



Model Club Level – Must Meet All Criteria

Last Updated: 2016-01-16

1. Club in good standing with RDYSL
2. Club must have a minimum of 4 teams*
3. Must be 501.c.3 organization
4. Zero coach/staff/spectator ejections regardless of number of teams
5. Zero loss of player control red cards regardless of number of teams **
6. In lower 33.3% of RDYSL fines per team
7. Plus offenses per table below

Model Club Allowed Offenses

# Teams in Club (both genders)	Coach/Staff + Spectator Minor Offenses	Loss of Player Control Yellow Cards
0-14*	0	
15-44	1	
45-74	2	
0-9*		0
10-29		1
30-49		2
50-69		3

** RDYSL intends to allow the game to be played correctly. However, Loss of Player Control cards such as Dissent are NOT intended to be an integral part of the game.

Definition of Loss of Player Control (LOPC)

Loss of Player Control is an act taken by a player that is outside the boundaries of the normal conduct of the game of soccer. Examples include but are NOT limited to:

1. Verbal taunting of an opponent
2. Physical gestures which taunt an opponent
3. Intentional physical contact with an opponent during a stoppage of play
4. Fighting
5. Red Cards:
 - a. Violent Conduct
 - b. Using offensive insulting or abusive language
 - c. Spitting
 - d. Serious Foul Play (generally attempting to injure during play) will almost always be a LOPC
 - e. Two yellows in the same match will be considered LOPC if either yellow would be an LOPC yellow
 - f. Denying an obvious goal scoring opportunity is NOT an LOPC.
6. Yellow Cards:
 - a. Dissent
 - b. Unsporting Behavior may or may not be an LOPC
 - i. Will not be an LOPC if cause of Unsporting Behavior is related to the run of the game, e.g. a careless tackle
 - ii. Will be an LOPC if cause of Unsporting Behavior is retaliatory (e.g. A fouls B, B kicks at A in retaliation, both get cards, B is an LOPC)

- c. Entering the Field of Play w/o Ref's Permission will be an LOPC if the entry is related to an incident on the field like a player scuffle
- d. Yellow Cards that are NOT Loss of Player Control
 - i. Persistent infringement
 - ii. Delays Restart of Play
 - iii. Failure to Respect Required Distance
 - iv. Leaving the Field of Play