

Eastern District Division 2 League Policies and Rules



Name

Eastern District Division 2 League (D2L) – This league is a fully sanctioned US Youth Soccer and South Texas Youth Soccer Association competitive league.

Mission

To provide an opportunity for the most competitive play possible for Division 2 level teams within the Eastern District of South Texas Youth Soccer Association and to aid in the development of the competitive youth soccer player. D2L will serve as the league which determines eligibility of participating teams for other South Texas Youth Soccer Dynamo/Dash League.

Owner

Sponsoring Associations of the Eastern District of STYSA (SAED)

Management

D2L shall be managed by the SAED of STYSA, under the direction of the STYSA Eastern District Vice President (EDVP).

Schedule

Each team will play matches scheduled by the Administrator. The D2L Administrator will establish sites and match competitions.

D2L Discipline and Protest Committee

SAED Appeals Committee

Fees

Set by the SAED Governing Board

League Rules

The D2L is owned and operated by the SAED. Participation in the D2L is governed by the rules adopted by the United States Soccer Federation (US Soccer), US Youth Soccer (USYS), Federation Internationale de Football Association (FIFA) and South Texas Youth Soccer Association (STX Soccer) rules except where modified below.

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SECTION 1. ELIGIBILITY AND QUALIFYING CRITERIA

1) Team Eligibility and Registration

- a) D2L is not an open competition.
- b) Participation of teams requires approval from the SAED Governing Board and Administrator.
- c) All registrations and payments must be received by the deadline dates established for each season.
- d) Roster continuity must be retained from the prior qualifying league. Roster continuity is defined as greater than 50% of your players must have been registered to your club for the seasonal year.
- e) All teams must be properly registered with their local STX Soccer Member Association.
- f) All teams must be in good standing with D2L, local STX Soccer Member Association, STX Soccer, USYSA, and the USSF.
- g) The SAED Governing Board and Administrator will set a roster freeze deadline by which all roster adjustments (adds, drops, transfers) must be complete.

2) Division 2 Qualifying Criteria

- a) Teams shall be in the 11U-19U age groups.
- b) The SAED Governing Board and Administrator will determine the teams qualified to participate in each age group prior to the start of league play.
- c) Should Qualifying Games be necessary, the SAED Governing Board and Administrator will determine dates of the Qualifying Games and any associated fees. Any fees shall be collected prior to the Qualifying Games.

SECTION 2. FORMATION OF DIVISIONS

1) Supervision / Management

- a) Each age group in each division will be under the supervision of the SAED Governing Board and management of the Administrator.

2) Age Groups

- a) Age Groups as defined by US Youth Soccer (i.e. 16U) will be divided into single birth year divisions whenever there are sufficient teams participating in the League.
- b) The League Administrator reserves the right to combine age groups when necessary.

3) Divisions

- a) Bracket size and groupings will be determined by the EDVP and League Administrator.
- b) The SAED Governing Board and Administrator reserve the right to adjust and re-evaluate bracket sizes as they deem necessary.

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SECTION 3. OPERATIONAL PROCEDURES

1) Scheduling

- a) The Administrator will perform the required scheduling of each division for regular league play.
- b) Teams shall be required to play all scheduled dates as assigned by the League Administrator.
- c) Rainouts will be automatically rescheduled by the League Administrator
- d) Teams may not cancel scheduled matches. Both teams will be fined and forfeit their match should they cancel or no-show. The Administrator or the D&P Committee may also take disciplinary action.
- e) Rescheduling Requests:
 - i. Must be agreed to in writing by both teams and submitted to the Administrator 10 days prior (Wednesday) to the scheduled (weekend) event, or in the case of a weeknight game, 10 days prior to that date.
 - ii. The rescheduling team is required to acquire and pay for all costs associated with the field and referee crew of the game if the rescheduled game is to be played at a site that is not a designated D2L neutral site.
 - iii. The team requesting the reschedule shall be charged the cost of the original game, should there be nonrefundable costs (e.g., referee cost, referee assignor, field cost, etc.).
 - iv. Requests are not guaranteed approval and the Administrator reserves the right to make a final determination regarding any reschedules.

2) Qualifying Matches

- a) Qualifying matches are those scheduled league matches against teams in your own division unless otherwise noted.
- b) Only qualifying matches will be used to determine league standings.

3) Reporting of Scores

- a) All scores will be reported in accordance with the published Game-Day Procedures.
- b) In the event of a forfeit, the forfeiting team shall notify the Administrator within 48 hours of such forfeit. Failure to do so may result in additional sanctions.

4) Standings

- a) The team with the highest points will be judged the winner of the division. Points for each game will be awarded as follows:
 - i. Three (3) points for a win
 - ii. One (1) point for a tie
 - iii. Zero (0) points for a loss
- b) In the event two teams are tied on the basis of points the following tiebreakers will be considered in order until the tie is broken:
 - i. Winner of head to head competition (This criterion is not used if more than two teams are tied.) If head to head competition consists of more than one game (double round-robin), aggregate goals will be used to determine the head to head competition winner.
 - ii. Most wins

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- iii. Team with greatest net goal differential (NGD) which is computed as goals for minus goals against with a maximum – four (4) NGD in each game.
 - iv. Team with least goals against (there is NO limit on the number of goals that will be counted to determine this tiebreaker).
 - v. Team with the most goals (maximum of four goals in each game).
- c) In the event more than two teams are tied on the basis of points the following would be used to break the tie:
- i. The sequence of tie breakers will begin with 3.4.b.ii and be followed until a team is eliminated.
 - ii. Once a team has been eliminated the sequence of tie breakers will begin again with 3.4.b.ii and be repeated starting over after each team is eliminated until only two teams remain.
 - iii. Once only two teams remain, the tie-breakers will begin again at 3.4.b.i.
- d) In the event that after having applied the tie breaker rules above teams remain tied the winner of a coin toss will be adjudged to have placed higher in the standings than the loser of the coin toss.

5) Promotion and Relegation

- a) The top two teams in each age based upon fall standings final points will be promoted to the DDL for the following season or next fall season.
- b) A list of D2L qualified promoted teams will be provided to the DDL coordinators at the conclusion of the D2L fall season and posted on the D2L website.
- c) D2L teams promoted to the DDL must register with the DDL in accordance to the DDL rules and policies in order to participate.
- d) The bottom two teams in each age based on final season points will be relegated to their appropriate home Association's league, if available, the following season.

Section 4. Matches

1) Dates and Times: It is the intent to schedule one match per day.

2) Failure to Play as Scheduled

- a. Failure to play a match as scheduled will result in forfeiture of the match for league standings. The opposing team will be awarded a 4-0 win.
- b. Any team that forfeits a scheduled match may be subject to a fine or additional sanctions as determined by the Administrator. The SAED Governing Board and Administrator will determine if the match was willfully or purposefully forfeited.
- c. Any team which fails to play two or more officially scheduled games shall be considered to have abandoned the competition, be removed from DDL for the current year, and not allowed to return for the following year. Games played will not count to determine league standings nor shall they be considered in the standings as forfeits. The team will not be eligible to receive awards, shall not advance from the league into other

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competitions nor be placed in the standings of the league. Final determination of penalties or sanctions will be made by the Appeals Committee.

SECTION 5. Rules of Play

1. Games

- a. Games will be played under the applicable rules of US Youth Soccer and STX Soccer. Teams are responsible for obtaining and being familiar with the US Soccer Federation Official Administrative Handbook and the FIFA Laws as they govern League play with the modifications noted below

2. Substitutions

- a. Substitution rules shall follow IFAB Laws of the Game Law 3, Section 3.

3. Match Length, Ball Size, Playing Time Requirements

- a. Match length and ball size will be in accordance with the STX Soccer General Rules of Play.
- b. If age groups are combined, games will be played according to the rules of play of the oldest age group in the division.

AGE GROUP	GAME LENGTH	BALL SIZE	PLAYING TIME REQUIREMENTS
11U/12U	30 minute halves	#4	50%
13U/14U	35 minute halves	#5	50%
15U/16U	40 minute halves	#5	50%
17U -19U	45 minute halves	#5	50%

4. Fields

- a. Fields for all age groups must meet the size requirements as noted in the STX Soccer General Rules of Play

5. Official Match

- a. A match shall be considered official after one full half of play (the second half does not have to start). If less than one half is completed and the match is called, the entire match must be replayed to become an official match.
- b. The SAED Governing Board and Administrator will decide the disposition of the match if called for gross misconduct by the team, coaches, or parents.
- c. Scheduled matches are to wait 10 minutes after the official start time of the match before a forfeit can be assessed.
- d. Failure to appear will result in a forfeit.

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Age	Maximum # of players on field	Minimum # of players of field to avoid forfeit
11U/12U	9	6
13U-19U	11	7

6. Player Passes

- Each team must be rostered in accordance with STX Soccer and local Member Association guidelines. Every player must be issued a player pass, which will serve as their official ID. Virtual cards in Got Sport are an acceptable form of official ID.
- Prior to each game, each team must present their laminated and pictured US Youth Soccer player pass for each participating player, signed by an official of his or her current local Member Association. Virtual cards may be used if the player is properly rostered and has a photo uploaded to their account.
- If a team does not present its US Youth Soccer player passes or virtual cards prior to the end of the match, the opposing team will be awarded a 4 - 0 win. However, the match will not count as a forfeit for the losing team.

7. Rosters

- Each team should present an approved game day roster of no more than sixteen or eighteen players (16 or 18). Team players not on the game roster may sit on the team bench in street clothing (i.e. not in uniform). Game day rosters must be printed from Got Sport.
- Game-Day Roster Limits:
 - 13U-19U: 22 player roster; 18 players eligible for Game-Day Roster.
 - 11U-12U: 16 player roster; 16 players eligible for Game-Day Roster.
- Only players who are listed on the official game card may participate in that game.
 - Any players not listed on the official game card may not participate in that game and will be deemed as an ineligible player.
- A copy of each teams' official roster must be made available to the opposing team coach/manager upon request.
- Each player is required to wear a team uniform with a number affixed to the back of the jersey. All players must have their jersey numbers entered into their Got Sport event roster. Should there be a game day situation which creates a discrepancy caused by a change of jersey number; the discrepancy has to be resolved by both coaches and the referee.
- Playing of an ineligible player will result in automatic forfeiture of the match and possible suspension of the coach, possible expulsion of the team from the League with forfeiture of all bonds and fees, notification to the team's local STX Soccer Member Association, and review by the Appeals Committee for additional sanctions.

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8. Club Pass

- a. In addition to the STX Soccer roster maximum, each team playing in the D2L may have a 'Club Pass Roster' that is approved by the League Administrator.
- b. A Club Pass Roster is an unlimited pool of players listed who are eligible for participation in the team's D2L matches. An eligible player is one who is properly rostered to a primary team that is from the same club (see 3.12 of the STX Soccer Administrative Handbook).
 - i. 13U – 19U: a maximum of 4 Club Pass Players may appear on the Game-Day Roster.
 - ii. 11U – 12U: a maximum of 3 Club Pass Players may appear on the Game-Day Roster.
 - iii. Club Pass players will count towards the game day roster maximum of 16 or 18.
- c. A Club Pass Player may appear on multiple Club Pass Rosters.
- d. A Club Pass Player must play in the same, or higher, level competition (as defined in the STX Soccer Levels of Play) as his or her primary team.
 - i. A player may play down one level of competition but in the same age group (or in their true age group in the case of a play up) if the player is rehabilitating from a serious illness or injury.
 - 1. A serious injury or illness is one that requires verifiable medical treatment and required the player to have not participated in a game for a period of sixty (60) days or longer.
 - 2. Prior approval for a player to play down a level is required by the league Administrator
- e. Players once listed on the Club Pass Roster may not be removed until the D2L season of play is declared complete.
- f. A participating D2L team may list players on the Club Pass Roster at any time during the D2L season but must do so no later than Friday 4:59 PM prior to the scheduled weekend or the day prior to the match (in cases of weeknight games), so that the Administrator has the opportunity to approve the roster or the roster change.
- g. A D2L player may participate in no more than two (2) official D2L scheduled matches in any given game day. The player may play with their Primary team and one additional team as an eligible club pass player given that player has been activated by the weekly deadline of Friday 4:59 PM on the roster in which the club intends the player to be used as a club pass.
- h. Individual penalty points will accumulate jointly for all games played. Penalty point suspensions for the players must be served with the player's primary team and the player is ineligible to club pass until the suspension has been served. The player, coach (of both the primary and club pass team), and the coaching director of each club are responsible for monitoring and complying with STX Soccer's Progressive Disciplinary System.

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- i. NO GUEST PLAYERS ARE ALLOWED. Only players who are properly registered with the same club and are listed on either the official state association roster or a player who is properly added to the Club Pass Roster are eligible to participate.
 - j. Playing of an ineligible Club Pass player will result in automatic forfeiture of the match and possible suspension of the coach, possible expulsion of the team from the League with forfeiture of all bonds and fees, and notification to the team's local STX Soccer Member Association.
- 9. Other**
- a. **Uniform Color Conflict**
 - i. The team listed first on the schedule shall wear their lighter colored jersey
 - ii. The team listed second on the schedule shall wear their darker colored jersey
 - iii. When there is a conflict in uniform color, the team listed first on the schedule (home team) must change.
 - iv. The referee's judgment regarding any other type of team color change is final.
 - b. **Coaching from Sidelines**
 - i. Limited coaching is permitted only from one touch line from the center-line to the 18 yard line. If technical area lines are present, the team officials must remain within the established area.
 - ii. Coaches may not enter the field without permission from the referee. Violation of this rule may result in a caution or ejection.
- 10. Inclement Weather**
- a. Once the center referee has jurisdiction of a game, the game may be terminated only by the referee as provided by the FIFA "Laws of the Game".
 - b. Each hosting association or club member is responsible for notifying the Administrator, who will notify all participating teams as soon as possible if their fields are closed due to inclement weather.
 - c. All reasonable efforts must be made to complete the match on the scheduled date.
 - d. If a match is called for inclement weather, the match shall be considered official after one full half of play (the second half does not have to start). If less than one half is completed and the match is called, the entire match must be replayed to become an official match.
 - e. D2L will follow the STX Soccer "Inclement Weather Policy and Guidelines" and "Lightning Policy" unless a complex has a more restrictive policy.

SECTION 6 MATCH CONTROL/ON SITE MANAGEMENT

- 1. Three Person System**
- a. Matches should be officiated by the three-person FIFA / USSF Referee System.
 - b. If, because of unforeseen circumstances, a currently registered referee is unable to officiate or does not appear for an assigned match, a person may then be designated at match time to act as referee in an emergency for that one match. When neutral

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assistant referees are not assigned or fail to appear for a match as assigned, the match referee may seek the assistance of the club linesman whose duties shall be as delegated to them by the referee.

2. Termination of Matches

- a. Referees may abandon matches for lack of crowd control, poor team behavior or other unsportsmanlike circumstances. (Note – each coach is responsible for the behavior of their players. Each coach is responsible to assist the official, when asked, in the control of parents, fans and spectators.)
- b. The Referee shall issue a written USSF Referee Report concerning the abandonment to the League Administrator within 48 hours of the end of the match.
- c. The SAED Governing Board and League Administrator shall ascertain the facts and determine appropriate disciplinary action.
- d. Disciplinary action may include, but is not limited to:
 - i. Reprimand
 - ii. Forfeiture
 - iii. Suspension from one or more matches
 - iv. Recommendation of a more severe penalty

3. Site-Coordinator

- a. A site-coordinator will be on-site at each location where a volume of D2L games are hosted. The site coordinator is the official D2L representative at the fields.
- b. The site-coordinator retains the authority, in consultation with the League Administrator, to act on the Administrator's behalf, or on behalf of the SAED Governing Board.

SECTION 7. DISCIPLINE, PROTEST, GRIEVANCE AND APPEAL PROCEDURES

All D2L matches are subject to the STX Soccer Progressive Discipline System as defined in STX Soccer Administrative Handbook (section 4.9). The D2L D&P Committee will address any disciplinary action and/or protest matters.

Penalty Point / Suspension Summary

- a. 3 penalty points will be given for every yellow card
- b. 9 penalty points will be given for every red card
- c. When a player or coach accumulates 9 penalty points, be it by 1 red card or accumulating 3 yellow cards throughout the season, the player or coach must sit out a minimum of 1 game. Any sit-out MUST be noted on the game card in order to be valid.
- d. A 2-game suspension, and immediate 2-week suspension will be imposed for reports of Assault, Violent Conduct, Abusive Language, and Spitting (see STX Soccer Administrative Handbook 4.9.6)

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****APPENDIX****

- 1) These rules and policies may be temporarily modified when extenuating circumstances or justified compelling considerations exist by the STX Soccer Executive Committee.
- 2) Due to time and distance the STX Soccer Executive Committee may conduct its business, including voting on league matters, via email or teleconference.
- 3) STX Soccer General Rules of Play
- 4) STX Soccer Inclement Weather Policy
- 5) STX Soccer Lightning Policy