

FOUR CORNERS YOUTH SOCCER LEAGUE RULES AND REGULATIONS

3.01 BOARD OF DIRECTORS

3.01.01 Positions - The Board is made up of a Chairperson, Vice-Chairperson, Secretary, Treasurer, Registrar, and Directors at Large, Club Representatives and District Commissioner. Currently the Director at Large positions of responsibility are: Referees, Coaches and Scheduling (see By Laws, 2.01).

3.01.02 Philosophy - Major goals of the FCYSL are to: instill sportsmanship in the participants, teach the skills of playing soccer and provide a good recreational outlet for players, parents and coaches. We expect honesty in all matters and hope to achieve the greatest amount of good for the greatest number.

3.02 PLAYER INFORMATION

3.02.01 Seasonal year and age limit definition - shall be from January 1st to December 31st. Insurance and registration shall be for the same period of time. Recreational players will participate on a team in his/her own geographic location unless he has approval to be playing in a different geographic location. Competitive teams may be formed from more than one area. Team age groups are based upon the player's age by December 31st of the seasonal year. Players attaining the limiting age for any age group by December 31st will be eligible to play on that team for the remainder of the seasonal year.

Playing-up of a player will be limited to playing up one age division above a player's normal age group for players under the age of U-13. U-14 and above players will be in accordance with NMYSA guidelines.

3.02.02 PROOF OF AGE AND PLAYER PASS

Players U9 and older must have a player's pass card or on a team roster, signed by the League Registrar to be eligible to play in FCYSL. These passes or rosters shall be presented to the referee before the start of the game. All player passes or rosters are to be returned to the coach at the end of the game unless a player is ejected for misconduct. If a player is ejected for misconduct, then the referee shall submit the pass card or roster to the Discipline Committee, along with the game report. The player is ineligible to participate in another game until the pass card is returned to him/her or the team roster is returned to the coach.

Should a player or coach misplace a card or roster, they shall be permitted to play in the game. However, the player(s) shall be open to "challenge" by the opposing team. If the coach of the opposing team desires to challenge, he or she must notify the referee and the coach of the player(s) that the player(s) is under "challenge" prior to the start of the game. The player(s) being challenged shall give their name and birthday to the referee. The challenged player shall then contact the League Registrar for verification. If the player is registered correctly, then the matter is finished. If the player is not properly registered, his/her team shall automatically forfeit the game and may face further disciplinary action by the Board.

Authority to contest: any player can be called upon to prove his or her legal age by the Board, by the Registrar, by the District Commissioner or by a majority vote of the teams in the league.

3.02.03 PLAYER PARTICIPATION

In the event a coach would like to drop a player due to lack of participation, the following procedure must be adhered to:

After four (4) unexcused absences, from either practices or games, the coach must notify the Club Coaching Director.

The Club Coaching Director will call the parent(s) or guardian(s) of the player and try to ascertain what the problem is.

The Club Coaching Director will then get back with the Coach and review the discussion with the player's parent(s) or guardian(s).

In any event, that player will only be allowed two (2) more unexcused absences and will then be dropped from the team's roster.

An unexcused absence shall be defined as "any absence in which the player, parent(s) or guardian(s) neglect to contact the coach and inform him/her that the player will not be present for a scheduled practice or game.

3.02.04 PLAYER'S TEAM OBLIGATION

A player shall be obligated to his/her recreational team only for regularly scheduled, season play, with the exception of the recreational end of season tournament hosted by FCYSL. The player shall be obligated to their recreational team for the recreational end of season FCYSL tournament if their team is registered to play. A player shall be obligated to their competitive team for an entire seasonal year, August 1st to July 31st. should a player be registered to both a recreational and competitive team, they will be obligated to their competitive team with the exception of the tournaments hosted by FCYSL. The player shall be obligated to their recreational team for the FCYSL tournament if their team is registered to play.

3.02.05 PLAYER'S EQUIPMENT/UNIFORMS

Players must be equipped with shin guards for practices and games.

Teams may wear uniforms of their choosing provided they comply with the NMYSA, the authority of the USYS, USSF and the NMYSA. Should two teams appear wearing the same colors:

1. Home team will change to alternate jersey.

3.03 COACHES INFORMATION

3.03.01 BASIC REGULATIONS

Coaches shall not verbally or physically abuse any player on either team, regardless of whether or not that person is a parent of said player.

Coaches shall be responsible for the actions of their assistant coaches and/or parent helpers.

Coaches are not guaranteed the same players every year.

Coaches, assistant coaches, parent helpers and players must remain outside of the sidelines at all times while play is in progress. They may only enter the field of play with the permission of the referee.

Coaches and assistant coaches shall only be allowed to move within twenty-five (25) feet of either side of the center line of the field. No one, including spectators, is permitted in the area behind the goal line and goal box.

Coaches are to maintain an orderly player bench. Players should not be allowed to practice within the field area, regardless of what teams are playing, while a game is in progress.

Coaches and assistant coaches shall control crowd abuse or poor sportsmanship, especially from their own team's supporters.

Coaches are to have their teams police litter in practice and/or game areas.

3.04 TEAM INFORMATION

3.04.01 ROSTER LIMIT

Roster limits shall be as set in the current Modified Rules for Small Sided Games. Unless changed for that seasonal year by the board, exceptions must be approved by the league registrar.

No refunds will be given for any player assigned to a team after August 1st of any year unless the registration date changes.

3.04.02 PLAYER TRANSFER OR RELEASE

Once a player is assigned to a team, the player is bound to that team for the entire seasonal year unless:

- 1) The team disbands or
- 2) The player moves to a new address which makes it impractical in the opinion of the Board for him/her to continue with the original team.
- 3) If a player desires to transfer teams, an application must be made to the Club Board.

Registration cannot be transferred from one team to another without going through the FCYSL Board and the Registrar.

3.04.03 REGISTRATION WAITING LIST

Players interested in joining the FCYSL, on a recreational team, after registration has closed, should contact the Club registrar and ask to be put on their waiting list.

3.04.04 PRACTICE

All U-6 practices are limited to two (2) times per week, for a maximum of one (1) hour per session. U-8 practices are limited to two (2) times per week, for a maximum of one and a half (1 ½) hours per session.

U-10 teams shall be limited to two (2) practices per week, for a maximum of two (2) hours per session.

U-12 through U-19 teams are allowed three (3) practices per week, for a maximum of two (2) hours per session.

Players in ages U-10 and above who participate with secondary/tournament teams may participate in a total of one (1) extra practice per week between the two teams. This would result in U-10's practicing a total of three (3) times per week, and a maximum of six (6) hours, and U-12 through U-19's practicing a total of four (4) times per week, and a maximum of eight (8) hours.

Players must still participate with their primary/recreational team at least fifty (50) percent, in order to remain in good standing and be allowed to participate with the secondary/tournament team, except as modified by classic league or other more specific rules...

3.05 RULES OF PLAY

3.05.01 the rules of play shall be the "Laws of the Game" published by F.I.F.A., except as notified in modified rules for small sided games.

3.05.02 LEAGUE POLICIES

Recreational Program Mandatory play rules and substitution:

General: All team players that have reported to the coach by the pre-game time, (recommended 15 minutes prior to kickoff) must play at least half of the game. Players that are late to report may play at the discretion of the coach, but must play part of the second half. Substitution for injuries can be made at any time during the game with permission of the referee.

For disciplinary reasons, playing time may be reduced to one quarter but no less, with approval of

the Club coaching director, provided that the coach has discussed this with the parents and player prior to the game and has notified the game referee.

Competitive Program playing time shall be at the coach's discretion.

3.06 GAME INFORMATION

This section removed – Refer to policies as covered in the Age Specific Modified Rules (February 2010)

3.07 DISCIPLINARY RULES AND PUNISHMENTS

3.07.01 Players guilty of fighting before, during or after the game shall be suspended for the game in which the offense occurred and one subsequent game.

3.07.02 Players, coaches and parents guilty of pushing or striking any official shall receive at least a one year suspension.

3.07.03 Players guilty of using profanity, either by word or by sign, against anyone, shall receive an ejection (red card) and/or suspension from the game by the referee.

3.07.04 Any red card offense shall be grounds for the offending player, coach, assistant coach, parent helper or spectator to appear before the disciplinary committee. This appearance shall be scheduled by the League Board within five (5) days from the giving of the red card. The proper disciplinary action will be taken at this meeting and the offender notified promptly of the action taken.

3.07.05 RED CARD PROCEDURE

In the event that a Red Card is issued by a referee, a hearing will be held by the Four Corners Youth Soccer League Discipline Committee which consists of the Chairman, Referee Liaison and the Director of Coaches.

If the person receiving the Red Card is a player, the referee will keep that player's card. The player will appear at the hearing with his/her parent(s) and coach. The hearing may be resolved by:

- A. No further action required.
- B. 1st offense - suspension for one game
- C. 2nd offense - suspension for the balance of the season.
- D. 3rd offense in any 12 months (one calendar year) - indefinite suspension with reinstatement by the Board only.

If the person receiving a red card is a coach, the referee will keep the coach's card. The coach will appear with his/her local coaching director at the hearing. The hearing will be resolved by the above actions.

If the person receiving the Red Card is a parent, the referee will give the card to the coach, not the parent.

The coach will attend a hearing for this Red Card as an abusive offense.

Failure to appear at a hearing will result in further disciplinary action. (See By-Laws 2.02.04)

3.08 PROTEST AND APPEALS

The Protests Committee shall deal with protests arising out of any regular or tournament game. The protest shall be in writing, to the Secretary, and shall be accompanied with a \$25.00 fee. The protest fee will be kept by FCYSL. Only violations of the constitution, bylaws, rules and regulations and

misapplication of the law shall be proper subjects to consider for protests. Protests must be written and sent to the FCYSL board and post marked within 30 calendar days of the incident.

3.09 REFEREES

The referee has the power in deciding the physical condition of the field and its acceptance for play. The referee must collect the pass cards before the game and return them at the end of the game, unless a player has been sent off for misconduct.