following times:
 - (a) Prior to a goalkick by either team;
 - (b) After a goal by either team;
 - (c) After an injury to either team when the referee stops play;
 - (d) At halftime;
 - (4) On a caution, only the cautioned player may be substituted.
 - c. Substitutions shall be made in the following manner:
 - (1) The referee must be informed of and acknowledge a proposed substitution;
 - (2) A substitute must be standing at the halfway line prior to the substitution opportunity;
 - (3) A substitute must enter the field of play at the halfway line;
 - (4) The substituted player may exit the field of play anywhere;
 - (5) A substitute may not enter the field of play until the substituted player has exited the field of play, unless otherwise directed by the referee.
 - d. A player who has been substituted may reenter the match as a substitute.
- 9. Coaching**
- a. Coaches must stay within the team's bench area unless permitted by the match official to enter the field of play;
 - b. Coaches may not use mechanical or technological devices to amplify their voice.
- 10. Early Termination**
- a. If a match is terminated after fifteen (15) minutes of the second half has elapsed because of the weather or because of grave disorder on the part of the coaches, players, or spectators of a team that is losing at the point of termination, the match shall be considered a completed match.
 - b. If a match is terminated at any point because of grave disorder on the part of the coaches, players, or spectators of a team that is winning or tied at the point of termination, such team will forfeit the match 1-0.
 - c. If a match is terminated early due to field conditions such as failure of lights, destruction of a goal, or other conditions making the field unplayable, the match shall be rescheduled.
 - d. A match rescheduled due to early termination shall be replayed in its entirety.
 - e. Referee fees must be paid again at a match rescheduled due to early termination.
- 11. Match Discipline**
- a. **Applicability**
 - (1) All participants and spectators in UYSA matches shall be subject to all misconduct rules, regardless of whether they appear on game rosters and regardless of whether the match referee displays a yellow or red card.
 - b. **Player Discipline**
 - (1) A player may be cautioned or expelled from a match by the referee in accordance with the FIFA Laws of the Game or as otherwise prescribed in UYSA Rules.
 - c. **Team Official Discipline**
 - (1) If, in the referee's discretion, a team official (coach, assistant coach, manager, or club representative) is engaging in persistent harassment or abuse of officials, disruptive behavior, interference with the match, or other inappropriate conduct, the referee may expel such official from the field and its surroundings. Such incidents may also result in further disciplinary action.
 - (2) If the official refuses to leave the field and its surroundings, the referee may suspend play until the individual leaves. Failure of an individual to comply with the referee's request

within three (3) minutes may result in the referee's terminating the game. Such incident may result in forfeiture of the match as well as further disciplinary action.

d. **Spectator Discipline**

- (1) If, in the referee's discretion, a spectator is engaging in persistent harassment or abuse of officials, disruptive behavior, interference with the match, or other inappropriate conduct, the referee may ask a team official to control the individual. If the team official has no control over the individual or situation, the team official shall not be penalized. If the spectator is affiliated with a match team, the team official may be held responsible for the behavior of the spectator.
- (2) The referee may request that a spectator leave the field and its surroundings for any of the foregoing reasons.
- (3) If a spectator refuses to leave the field and its surroundings, the referee may suspend play until the individual leaves. Failure of an individual to comply with the referee's request within three (3) minutes may result in the referee's terminating the game. Such incident may result in forfeiture of the match by the offending team as well as further disciplinary action.

e. **Reporting**

- (1) Any match participant or spectator must provide his/her name to the match referee if requested.
- (2) The match referee must report all disciplinary action in his/her game report submitted to UYSA within 24 hours of the match starting time as designated in SOMS. Failure to do so may result in disciplinary action taken against the match referee.
- (3) The State Office will work with the SOMS administrator to ensure that SOMS is set up to register and handle discipline in accordance with this policy.

f. **Penalties**

- (1) A player that is expelled from a match is disqualified from the next scheduled match for that player's primary team and is ineligible to utilize the C-Pass privilege until the penalty is served.
- (2) A player that is expelled from a match where he/she is multi-rostered is disqualified from the next scheduled match for that player's secondary team. Because the secondary team is not allowed to C-Pass players, the C-Pass privilege is not revoked with this incident.
- (3) A team official that is expelled from a match is disqualified from the next scheduled match for the same team.
- (4) A player that accumulates three yellow cards during a season (fall or spring) is disqualified from the next scheduled match for that player's primary team after the third yellow card is issued and is ineligible to utilize the C-Pass privilege until the penalty is served. The accumulation then starts over.
- (5) A spectator that is expelled from a match shall be referred to the adjudication committee for disciplinary review.
- (6) Any penalties or accumulations hereunder shall not apply to non-league competitions.

6315 **Tryouts**

1. **Rationale**

- a. This policy is established to provide a consistent, fair, and equitable system for forming Competition Teams, that allows players to properly evaluate and explore their options while at the same time defines what constitutes a player's Seasonal Year commit to a Team.
- b. This policy shall apply to any Team participating the next Seasonal Year in any SCL or IRL Competition League.

2. **Timing**

- a. A Team or Organizational Member may advertise tryout dates and information for the next Seasonal Year at any time.

- b. Starting on the Tuesday after Memorial Day, tryouts may be held any time on or after this date by or for a Team that will compete the next Seasonal Year in any SCL or IRL Competition League.
3. **Process**
- a. At tryouts, a player or his/her guardian may be required to sign appropriate liability releases and pay a reasonable tryout fee, but shall not be required to sign documentation requiring a commitment to join a Team or pay Team and/or Organizational Member fees.
 - b. Unless the player is eighteen (18) or older, an offer to a player to participate on a Team must be made to the player's guardian in writing, which includes email, text or posting to a website.
 - c. An offer must include the following:
 - (1) The date of the offer;
 - (2) The name/level of the Team for whom the offer is made;
 - (3) The time period in which the player has to respond to the offer, which may not be less than 24 hours.
 - d. An offer is accepted upon electronic registration in SOMS according to Section 7 Registration Policy & Procedures - Competition Registration 732 OR the presentation of a physical copy of the Player Registration form and State Registration Fees to the Member Organization.
 - e. Once an offer is accepted, the player is deemed committed to the Team for the Seasonal Year, subject to the release rules set forth in the registration policies, Section 7.
 - f. In the recruitment process, a Team, Organizational Member, or representative thereof may not make any representation that they know or should know is contrary to UYSA policy or actual fact.
4. **Fee Waivers**
- a. If a Team offers a Fee Waiver to a player to play on the Team, the Team must provide the player with the written terms of such Fee Waiver prior to registering such player.
 - b. The written terms must include the monetary amount of the Fee Waiver and any amounts that must be repaid if the player is subsequently released from the Team at the request of the player.
 - c. The written terms must be acknowledged by the signature of at least one of the player's parents.
 - d. Any financial inducement to play on a Team must be based on **financial need** and can only cover UYSA registration fees; Organizational Member or Team fees for administrative costs, uniforms, tournament entries, and training; and referee fees.
 - e. Any Fee Waiver or other offers that would be in violation of NCAA rules and affect a player's college eligibility are not allowed in UYSA.

6316 Results and Standings

- 1. Reporting Scores
 - a. The winning coach is responsible for entering the final match score into SOMS.
 - b. In the case of a tie, the home team's coach is responsible for entering the final match score.
 - c. The entered scores will be verified by the State Office with the referee's report.
- 2. Points
 - a. A Team will earn three (3) points for a win;
 - b. A Team will earn one (1) point for a tie;
 - c. A Team will earn no points for a loss;
 - d. A forfeited match will be recorded as a 1-0 win for the non-forfeiting team;

- e. A double forfeit will earn no points for both teams;
 - f. A Team shall lose three (3) points in the standings for each forfeited match. A Team shall also be dropped one spot in the standings at the end of the season if the Team incurs two or more of these forfeits.
3. Standings will be maintained on the UYSA website in descending order of points earned.
 4. Tie-breakers – the following criteria will be used to resolve any ties in the standings:
 - a. Result of head-to-head competition;
 - b. Goal differential (goals scored minus goals allowed) with a maximum differential of four (4) per match;
 - c. Least goals allowed;
 - d. Most goals scored with a maximum of four (4) per match;
 - e. Shut-out wins, excluding forfeits;
 - f. Coin toss by the CS at the
 - g. pre-alignment meeting;
 - h. If more than two (2) teams are tied, the tiebreaker criteria listed shall be used in the order shown until one team is advanced. If remaining teams are still tied at this point in the tie- breaking process, they will then be compared beginning again with **step 1** until another team is advanced.

632 State Competition League

(SCL) 6321

Description

The SCL is a league operated and managed by UYSA for Competition Teams that want to compete at a high level statewide.

6322 Structure

1. The SCL shall offer age-group leagues for boys and girls from U-11 to U-19.
2. Each age group shall have a Premier A, Premier B, and First Division.
3. The Premier A and B Divisions shall each have no more than six (6) teams. The First Division shall have no more than twelve (12) teams.
4. In the fall, there will be no U-15 through U-18 girls' leagues, but there will instead be a provisional league with age groups and divisions as determined by the CS.
5. In the spring, there will be no U-15 through U-18 boys' leagues, but there will instead be a provisional league with age groups and divisions as determined by the CS.

6323 Coach License Requirements

1. An individual registering as a head or assistant coach with a Team registering in the SCL must have a USSF "D" License, a current D-Waiver, or a D-Pending Designation.
2. D-Pending Designation
 - a. An individual must have their "E" License for at least six (6) months to be eligible to take the "D" License course.
 - b. The "D" License course is conducted over two weeks (Week 1 and Week 2). After successfully completing Week 1, an individual will be given a D-Pending Designation until completing Week 2. If an individual is unable to attend the scheduled Week 2 in their area, such individual may attend a Week 2 at another time and location. Failure to complete Week 2 within one (1) year of beginning Week 1 will result in removal of the individual's D- Pending Designation, and such individual will be required to retake the entire "D" License course.
3. D-Waiver

- a. To apply for a D-Waiver, an individual must have a USSF “E” License, NSCAA State Diploma, or AYSO Advance Certification.
- b. To obtain a D-Waiver, an individual must complete UYSA’s License Waiver form and submit it to their respective UYSA Certified Registrar.
- c. The UYSA Certified Registrar shall submit the form to the State Office to be reviewed by the Technical Director or designee.
- d. A D-Waiver is effective until the end of the last session of the next “D” License course. For example, if an individual receives a D-Waiver for the fall season, the waiver will expire when the last session of the winter “D” License course ends. If an individual receives a D-Waiver for the spring season, the waiver will expire when the last session of the summer “D” License course ends.
- e. The State Office shall record the issuance date of the D-Waiver in SOMS.
- f. An individual may only obtain a D-Waiver one time.

Explanatory Note: The USSF “E” License is given at the state level. The USSF “D” License can be earned with a state or national designation. An individual meets the requirements of a USSF “D” License in this policy if he/she has earned the license with either a state or national designation.

6324 Player Rostering

1. Multiple Rostering

- a. A player may be registered to two (2) Teams in the SCL under the following conditions:
 - (1) Both Teams are in different age groups or gender divisions;
 - (2) The player designates one Team as the player’s primary team;
 - (3) UYSA competition fees are paid for both Teams;
- b. A U-11 Team may not have more than six (6) multi-rostered players;
- c. U-12 and older Teams may not have more than eight (8) multi-rostered players.
- d. A player may be registered to an SCL Team and an IRL Team at the same time under the same conditions as subparagraph a above.

2. Mixed Rostering – Girls may participate on boys’ teams. Boys may not participate on girls’ teams

3. Club Pass (C-Pass)

- a. Rationale
 - (1) The core objective of the C-Pass is to provide Organizational Members and their coaches the flexibility to move players from team to team within their own Organization as necessary for player development.
 - (2) The C-Pass is also intended to reduce the need for canceling or rescheduling matches due to injuries, conflicts, or other reasons.
 - (3) The C-Pass will be used only for U-11 age divisions and older.
- b. Guidelines
 - (1) A player may only use a C-Pass to play on another Team in the player’s Organizational Member.
 - (2) A Team utilizing one or more C-Pass players on the roster of a particular match must also have the following minimum amount of its regularly rostered players on such match roster, although not all the regularly rostered players need be present at the match:
 - (a) For a U-11 team, the match roster must have at least seven (7) regularly rostered players.
 - (b) For a U-12 or older team, the match roster must have at least nine (9) regularly rostered players.
 - (3) All C-Pass players on the roster of a particular match shall be counted towards the maximum number of players allowed on a team roster as set forth in UYSA Policy 7327.
 - (4) The Borrowing Team may not “deactivate” or “release” players in order to open up a spot for a C-Pass player. For teams that are allowed to carry a roster of 22,

the Borrowing Team can C-Pass players up to the maximum roster size of 22 and “deactivate” up to 4 players necessary to reach the required match roster size of 18 per UYSA Policy 6311.

- (5) The player’s primary team is the team to which the player is regularly rostered, regardless of the number of matches played with the Borrowing Team(s). In order for a player to become regularly rostered to a Borrowing Team, an official transfer must be completed. Only regularly rostered players shall count towards roster continuity.
 - (6) There is no limit on how many times a player may C-pass to another Team.
 - (7) A player may only C-pass to a Team in accordance with the age limitations found in UYSA Policy 7325. In no case may a player C-pass to a Team in an age group younger than the player’s natural age group.
 - (8) A player regularly rostered to a premier Team may C-pass to a Team in the next lower division. For example, a player regularly rostered to a P1 Team may C-pass to a P2 Team or D1 Team, A player regularly rostered to a P2 Team may C-Pass to a D1 Team. If a premier player is recovering from a documented catastrophic injury, such as an ACL or broken leg, or there are extenuating circumstances, the Organizational Member may petition for approval to play down more than one division if there is not a team one division lower. This petition must be submitted by the Organizational Member’s Technical Director, verified by the Competition Committee Chair and approved by the UYSA Technical Director.
 - (9) A player regularly rostered to a non-premier Team may C-pass up or down any number of divisions, but may not C-pass to another Team in the same division.
 - (10) A player shall not be involuntarily removed from his/her Primary Team except in accordance with UYSA Policy 7326.
 - (11) When a player is C-passed, the Primary Team coach shall designate the expiration date and time of the release back to the Primary Team in SOMS. The expiration date and time of release back to the Primary Team shall not be prior to 11:59 pm of the date on which the C-passed player shall play a scheduled match on the Borrowing team.
 - (12) A player that has been C-passed will be redlined from his/her Primary Team’s roster with a “CP” symbol next to his/her name. This ”CP” symbol indicates the reason they are redlined is that they have been C-passed to another team. The Borrowing Team will have the player added to its roster with the player being highlighted on such roster with a “CP” symbol next to the player’s name. Therefore, when a player is on a C-Pass, he/she is included in the Borrowing Team’s roster count but not included in the Primary Team’s roster count.
 - (13) If a player is multi-rostered, the secondary team may not utilize the C-Pass.
- c. Explanatory Scenarios
- (1) A player rostered to a premier team in such player’s true age group can C-pass to an eligible team in D1 of the same age group. Such player can also C-pass to eligible teams in older age groups in accordance with UYSA play-up policy. Such player can C-Pass to eligible teams in an division in an older age group. For example, a player that is a true U-13 player and is rostered to a P1 team in the U-13 age group can play for an eligible D1 team in the U-13 age group or an eligible team in any division of the U-14 and U-15 age groups.
 - (2) A player rostered to a premier team in an age group above such player’s true age can C- pass down to an eligible team in D1 in the same age group and can C- pass to eligible teams in the premier division or D1 of younger age groups down to the player’s true age group. For example, if a player is a true U-13 player and is rostered to a P1 team in the U-15 age group, such player can play on eligible teams in the premier division or D1 divisions of the U-15, U-14, and U-13 age groups.
- d. Process – call the State Office.

6325 Alignment

2. Collect Alignment Forms

- a. By July 7 for the fall season and February 1 for the spring season, Teams shall complete a UYSA Alignment Form and provide it to their respective State Certified Registrar.
- b. By July 8 for the fall season and February 2 for the spring season, State Certified Registrars shall provide to the CS alignment forms in addition to all current and previous rosters, as required below, for all accepted Teams.

3. Obtain Standings

- a. The State Office shall provide the previous season's final standings to the CS by June 5 for the fall season alignment and December 1 for the spring season alignment.
- b. In the case of high school age groups, the State Office shall provide the final standings from two seasons previous to the current season being aligned.

4. Obtain Prior Rosters

- a. By July 7 for the fall season and February 1 for the spring season, Teams shall submit their current state gaming league roster, NOT State Cup roster, to their respective State Certified Registrar, who will provide them to the CS.
- b. By July 7 for the fall season and February 1 for the spring season, Teams shall submit their *previous season* state gaming league roster, NOT State Cup roster, to their respective State Certified Registrar, who will provide them to the CS as follows:
 - (1) For fall alignment, the CS shall be provided with *previous season* rosters as follows:
 - (a) For returning girls teams who will be U-14 and above, the CS shall be provided with rosters from the previous spring state cup roster freeze date of April 27, 2012.

- (b) For returning girls teams who will be U-13 and under, the CS shall be provided with rosters from the previous May 31.
 - (c) For returning boys teams who will be U-15 and below, the CS shall be provided with rosters from the previous May 31.
 - (d) For returning boys teams who will be U-16 and above, the CS shall be provided with rosters from the previous October 31.
 - (2) For spring alignment, the CS shall be provided with *previous season* rosters as follows:
 - (a) For returning boys teams, the CS shall be provided with rosters from the previous May 31.
 - (b) For returning girls teams that are U-15 and above, the CS shall be provided with rosters from the previous Spring State Cup Roster Freeze.
 - (c) For returning girls teams that are U-14 and younger, the CS shall be provided with rosters from the previous May 31.
5. Determine Roster Continuity
- a. The CS shall review each Team's *current* state gaming league roster for continuity with such Team's *previous season* state gaming league roster.
 - b. For fall alignment, to determine roster continuity, the CS shall compare a Team's *current* state gaming league roster as of 11:59 pm on July 7 with the Team's *previous season* state gaming league roster as obtained above.
 - c. For spring alignment, to determine roster continuity, the CS shall compare a Team's *current* state gaming league roster as of 11:59 pm on February 1 with the Team's *previous season* state gaming league roster as obtained above.
 - d. Only players rostered to the Team's *current* roster as of the above-mentioned times will count towards roster continuity.
 - e. Roster continuity exists under the following conditions:
 - (1) If the Team played 6v6 the previous season, it retains five (5) players from the previous roster.
 - (2) If the Team played 8v8 the previous season, it retains seven (7) players from the previous roster;
 - (3) If the Team played 11v11 the previous season, it retains nine (9) players from the previous roster.
6. Create and Publish Pre-alignment
- a. No less than two (2) days prior to the final alignment meeting, the CS shall hold a pre-alignment meeting, which may only be attended by members of the CS.
 - b. The date of the pre-alignment meeting shall be posted to the UYSA website no later than two weeks prior to the meeting.
 - c. At the pre-alignment meeting, the CS shall create an alignment for each age group using the following process:
 - (1) The primary basis for team movement will be team standings from the previous season.
 - (2) The CS shall rank each age group in each gender according to the standings from the previous season breaking any ties using the following criteria in order:
 - (a) The winner in head-to-head competition;
 - (b) Goal differential (goals scored minus goals allowed to a maximum differential of four per game);
 - (c) Least goals allowed;
 - (d) Most goals scored (with a maximum of 4 per game);
 - (e) Shutout wins (forfeits not counting);
 - (f) Coin toss by the CS at pre-alignment meeting;
 - (g) If more than two (2) teams are tied, the tiebreaker criteria listed shall be used in the order shown until one team is advanced. The process will begin again with step (a) for the remaining teams.
 - (3) The CS shall then move two teams up and two teams down in each division, except between P1 and P2 where one team is promoted from P2 to P1 and one team is relegated from P1 to P2.

- (4) The CS shall then relegate any teams that fail to maintain roster continuity down one division.
 - (5) The CS shall then split single premier divisions into two (P1 and P2) if not previously done.
 - (6) The CS shall then delete teams that have disbanded, and leave their spots open.
 - (7) The CS shall then place new teams.
 - (8) The CS shall then move teams up to fill any holes. Holes will be filled on a case-by-case basis, with the following considerations:
 - (a) A team that was relegated may be un-relegated if they have at least one win (forfeits not counting);
 - (b) A team that placed third in its division may be considered for promotion;
 - (c) A team that has won all of their games may be considered for promotion to a higher division, not including premier.
 - (d) A team that was relegated due to roster continuity shall not be considered for promotion.
 - (9) The CS shall then draw in division boundaries based on desired teams/games per division. Optimal division size is eleven (11). Division size will remain the discretion of the CS. It is preferred that a single division have 11 teams and 10 games. No division or age group shall exceed 14 games. No division or age group shall play less than 8 games.
- d. The CS shall immediately provide the proposed alignment to the State Office, which will post such alignment on the UYSA website.
7. Hold Alignment Meeting
- a. No later than three (3) weeks after the registration deadline, the CS shall hold a final alignment meeting.
 - b. Notice of the final alignment meeting shall be posted to the UYSA website no later than two (2) weeks prior to the date of the meeting.
 - c. The final alignment meeting shall be conducted as follows:
 - (1) The CS shall gather in a closed door session approximately one hour before the open public portion of the meeting to resolve any errors or concerns that developed since the issuance of the pre-alignment. The intent is to give voice to conflicts in private and develop a consensus on any issues before presenting the results in the public meeting.
 - (2) The public portion of the meeting shall be conducted by age group and gender. In the fall, the girls will go first starting with the U11 age group. In the spring, the boys will go first starting with the U11 age group.
 - (3) When an age group is called, a coach, administrator, and/or club representative for each Team in that age group may enter the alignment room and converse with their representative on the CS for no more than five (5) minutes. Team representatives are not allowed to directly address the CS. It is strongly encouraged that discussion with the Team's respective CS representative be facilitated prior to the alignment meeting.
 - (4) If necessary, the CS may have a discussion. A motion to discontinue discussion may be made and voted upon by any representative at any time.
 - (5) Upon closure of discussion, the CS Director will conduct a vote to finalize that age group's alignment. Each representative will then cast their one vote in favor of or against approving the age group under consideration.
 - (6) Once an age group is completed, all non-committee members are dismissed from the room. The Director shall ask the committee members if there is the need for any closed discussion concerning the next age group. If yes, a closed-door session is conducted. If no, the Team representatives for the next age group are allowed into the room.
 - (7) A neutral individual shall be appointed to count and record all motions and votes. This neutral individual also assists the Director with updating the electronic version of the alignment to reflect all necessary changes.
 - (8) When all age groups are finalized, the meeting is adjourned.
 - d. The CS shall immediately provide the final alignment to the State Office, which will post such alignment on the UYSA website.

6326 Scheduling

1. Each Team in Premier A will play every other Team twice for a total of ten matches per season.
2. Each Team in Premier B will play every other Team twice for a total of ten matches per season.
3. Each Team in the First Division will play every other Team once for a total of eleven (11) matches per season.
4. Each Team should not be originally scheduled to play more than three (3) league matches in a two (2) week period. A Team may play more than three (3) league matches in a two (2) week period if it is due to reschedules.
5. The fall season shall start no later than the fourth Saturday in August. The spring season shall start no later than the third Saturday in March.
6. Weekends will not be unscheduled for Fall Breaks and Spring Breaks designated by school districts.

6327 Modified Rules of Play

1. Field of Play (Recommended)
 - a. U-11
 - (1) The width shall be no less than 45 yards and no more than 55 yards.
 - (2) The length shall be no less than 70 yards and no more than 80 yards.
 - b. U-12 and U-13
 - (1) The width shall be no less than 55 yards and no more than 70 yards.
 - (2) The length shall be no less than 90 yards and no more than 110 yards.
 - c. U-14 and U-19
 - (1) The width shall be no less than 60 yards and no more than 80 yards.
 - (2) The length shall be no less than 100 yards and no more than 120 yards.
2. Goal Size **(Required)**
 - a. U-11 – goals shall be seven (7) feet high by twenty-one (21) feet wide.
 - b. U-12 and above – goals shall be eight (8) feet high by twenty-four (24) feet wide.
3. Match Length & Ball Size

Age Group	Match Length	Ball Size
U11-U12	Two 30-minute halves	4
U13-U14	Two 35-minute halves	5
U15-U16	Two 40-minute halves	5
U17-U19	Two 45-minute halves	5

4. Number of Players
 - a. U-11 – 8v8 (7 field players and a goalie)
 - b. U-12 and above – 11v11 (10 field players and a goalie)

633 Interregional League (IRL)

6331 Description

The IRL is a league operated and managed by UYSA for Competition Teams that want to compete at a regional level.

6332 Structure

1. The IRL shall have three (3) zones:
 - a. North Zone – Regions 1 & 2;
 - b. Central Zone – Regions 3 & 4;

- c. South Zone – Regions 5 & 6.
- 2. Each IRL zone shall offer age-group leagues for boys and girls from U-11 to U-19.
- 3. Each zone age group shall have divisions with a maximum of eleven (11) Teams each lettered A, B, C, etc.
- 4. In the fall, there will be no U-15 through U-18 girls' leagues, but there will instead be a U16 and U18 provisional league with one division each, or other age groups and divisions as determined by the CS.
- 5. In the spring, there will be no U-15 through U-18 boys' leagues, but there will instead be a U16 and U18 provisional league with one division each, or other age groups and divisions as determined by the CS.

6333 Coaching Requirements – same as SCL.

6334 Player Rostering – same as SCL.

6335 Alignment – same as SCL.

6336 Scheduling

6337 Modified Rules of Play – same as

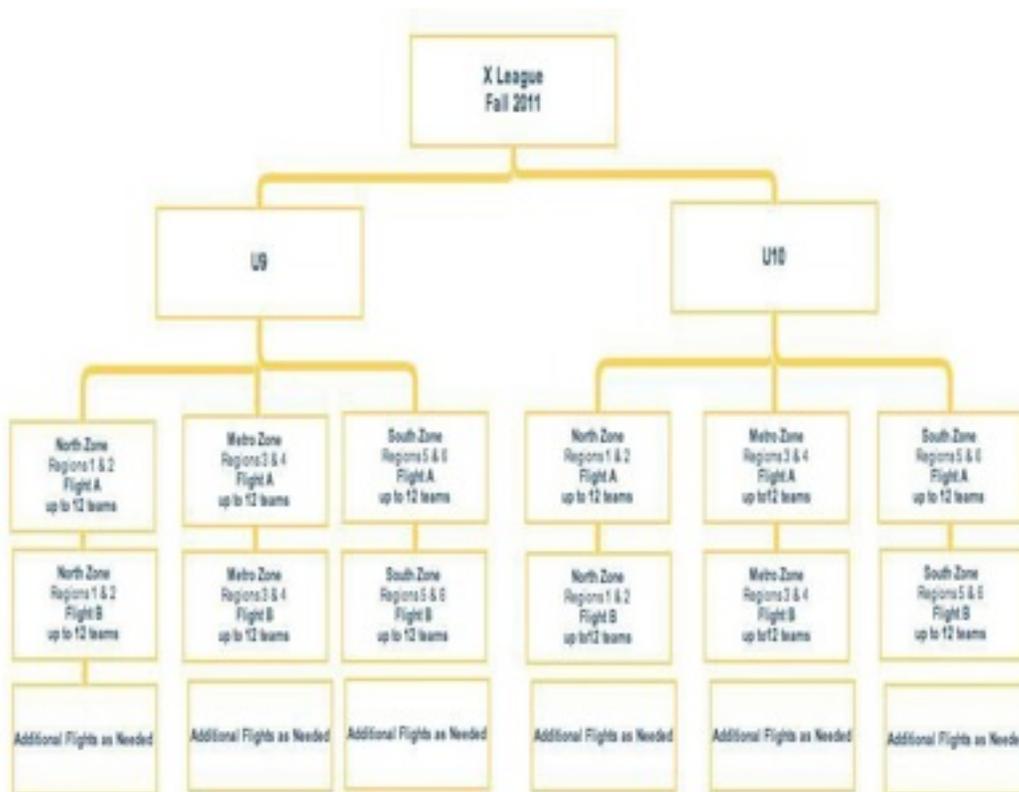
SCL. 634 Regional Academy League (RAL)

6341 Description

The RAL is a league operated and managed by UYSA for Competition Teams in the U-9 and U-10 age groups that want to prepare for competition in the SCL or IRL.

6342 Structure

- 1. The RAL shall offer age-group leagues for boys and girls in the U-9 and U-10 age groups.
- 2. For purposes of the RAL, the state shall be divided into the following zones:
 - a. North Zone consisting of UYSA Regions 1 & 2;
 - b. Metro Zone consisting of UYSA Regions 3 & 4;
 - c. South Zone consisting of UYSA Regions 5 & 6.
- 3. Each zone in each age group shall be divided into flights of twelve (12) teams or less.



6343 Coach License Requirements

1. An individual registering as a head or assistant coach with a Team registering in the RAL must have a USSF “E” License or current E-Waiver.
2. E-Waiver
 - a. To obtain an E-Waiver, an individual must complete UYSA’s License Waiver form and submit it to their respective UYSA Certified Registrar.
 - b. The UYSA Certified Registrar shall submit the form to the State Office to be reviewed by the Technical Director or designee.
 - c. An E-Waiver is effective for twelve (12) months from the date of issuance by the Technical Director.
 - d. The State Office shall record the issuance date of the E-Waiver in SOMS.
 - e. An individual may only obtain an E-Waiver one time.

6344 Player Rostering

1. Multiple Rostering – no player participating in the RAL may be registered to more than one UYSA Team at the same time.
2. Mixed Rostering – Girls may participate on boys’ teams. Boys may not participate on girls’ teams.
3. Player Development Pass – no player registered in the RAL may use a D-Pass.

6345 Alignment – same as SCL.

6346 Scheduling

1. If a flight has twelve (12) Teams, each Team in the flight shall play every other Team once for a total of eleven (11) matches per season.
2. A flight that has less than twelve (12) Teams shall be scheduled in a way that allows each Team in the flight to play ten (10) matches for the season.
3. Each Team should not be originally scheduled to play more than three (3) league matches in a two (2) week period. A Team may play more than three (3) league matches in a two (2) week period if it is due to reschedules.
4. The fall season shall start no later than the fourth Saturday in August. The spring season shall start no later than the third Saturday in March.

- Weekends will not be unscheduled for Fall Break or Spring Break as determined by school districts.

6347 Modified Rules of Play

- Law 1 - The Field of Play
 - Field Markings: Distinctive lines not more than (5) inches wide. The field of play is divided into two halves by a halfway line. The center mark is indicated at the midpoint of the halfway line. A circle with a radius of eight (8) yards is marked around it.
 - The Penalty Area: A penalty area is defined at each end of the field as follows: Two lines are drawn at right angles to the goal line, fourteen (14) yards from the inside of each goalpost. These lines extend into the field of play for a distance of fourteen (14) yards and are joined by a line drawn parallel with the goal line. The area bounded by these lines and the goal line is the penalty area. Within each penalty area a penalty mark is made ten (10) yards from the midpoint between the goalposts and equidistant to them. An arc of a circle with a radius of eight (8) yards from each penalty mark is drawn outside the penalty area.
 - Goal Size **(Required)**:
 - U-9
 - Minimum Requirement: six (6) feet high by eighteen (18) feet wide;
 - Maximum Allowed: seven (7) feet high by twenty-one (21) feet wide.
 - U-10
 - Minimum Requirement: six (6) feet high by eighteen (18) feet wide;
 - Maximum Allowed: seven (7) feet high by twenty-one (21) feet wide.
 - Field Size (Recommended)
 - U-9

The width shall be no less than 35 yards and no more than 45 yards. The length

 - shall be no less than 50 yards and no more than 60 yards.
 - U-10

The width shall be no less than 45 yards and no more than 55 yards. The length

 - shall be no less than 70 yards and no more than 80 yards.
- Law 2 – the ball size shall be four (4).
- Law 3 - The Number of Players
 - U-9 – 6v6 (5 field players plus a goalie)
 - U-10 – 8v8 (7 field players plus a goalie)
 - Substitutions – unlimited
- Law 4 - The Players Equipment: Non-uniform clothing is allowed based on weather conditions, but uniforms must still distinguish teams.
- Laws 5 & 6 - The Referee: Registered referee. Referees are paid on the field.
 - The U-9 division will have one registered center referee and one linesmen from each of the participating Teams. The Team linesmen are responsible to only call when the ball is out-of- play for a throw-in, corner, or goal kick. They may not call offsides or fouls.
 - The U-10 division shall conform to US Soccer/FIFA.
- Law 7 - The Duration of the Match: two (2) halves of twenty-five (25) minutes each. There shall be a half-time interval of five (5) minutes.
- Law 8 - The Start and Restart of Play: Conform to US Soccer/FIFA with the exception that opponents of the team taking the kick-off are at least eight (8) yards from the ball until it is in play.
- Law 13 - Free Kicks: Conform to US Soccer/FIFA with the exception that opponents are at least eight (8) yards from the ball.
- Law 14 - The Penalty Kick: Conform to US Soccer/FIFA with the exceptions that the penalty mark is at ten yards and players other than the kicker and defending goalkeeper are at least eight (8) yards from the penalty mark.
- Law 17 - The Corner Kick: Conform to US Soccer/FIFA with the exception that opponents remain at least eight (8) yards away from the ball until it is in play.

.4 Recreation

641 Recreation Leagues

6411 Formation

1. An Organization that would like to run a Recreation League must apply to UYSA using UYSA's Organization Member Application Form.
2. An Organization operating a Recreation League must comply with the policies and procedures found in this section.
3. The Recreation League shall be divided into appropriate age groups with a maximum of two years in each age group, except for age groups above U-14.
4. The Recreation League shall not combine boys and girls except for age groups above U-14.
5. Each age group shall have an age group coordinator.

6412 Registration

1. Players, coaches, and Team parents may register for participation in recreation leagues using SOMS.
2. Procedures – see policy section 7
3. Required Documentation & Fees
 - a. Each player, coach, and Team parent shall upload a picture in SOMS.
 - b. Each player shall upload appropriate proof of age in SOMS. Only the following will be accepted:
 - (1) Birth Certificate;
 - (2) Current Driver's License;
 - (3) Passport;
 - (4) Alien Registration Card issued by the U.S. Government (Form I-551);
 - (5) Uniformed Services Identification and Privilege Card (DD Form 1173);
 - (6) A document issued by a legitimate government agency wherein birth date is verified as part of the document issuance process.
 - c. Each player must pay the registration fees required by UYSA at the time of registration.
 - d. An executed Volunteer Disclosure on UYSA form must be submitted for each coach and Team parent.
 - e. An executed Code of Conduct on UYSA form must be submitted for each coach and Team parent as well as every parent of every player.
4. Deadlines
 - a. Fall Season – Teams must register by July 15.
 - b. Spring Season – Teams must register by February 15.

6413 Team Organization

1. The use of tryouts, invitations, recruiting, or similar process to roster players to a Recreation Team is prohibited.
2. Players will be assigned to a Team in the player's age group.
3. Teams should be organized as geographically condensed as possible.
4. League organizers should balance Teams as much as possible using coach feedback from the previous Seasonal Year, if available.
5. A Team should not have more than three (3) of the same players from the previous Seasonal Year.

6414 Uniforms and Equipment

1. The Recreation League shall issue each player a uniform consisting, at a minimum, of a jersey, shorts, and a pair of socks.
2. The jersey must display the USYSA and UYSA logos.
3. The jersey may contain the Recreation League's logo.
4. All players must wear shinguards.
5. In inclement weather, players may wear warm-ups or other clothing under their uniforms.
6. Uniforms may contain sponsor logos and/or names under the following conditions:
 - a. The name and logo may not interfere with the uniform number, the USYSA logo, or the UYSA logo.
 - b. The sponsor may not be a direct competitor of a USYSA or UYSA sponsor.
 - c. The sponsor must not have a product contrary to youth sports such as alcohol or tobacco.
7. Recreation Leagues should supply each Team with an equipment bag containing, at a minimum, the following:
 - a. Three (3) balls of the appropriate size for the age group.
 - b. A goalkeeper's jersey.
 - c. Six (6) cones or other appropriate field markers.
8. Recreation Leagues are encouraged to supply first aid kits for its Teams.

6415 Coaching Education

1. After Teams have been formed and age groups organized, the Recreation League shall hold a coaches meeting to inform the coaches of League rules and procedures and to hand out uniforms and equipment.
2. In conjunction with the coaches meeting, Recreation Leagues shall provide a minimum 2-hour training course for coaches.

6416 Practices

1. Teams should not practice more than twice per week.
2. Practices should not exceed the following lengths of time:
 - a. U-6 and below – 1 hour.
 - b. U-7 to U-10 – 1.25 hours.
 - c. U-11 and above – 1.5 hours.

6417 Rules of Play

6418 Matches

1. Each player shall play at least fifty percent (50%) of each match unless the player is injured;

6419 Standings

1. Match outcomes shall not be recorded.
2. A Recreation League shall not keep standings for its age groups.

64110 End-of-Year Social Events

Recreation Leagues should have a social event at the end of the Seasonal Year to hand out participation awards and recognize the efforts of volunteers.

642 Coaching Education

643 TopSoccer [Reserved]

644 Urban [Reserved]

.5 Olympic Development Program (ODP)

651 Description

The ODP program is established and operated to identify and develop UYSA's elite players.

652 Administration

6521 State Administration

ODP shall be administered by the Board, who shall appoint a State Administrator to oversee the program in conjunction with the Technical Director. The State Administrator and Technical Director shall have the following joint responsibilities:

1. Oversee the ODP budget;
2. Market the ODP program;
3. Establish fees for ODP events and services;
4. Select and supervise team administrators and coaches;
5. Oversee ODP tryout registration;
6. Report regularly to the Board on the status of the program;
7. Make travel arrangements for out-of-state events;
8. Procure required athletic gear, training facilities and equipment.

6522 Team Administration

1. The State Administrator shall appoint an administrator for each team in each age-group in both genders.
2. The team administrators shall have the following responsibilities:
 - a. Obtain and compile required paperwork on the team's players;
 - b. Relay communications from the state administration and team coaches to the team's players and parents;
 - c. Act as a chaperone for the team on out-of-state events.

653 Coaches

6531 Application and Qualifications

1. An individual who desires to serve on the ODP coaching staff must submit an application to the Technical Director by September 15 of the applicable year in a format required by the Technical Director.
2. To serve on the ODP coaching staff, an individual must hold at least a USSF National "D" License or a NSCAA National License.

6532 Assignments

1. At least twenty-one (21) days prior to the beginning of ODP tryouts each year, the Technical Director shall select individuals to serve on the ODP coaching staff for that year.
2. Upon selection of the coaching staff, the Technical Director shall provide the Board with a list of the staff along with the license level and current club affiliation of each staff member.
3. All ODP coaches shall execute a written contract. The Technical Director shall have discretionary authority to remove individuals from the coaching staff.

6533 Term of Appointment and Responsibilities

1. ODP coaches will be appointed for one-year terms.
2. ODP coaches will have the following responsibilities:
 - a. Take all reasonable actions necessary to identify the top players in the state, including the holding of tryouts;
 - b. Attend tryouts (a majority of a team's coaching staff must be in attendance at each tryout);
 - c. Select team members;

- d. Hold training sessions (at least two members of a team's coaching staff must be in attendance at each training session and the head coach must attend a majority of a team's training sessions);
- e. Attend ODP tournaments and camps;
- f. Attend staff trainings held by or under the direction of the Technical Director.

6534 Conflict of Interest

1. No individual serving on the ODP coaching staff may coach in an ODP age group and gender that is the same as a team the individual is serving as a head coach or head trainer in the state competition program.
2. The Technical Director has the authority to make any other conflict-of-interest determinations including conflicts involving Directors of Coaching.

6535 Recruitment Prohibition

1. Members of the ODP coaching staff are prohibited from engaging in any recruiting activity with respect to ODP players.
2. "Recruit" means undertaking any activity, directly or indirectly, to influence or entice a player to leave a Team to register for another Team.

654 Players

6541 Registration

Individuals must provide all required paperwork before participating in ODP events (tryouts, winter training, ODP Championships, Region Camp, etc).

6542 Payment and Scholarships

1. Prior to participation in any ODP event (tryouts, winter training, ODP Championships, Region Camp, etc), a player must pay the fee assessed for that event or have a written scholarship in place covering that event.
2. UYSA will provide scholarships to players based on need and funds availability.
3. Any player desiring a scholarship must make a written request on a UYSA-approved form and provide appropriate financial information to the State Administrator.
4. Any player receiving a scholarship, and the parents of such player, may be required to provide volunteer service as a condition of receiving the scholarship.
5. Any player who has committed to travel to any ODP event that involves travel arranged by UYSA and does not notify UYSA at least three (3) business days before travel commences will be required to repay all costs that UYSA incurred on said player's behalf including, but not limited to, entry fees, bus costs, plane costs, other transportation costs, hotel or dorm expenses, and camp fees. All costs must be reimbursed before the player will be eligible for any further participation in the ODP program.
6. Any player selected for the ODP program who has outstanding fees owing from a previous year is ineligible to apply for or receive a scholarship or any financial aid from UYSA until all outstanding fees have been paid.

6543 Card Exemption

Yellow and red cards accumulated by an individual in UYSA league play shall not be counted toward ODP play.

655 Priorities

1. The following rules apply when there is a conflict between an ODP event and another event:
2. An ODP training has priority over a league team training (there will be no more than one ODP training per week during league play);

3. A league match has priority over an ODP training;
4. An ODP match or tournament has priority over a league match;
5. An ODP training or match has priority over any non-UYSA event.
6. The ODP staff must communicate ODP match schedules to its players at least thirty (30) days in advance.

656 Code of Conduct

1. All individuals participating in the ODP program, whether at the state, regional or national level, shall conduct themselves in a manner which befits worthy representatives of the United States in conformity with the tradition of the Olympic Matches.
2. Such individuals shall comply with all ODP, UYSA, USYSA, and USSF rules. No individuals participating in ODP as an administrator, coach, parent, or player may engage in any activity deemed to be a conflict of interest as determined by the State Administrator, Technical Director, or the Board.

