



Rules and Regulations Rochester District Youth Soccer League 2023 Season

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Part 1: General

Rule 100. Definitions

Age Division:	A division consists of multiple age groups. The League age divisions are U10, U12, U14, U16 and U19.
Age Group:	A group consists of a single or consecutive ages. The potential League age groups are U9, U10, U11, U12, U13, U14, U15, U16, U17 and U18/U19.
AGM:	Annual General Meeting
Competitive ages:	Age groups in which standings are kept. Currently these are the U11 through U19 age groups.
Eligibility to play:	The player is registered and not under suspension.
FIFA	Fédération Internationale de Football Association
Fighting	Behavior classified as fighting includes, but not limited to: <ul style="list-style-type: none">• Striking or attempting to strike an individual• Engaging an individual in a combative manner• Throwing a punch at an individual• Spitting at an individual• Pulling the hair of an individual• Kicking or attempting to kick an individual• Brandishing a foreign object or weapon with intent to harm, injure or intimidate an individual• Retaliating against an aggressive act
Game Day Roster:	A roster generated by the RDYSL website used for a single RDYSL game that conforms to the game roster size limitations for that age group. A generated roster that contains more players than allowed for a game must reduce the number of players by crossing them off to meet the game day roster size restriction.
Involuntary release:	The removal of a player from a team's roster at the request of team authorities.
LOPC:	Loss of Player Control (LOPC) 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: <ol style="list-style-type: none">1. Striking or attempting to strike an individual2. Physical gestures which taunt an opponent3. Intentional physical contact with an opponent during a stoppage of play4. Fighting5. Red cards:<ol style="list-style-type: none">a. Violent Conductb. Taunting or using offensive, insulting, abusive languagec. Spittingd. Serious Foul Play (generally attempting to injure during play) will almost always be a LOPCe. Two yellows in the same match will be considered LOPC if either yellow would be an LOPC yellowf. Denying an obvious goal scoring opportunity is not an LOPC.6. Yellow Cards:<ol style="list-style-type: none">a. Dissentb. Unsporting Behavior may or may not be an LOPC<ol style="list-style-type: none">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 without Referee's permission will be an LOPC if the entry is related to an incident on the field like a player scuffle

Noncompetitive ages: Age groups in which no standings are kept. Currently these are the U9 and U10 age groups.

NYSWYSA: New York State West Youth Soccer Association

Registration: The execution of intent to play the sport of soccer and the paying of fees to become a member of NYSWYSA and US Youth Soccer.

RDYSL: Rochester District Youth Soccer League

Rostering: Assignment of a registered player to a team.

Seasonal year: The seasonal year of RDYSL shall begin on September 1st and end on August 31 of the following calendar year.

Site: Area with one or more soccer fields.

Player add: A player added after the initial registration with the RDYSL registrar. A player can be added if they have not been registered with another club team or a player can be added as a secondary player if they have been registered with another club where the primary team plays in another league

Player transfer: A player transfer is defined as a player with a laminated pass, has gone through the registration process with the RDYSL registrar, and moves from one team to another within the defined dates on the RDYSL calendar. Transfer includes movement within a club from one team to another, changing from a primary to a secondary pass, or movement to a different club.

Suspension: The temporary withdrawal of rights and privilege, such as the right to play, coach, or otherwise administer or participate (directly or indirectly) in soccer, and the suspension is for the entire term of the suspension with all rights and privileges withdrawn unless specifically stated otherwise by the suspending authority.

Team: Group of soccer players playing on the same side in soccer games.

Team Roster: The list of all players on the team that are registered in the NYSWYSA system.

Team's True age: A team's age defined by the oldest player's age on the team.

USYSA: United States Youth Soccer Association, Inc.

Voluntary release: The removal of a player from a team's roster at the request of the player.

Youth player: An individual who has not exceeded 19 years of age by December 31st of the seasonal year.

Additional Reference
 USYSA Rule 101
 NYSWYSA Rule 1101

Rule 101. Applicability of Rules and Regulations

1. The Rules and Regulations apply to all members of the Rochester District Youth Soccer League (RDYSL).
2. RDYSL is a member of USYSL and NYSWYSA and as such is required to abide by their rules and regulations. While a serious effort has been made to reference appropriate rules of our governing organizations it is possible additional USYSL or NYSWYSA rules may apply.

Additional Reference

USYSA Rule 102

NYSWYSA Rule 1102

Part 2: Club and Team Entry or Withdrawal

Rule 200. Club Entry

Section 1 Procedures for New Clubs

1. New Clubs must be approved by NYSWYSA prior to application to the League.
2. New Clubs must apply to the League no later than September 1. Any change in Club name must be sent to the treasurer and webmaster no later than December 1. Any change in Club legal entity is treated as a new Club and must follow this procedure.
3. New clubs accepted for the 2011 season or later must use, as their home fields, fields that are within the area bounded by Lake Ontario on the north, NY Route 350 on the east, US Route 20 on the south and NY Route 98 on the west. Any fields bordering / touching the mentioned roads will be considered appropriate. Clubs that were members in the 2010 season that have sites outside the boundaries are exempt from this requirement. However, these clubs cannot add new sites outside these boundaries without the prior approval from the RDYSL board.
4. Letter of application is to be mailed to the League president with an email or hardcopy sent to the League secretary. The letter must contain the following information:
 - a. Club president's and other club representative's mailing addresses, telephone numbers and email addresses.
 - b. List the town or towns that your club will be servicing.
 - c. The gender and age groups of the teams
 - d. List of home field(s) with address and directions
 - e. The website address of the club, if the club maintains a site
5. The League will notify the applicant of the Board's decision on approval no later than the November Annual General Meeting.

Section 2 Approved Clubs

1. Newly approved clubs must:
 - a. Post a performance bond before team registration forms can be completed. The performance bond must be sent to the League treasurer. See Rule 201.
 - b. If your club is a non-profit organization email the League president, secretary and treasurer a PDF copy of your 501(c)(3). If your club is not a non-profit email the League president, secretary and treasurer a PDF letter signed by the club president that states your club is not a non-profit organization.
2. All new clubs will be on probation for a period of 3 years and must enter a minimum of 4 teams in each probationary year. One team must be entered in at least two of the five age divisions (10, 12, 14, 16, 19) during the probation period. A club that fails to meet the 4 team minimum requirement during probation will be allowed to play that season but must meet the requirement the following year. If this is their third year of their probation then they must meet the 4 team minimum requirement in their fourth year. This exception is not allowed for the club's first year in the league and a club is only allowed one such exception during their probationary period.
3. A new club that at any point fails their probationary period will be removed from the League. The club must wait one season before reapplying to the League again.

Rule 201. Performance Bond

1. Prior to commencement in the League, participating clubs and associations must post a performance bond as determined by the Board with the League. Bonds shall be refunded when the club is no longer a member of the league. If the performance bond must be used to pay fines or expenses that are in default, the performance bond must be replenished.
2. The value of the performance bond is \$250 for single gender clubs and \$500 for double gender clubs.

Rule 202. League Meetings

1. It is mandatory clubs and associations have at least one representative at the League AGM meeting. A representative cannot act for or on behalf of more than one club or association, unless on the board of multiple clubs. Failure to have a representative at the AGM will result in a fine amount per the Annual Schedule of Fees and Fines. All other League meetings will be listed on the website calendar with the day, time, place, and whether it is a mandatory meeting.

Rule 203. Communications to Clubs and Teams

1. Clubs are responsible for maintaining up-to-date contact information with the league. This information is to be entered on the RDYSL website using their club login.
 - a. Club staff members required
 - i. Club President
 - ii. Club Vice-President(s) or secondary contact(s)
 - iii. Club Treasurer(s)
 - iv. Club Registrar(s)
 - v. Club Field Coordinator(s)
 - b. Required information for club staff members
 - i. US postal mailing address
 - ii. Phone number(s)
 - iii. Email address
 - a) Capable of receiving emails from the domain rdysl.com
 - b) Capable of receiving attachments
 - c) Checked on a daily basis
 - d) The League is not responsible for undelivered emails.
2. The League uses Microsoft Office (Version 2010 or newer) for creation of Word, Excel and PowerPoint documents. Documents are also distributed with Adobe Acrobat PDF and bundled with WinZip. Clubs and teams should have a compatible system with applications that can open Microsoft Word, Microsoft Excel, Microsoft PowerPoint, Adobe Acrobat PDF and WinZip files. The Adobe Acrobat reader can be downloaded free at www.adobe.com/products/acrobat. Most operating systems support WinZip directly or a low cost version can be downloaded from www.winzip.com. There are also free applications that support the WinZip format, 7-zip (www.7-zip.org) being one of popular choice.
3. The League has a website with the URL of www.rdysl.com. Clubs and teams must have a computer with an Internet connection and web browser application.
4. Each club is provided with a club login for the RDYSL website that consists of a username and a club-selected password. Once a year at the League AGM, a club may request a password reset by filling out the League paperwork at the

AGM. The password will then be reset between January 1st and January 15th. If a reset has to be requested outside the framework of the AGM, a reset fee will be assessed per the Annual Schedule of Fees and Fines.

Rule 204. Team Entry

Section 1 General

1. The Board will determine procedures and requirements for team entry.
2. Completed team registration forms must be entered through the RDYSL website to permit division placement and game scheduling. Teams that fail to complete the form before the deadline will not be allowed to play in the current season
3. Teams must comply with specific requirements indicated on the team information forms supplied by the League. Teams that enter falsified information may result in the team registration form being rejected.
4. Clubs must provide a regulation field for every team's home game consistent with the dimensions, markings and appropriate goal sizes for that age group. Fields must be in playable condition at the start of the season and remain in playable condition throughout the season. See Rule 402.

Section 2 Team Placement

1. The League is divided into 5 Age Divisions consisting of 10U, 12U, 14U, 16U and 19U.
2. Age Divisions are divided into Age Groups:
 - a. Age Division 10U: Age Groups U9, U10.
 - b. Age Division 12U: Age Groups U11, U12.
 - c. Age Division 14U: Age Groups U13, U14.
 - d. Age Division 16U: Age Groups U15, U16.
 - e. Age Division 19U: Age Groups U17, U18/U19.
3. Each year the Board will establish protocol for team placement. The number of subdivisions within each age group will be determined each year by the Board based on the team entries.
4. Every effort will be made by the Board to generate a competitive division by placing teams in the appropriate subdivision level within their age group. This may cause the placement level to be different from the team's request. Where age group numbers and team competitiveness allow Division 1 will be comprised of 7 teams (6 teams in U18/U19 age group).
5. The Board may collapse age groups if they determine there is an insufficient number of teams or insufficient numbers to create competitive divisions. Should the Board need to merge age groups the effected teams will be notified and will have 48 hours to withdraw without a penalty.
6. A division is allowed to have multiple teams from the same club.
7. The Board has the final determination of team placement.

Section 3 Teams Playing Up an Age Group

1. Teams enter their division request with the website online registration form.
2. Teams approved for playing up will be assigned to Division 1 or Division 2 at the sole discretion of the League. Team placement is final regardless if the division is not what the team desired.
4. A team may **initially** play above their true age into Division 1 or Division 2 if the following is true:

- a. The team has played in Division 1 in the prior season and finished in first or second place.
 - b. First year teams will be allowed to play above their true age if the League determines they will be competitive on Division 1 or Division 2.
 - c. The Club President endorses the request and the Club accepts responsibility for any issues that may arise (such as injuries and resultant claims that they occurred due to physical differences in player size).
4. A team may **continue** to play above their true age in Division 1 or Division 2 if the following is true:
 - a. The team must have played up last season in Division 1 or Division 2.
 - b. The Club President endorses the request and the Club accepts responsibility for any issues that may arise (such as injuries and resultant claims that they occurred due to physical differences in player size).
 5. The league can move a team to a different age group or division if the team will be more competitive with that placement. However, the league cannot move a team to play below the team's true age.

Rule 205. Team Withdrawal or Removal

1. The withdrawal of a team is on a graduated time scale. The later in the pre-season or season you withdraw the larger the penalty assessed to the club.
 - a. A team may withdraw anytime during the team registration period without a penalty. The close of team registration is listed on the RDYSL calendar.
 - b. A team that withdraws during the team placement period will be fined according to the Annual Schedule of Fees and Fines. The team placement period is defined as days between the close of team registration through the days up to and including the day of the February RDYSL Board meeting.
 - c. A team that withdraws during the schedule creation period will be fined according to the Annual Schedule of Fees and Fines. The schedule creation period is defined as day after the February RDYSL Board meeting and the day before the March Coaches' Meeting.
 - d. A team that withdraws during the game change period will be fined according to the Annual Schedule of Fees and Fines. The game change period is defined as day of the March Coaches' Meeting through the time the schedule is turned over to the referee unit for assigning. This is approximately 3 weeks prior to opening day. At this point, the schedule is termed the Final Schedule.
 - e. A team that withdraws after the Final Schedule will be fined according to the Annual Schedule of Fees and Fines. This includes forfeit and referee fees for all un-played games
2. The League may remove a team if they are found to have falsified information on their team registration form. The club will be responsible for any fines or fees that occur from the team removal.

Rule 206. Club Withdrawal or Removal

1. A club may withdraw from the League in an active fashion or an inactive fashion.
 - a. A club may choose to withdraw from the League by sending a signed letter from the club president to the League president and secretary. A club may only use this method to withdraw if no teams are registered for the current season.

- b. A club will be removed from the League if they fail to meet the requirements of new club probation outlined in Rule 200.2.
 - c. A club will be removed from the League should they fail to pay or increase their performance bond before the start of online team registration. Information about bonds can be found in Rule 201 and Rule 506.
 - d. A club will be removed from the League should they fail to enter teams for the upcoming season. A club may not be a League member without having teams in the League.
 - e. A club will be removed from the League should they fail successive years of disciplinary probation for persistent adult misconduct as outlined in Rule 506.
2. A club that withdraws or is removed from the League is responsible for all unpaid fines and fees. Any remaining performance bond will be returned to the club

Part 3: Player and Rostering Requirements

Rule 300. Gender of Teams

1. The League recognizes two types of team genders:
 - a. Teams with only females are girls' teams.
 - b. All other teams are boys' teams.

Additional Reference

USYSA Rule 103

NYSWYSA Rule 1103

US Soccer Policy Manual, Policy 601-5, Section 6 – Inclusion Policy

Rule 301. Age Groups

1. Age groups shall be comprised of youth players who are, on or before December 31st of seasonal year:
 - a. Under 19 years of age.
 - b. Under 18 years of age.
 - c. Under 17 years of age.
 - d. Under 16 years of age.
 - e. Under 15 years of age.
 - f. Under 14 years of age.
 - g. Under 13 years of age.
 - h. Under 12 years of age.
 - i. Under 11 years of age.
 - j. Under 10 years of age.
 - k. Under 9 years of age.
2. A player may not play in an age group that is younger than his age (no “playing down”).
3. A child that does not turn 8 years of age on or before December 31st is not allowed in RDYSL. A person of age 20 years or older is not allowed in RDYSL. The RDYSL website contains a detailed age matrix for your convenience.

Additional Reference

USYSA Rule 104 and Rule 105

NYSWYSA Rule 1104 and Rule 1105

Rule 302. Player Registration

1. A youth player must register each seasonal year in the State Association (NYSWYSA) in which he or she resides with his or her parent or parents or guardian or guardians, or, for a student in residence at a boarding school, college, or university, the player may register in the state in which the boarding school, college, university, or division of the college or university is located.
2. Player registration procedures will comply with US Soccer, NYSWYSA and the League requirements.
3. Registration and non-injured release of players for ages U9 – U16 will end for the seasonal year on June 1, at 6:00 PM. Registration and non-injured release of players for ages U17 - U19 will end for the seasonal year on June 15, at 6:00 PM.

4. A player may be released and replaced anytime during the season if they have had a season ending injury. Any misuse of the player released or added will be treated as an illegal player. The replacement player cannot participate in a game until all paperwork is completed and provided to the appropriate RDYSL registrar. The player being added must meet one of the following criteria:
 - a. If the replacement player is not registered with any other NYSW league or team and is age appropriate they may be added to the requesting team provided the following paperwork is completed:
 - i. The player being released due to a season ending injury must complete the NYSW Player Release / Transfer Form. The player must fill out the Player Information (top section) and Release (middle section) and get all appropriate signatures. The original pass must also be surrendered when the paperwork is provided to the appropriate RDYSL registrar
 - ii. The player being added does not have any paperwork to complete. The club registrar must complete all steps of the standard registration process and the team must add this new player to the RDYSL roster via the website.
 - b. If the replacement player is registered with another team that plays in a different league and is age appropriate the player may be added to the team as a secondary player provided the team has not reached their secondary player limit.

Paperwork to be completed by released player and added player:

 - i. The player being released due to a season ending injury must complete the NYSW Player Release / Transfer Form. The player must fill out the Player Information (top section) and Release (middle section) and get all appropriate signatures. The original pass must also be surrendered when the paperwork is provided to the appropriate RDYSL registrar
 - ii. The player being added must complete the appropriate secondary player paperwork in accordance with Rule 307. The club registrar must complete all steps of the standard registration process and the team must add this player to the RDYSL roster via the website.
 - c. If the replacement player is an active player on another team in your club and is age appropriate the player may be added to the team. If the player being added will be a secondary player the team adding player must be below the secondary player limit.
 - i. The player being released due to a season ending injury must complete the NYSW Player Release / Transfer Form. The player must fill out the Player Information (top section) and Release (middle section) and get all appropriate signatures. The original pass must also be surrendered when the paperwork is provided to the appropriate RDYSL registrar
 - ii. The player being added must complete the NYSW Player Release / Transfer Form. The player must fill out the Player Information (top section) and Release (middle section) and get all appropriate signatures. If the player being added will be a secondary player, they need to complete the appropriate secondary paperwork in accordance with Rule 307. The original pass must also be surrendered when the paperwork is provided to the appropriate RDYSL registrar. The club registrar must complete all the standard registration process and the team must add this player to the RDYSL roster via the website.
5. A player registered to an RDYSL team that is released after May 15th, not due to a season ending injury transfer cannot later be added to any RDYSL team.

Additional Reference

Rule 303. RDYSL Season Player Registration Fees

Type of Pass	Amount Due RDYSL
Primary Player	\$4.00
Secondary Player	\$4.00
Tournament Player	\$4.00

1. RDYSL will send a player registration bill to the club presidents upon the completion of team registration. The bill must be paid before any players may be registered. Any adjustment for overage or shortage will be done at the end of the season. Payment due date will be shown on the RDYSL yearly calendar.

Additional Reference

USYSA Rule 202
NYSWYSA Rule 2202

Rule 304. Proof of Age

1. Every player must present proof of age each year. Valid forms of proof of age shall consist of:
 - a. A previous year's player pass with matching Pass ID that is fully intact and laminated
 - b. Birth certificate
 - c. Uniformed Services Identification and Privilege Card (DD Form 1173) issued by the uniformed services of the United States
 - d. Birth registration issued by an appropriate government agency or board of health records
 - e. Passport
 - f. Alien registration card issued by the United States government
 - g. Certificate issued by the Immigration and Naturalization Service attesting to age
 - h. Driver's license
 - i. Certificate of a United States citizen born abroad issued by the appropriate government agency
2. Invalid forms of proof are hospital, baptismal or religious certificates.

Additional Reference

USYSA Rule 204
NYSWYSA Rule 2204

Rule 305. Roster Sizes and Limitations

The table below shows roster sizes

Age Group	Minimum Team Roster Size ^[1]	Maximum Team Roster Size	Game Day Roster Size
U9-U10	7 ^[1]	14 ^[2]	14
U11-U12	9 ^[1]	18 ^[2]	18
U13-U19	11 ^[1]	22	18

[1] The minimum team roster size is a requirement to complete team registration.

[2] Roster variances for U9 - U12 age groups may be requested using the form and process available on the website. No roster variances are allowed for U13 - U19 age groups.

Age groups U9 through U10 shall have a maximum roster size of 14 players and shall not have fewer than 7 players on its roster at any time during the seasonal year.

Age groups U11 through U12 shall have a maximum roster size of 18 players and shall not have fewer than 9 players on its roster at any time during the seasonal year.

A team U13 and older may have up to 22 youth players on its master roster at any given time during the seasonal year; and may not have fewer than 11 youth players on its master roster at any given time during the seasonal year.

For all age groups with a team that exceeds the Game Day Roster Size the eligible players used for a match must be clearly identified on the RDYSL Game Day Roster and not exceed Game Day Roster Size. The Game Day Roster Size includes secondary, call up and variance players.

Additional Reference

USYSA Rule 105 and Rule 205

NYSWYSA Rule 1105 and Rule 2205

Rule 306. Assigning Personnel to a Team

1. A player between the ages of 8 – 19 must be a member of a team of an equal or higher age group than the player's true age as defined in Rule 301 Age Groups.
2. The club will assume the responsibility for the safety of any player rostered on an older team. This assures that the younger player is of appropriate physical size and maturity to compete without injury.
3. A person may only have one role on a team roster. Therefore, a person can be assigned to a team roster as a player or a coaching staff member but not both.

Rule 307. Multiple Rostering

1. A player may only appear on one RDYSL team roster during the season.
2. RDYSL supports the NYSWYSA multiple rostering of players to more than one team providing the teams are in different leagues. However, a player can only be designated a primary player on one team. Any player rostered to more than one team must participate in the game played by their primary team in case of a schedule conflict. The player's first obligation is to the primary team.

- a. A team may have a maximum of 5 secondary players on their team roster. The game day roster may have a maximum of 5 secondary players composed of secondary players from the team roster and from eligible age groups call up players with secondary passes.
3. Secondary players must complete the appropriate paperwork on the NYSWYSA Release to Secondary Team form and pay any required fees. A player may become secondary only if he or she is rostered to a team as a primary player. If the player transfers or is released from their primary team, their secondary player pass becomes void. If the primary team is disbanded, the secondary player pass becomes void.
4. Clubs have the authority to restrict the use of secondary players by their teams.

Additional Reference

USYSA Rule 206

NYSWYSA Rule 2206

Rule 308. Guest Players

No guest players are allowed on League rosters or in League games. No tournament only players are allowed in League games.

Rule 309. Player Transfer

1. The League complies with the NYSWYSA voluntary release, involuntary release and transfer of players. The RDYSL Player Release / Transfer Form must be completed and submitted to the appropriate registrar for the transfer to be official.
2. Player transfers will not be allowed after May 15, 6:00 PM.

Additional Reference

NYSWYSA Rule 2210

Rule 310. Player Call Up

1. The call-up player is for the purpose of supplementing the roster to aid in attendance.
2. The coach and club have determined the player's maturity, size and ability will allow him/her to play safely on the older team.
3. The league will allow age groups U13-U19 the use of players called up from within the same club. The call up players must come from RDYSL lower age group one or two age groups below or within the same age group but a lower division as shown by the table below. Age groups U9-U12 may not use call up players. See table below for clarity.

Requesting Team Age Group	Releasing Team Age Group					
	U18/U19	U17	U16	U15	U14	U13
U18/U19	Lower Division	✓	✓			
U17		Lower Division	✓	✓		
U16			Lower Division	✓	✓	
U15				Lower Division	✓	✓
U14					Lower Division	✓
U13						Lower Division

4. The call up player's age must be age appropriate for the lowest allowed releasing team age group by December 31st of the season year. See examples and table below for clarity.

a. Example 1

A player will have their 15 year old birthday prior to December 31st of this year and is a member of a U15 team. This player is a legal call up to a U16 or a U17 team because there is a two or less year difference between the player's December 31st age and the requesting team's age group.

b. Example 2

A player will have their 14 year old birthday prior to December 31st of this year and is a member of a U15 team. This player may not be called up to a U17 team because there is more than a two year difference between the player's December 31st age and the requesting team's age group. They may be legally called up to a U16 team.

c. Example 3

A U16 team is playing up in a U17 age group. It does not matter if the team chose to play up or if the league placed them there. Even though the team is age appropriate U16 they are in a U17 age group and must abide by the U17 age groups requirements. Therefore they can only call up age appropriate players from the U16 and U15 age groups.

Requesting Team	Minimum Call Up Player's Age
U18/U19	Age 16 by December 31 of current season
U17	Age 15 by December 31 of current season
U16	Age 14 by December 31 of current season
U15	Age 13 by December 31 of current season
U14	Age 13 by December 31 of current season
U13	Age 13 by December 31 of current season

5. A girl may be called up to a boys' team but a boy may not be called up to a girls' team.

6. If the call up player is a secondary player on the releasing team, that player will count toward the number of secondary players allowed on the game day roster.

7. The maximum number of call ups for a particular game is three players.

8. A player may be called up a total of 4 times over all teams during the season. It is the player and club's responsibility to make sure this limit is not exceeded.
 - a. A game in which the player is called up and checked in by referee but does not play counts toward the total call ups.
 - b. A game that is played but abandoned or terminated before completion will be included toward a player's total call up count.
 - c. A game that is played but forfeited after start or completion will be included toward a player's total call up count.
 - d. A game that is canceled or abandoned before being started does not count toward total call ups.
9. Any sanctions will apply as if the called up player is a member of the older team. Therefore, if a call up player gets a red card his/her pass will not be returned until the completion of the suspension as if he/she was on the older team. For example, a call up player receiving a first red card will serve the suspended games as dictated by the older team's schedule.
10. The team utilizing the call up player must submit the player pass to the referee before the start of the game.
11. A suspended player may not be called up.
12. The team releasing the call up player must have their team roster entered into the RDYSL website.
13. The unauthorized use of a call up player will be considered a use of an illegal player and dealt with according to the RDYSL rules.
14. A younger player rostered to an older team may not be called down to a younger team.

Part 4: Game Play

Rule 400. Rules of Play

Except as provided by USYSA and NYSWYSA, the FIFA "Laws of the Game" apply to all competitions sponsored by the League.

1. Exceptions U9-U10:
 - a. A goal kick or goalkeeper throw-in will require the opponents to retreat to beyond the build out line until the ball is in play. The build out line is the field center line. The ball is in play when it is kicked directly out of the penalty area. The attacking team does not have to wait for the opponent's defenders to retreat and has the option to restart the game before should they choose.
 - b. No goalkeeper punts or drop kicks will be allowed. The goalkeeper must distribute the ball to a player in the defensive half of the field. A violation will result in an indirect free kick from the top of the penalty box nearest the foul.
 - c. There will be no heading allowed. A violation will result in an indirect free kick from the point of the heading unless the heading is done in the goal box in which case the ball is placed at the closest part of the goal box line that is parallel to the end line.
 - d. There will be no stoppage of time except for injuries and high heat related days per Rule 411.
2. Exceptions U11:
 - a. There will be no heading allowed. A violation will result in an indirect free kick from the point of the heading unless the heading is done in the goal box in which case the ball is placed at the closest part of the goal box line that is parallel to the end line.
3. Exceptions U11-U19:
 - a. There will be no stoppage of time except for injuries and high heat related days per Rule 411.

Additional Reference

USYSA Rule 301

USYSA US Youth Soccer Official U10 Playing Rules

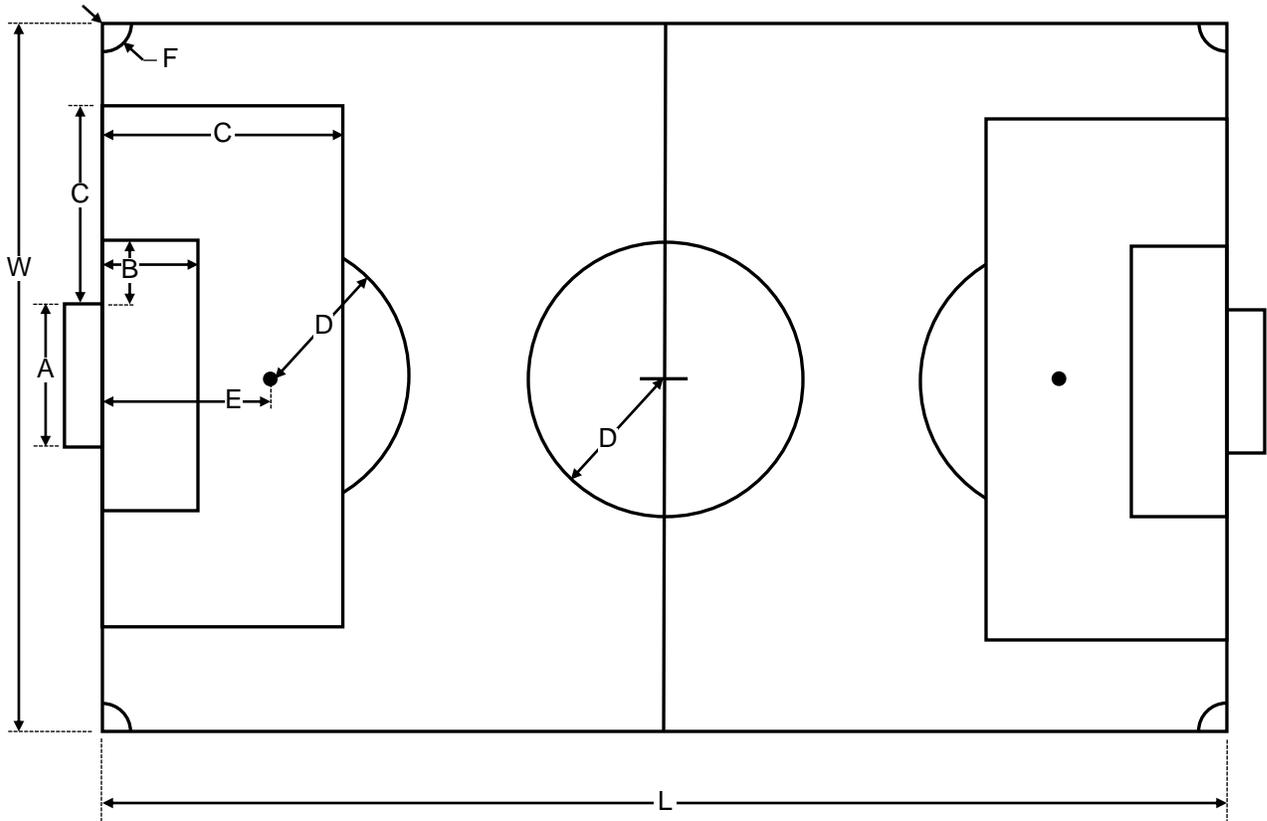
USYSA US Youth Soccer Official U12 Playing Rules

NYSWYSA Policies for U9, U10, U11 & U12 Age Divisions

Rule 401. League Games and Game Days

1. All League games must be played unless the Gender VP approves an exception.
2. The Board will determine regularly scheduled days of the week for games. This will be posted on the website.
3. There must be a minimum of 15 minutes (30 minutes for 2021) between games when creating back-to-back games on the same field.
4. A team may only play one RDYSL game a day regardless of how long the duration of the game.
5. Game start times must be adequate to complete game before sundown if scheduled on a field without artificial lighting. The club and team are responsible for selecting an appropriate start time to allow game completion under safe light conditions. The League reserves the right for a change for player safety at the cost to the club should these conditions not be met.

Rule 402. Field Dimensions



Age Group	W (yds)			L (yds)			A (ft) Sizes	B (yds)	C (yds)	D (yds)	E (yds)	F (yds)
	Min	Ideal	Max	Min	Ideal	Max						
U9-U10	35	40	45	55	60	65	6.5 x 12 * 6.5 x 18.5	5	10	8	8	1
U11-U12	45	50	55	70	75	80	6.5 x 18.5 * 7 x 21	6	14	8	10	1
U13-U14	60	60	90	95	100	130	8 X 24	6	18	10	12	1
U15-U16	60	70	90	95	110	130	8 X 24	6	18	10	12	1
U17-U19	60	80	90	95	120	130	8 X 24	6	18	10	12	1

* The goal size for U9-U10 will be no larger than 6.5ft x 18.5ft, recommended 6.5ft x 12ft

* The goal size for U11-U12 will be no larger than 7ft x 21ft, recommended 6.5ft x 18.5ft

1. Taking a Field Offline

The Board or its designee(s) reserves the right to inspect field dimensions, field conditions and goal size. If a field is deemed unplayable during the season the field issue must be repaired or corrected prior to another game or immediately taken offline and all games scheduled on the field moved. The club is responsible for any associated referee and game change fees to cancel or move the games. A field remains offline forever or until the problem has been corrected and approved by the Board.

- a. If the club refuses to reply to Board emails or answer Board phone calls about a field issue within 24 hours the Board reserves the right to cancel all

games scheduled on the field in question and the club will be responsible for cancellation and rescheduling expenses.

2. **Bringing a Field Back Online**
Once a club has repaired or corrected a field that was taken offline it may petition the Board to inspect the field again. If the League finds the field problem has been corrected it will be brought back online and may once again be used for League games.
3. **Goal Requirements**
Goals at each end of the field must be the same size. Goals must have a properly attached net. For player safety the goals must be anchored to the field in accordance to the US Consumer Product Safety Publication 326: Guidelines for Movable Soccer Goal Safety.

Additional Reference

USYSA US Youth Soccer Official U10 Playing Rules
USYSA US Youth Soccer Official U12 Playing Rules
NYSWYSA Policies for U9, U10, U11 & U12 Age Divisions

Rule 403. Length of Games, Halftimes and Overtime Periods

1. The length of games, halftime and overtime for each age group is as follows:

Age Group	Game Length (minutes)	Halftime (minutes)	Overtime (minutes)
U9-U10	Two 25 minute halves	10	0
U11-U12	Two 30 minute halves	10	0
U13-U14	Two 35 minute halves	10	0
U15-U16	Two 40 minute halves	10	0
U17-U19	Two 45 minute halves	10	0

2. Under normal circumstances, the game length may not be changed. Below are the only exceptions that allow the length to be changed:
 - a. Lightening and weather related events per Rule 411
 - b. High heat and humidity per Rule 411
 - c. Team falls below minimum number of players per Rule 405
 - d. The acting head coach for each team may mutually agree to terminate a match at or after halftime due to excessive goal differential without the game being declared a forfeit. The League defines excessive goal differential as 6 or more. The score will be final and any disciplinary actions will stand consistent with any match played to normal duration. Only a member of the coaching staff for that match as designated on the Game Day Roster may agree to exercise this rule. The game cannot be rescheduled after being terminated.
3. There are no overtime periods for any age group. For competitive age groups ties will stand.

Additional Reference

USYSA Rule 303

Rule 404. Ball Size

1. The ball size for each age group is as follows:

Age Group	Size	Circumference (inches)	Weight (ounces)
U9-U10	#4	25-26	11-13
U11-U12	#4	25-26	11-13
U13-U14	#5	27-28	14-16
U15-U16	#5	27-28	14-16
U17-U19	#5	27-28	14-16

Additional Reference
USYSA Rule 303

Rule 405. Number of Players on Field

1. The number of players on the field includes the keeper. The minimum number of players is required to start and continue a game. A team that drops below the minimum number of players during the game due to injury documented on the game report will forfeit the game. The incomplete team will not be charged a forfeit fee but will be responsible for the referee fees.

Age Group	Number of Players on Field	Minimum Number of Players
U9-U10	7	5
U11-U12	9	6
U13-U19	11	7

Rule 406. Player Equipment

1. Field players on the same team must have the same color and style of jerseys. Keepers must have a different color jersey from their team and the opponent jersey color. If the home team jersey colors conflicts with the opponent jersey color the home team must change.
2. Jersey numbers must be unique and must match the game day roster.
3. Shin guards are required to be worn by all players. They must be made of a suitable material to provide protection and covered by the uniform socks.
4. Only soft-cleats (non-metal) are allowed.
5. No jewelry may be worn.
6. Players may not wear any item of equipment that may be dangerous to themselves or others. The referee has the final decision.

Additional Reference
USYSA Rule 304

Rule 407. Substitutions

1. Substitutions shall be unlimited in RDYSL for all age groups. There will be re-entry for all age groups.
2. Substitutions may only be made with the consent of the referee.

3. For safety reasons the substituted player must leave the field quickly/immediately at midfield on the side toward their bench. A player is not required to exit the field of play by the nearest point on the boundary line.
4. Substitutions may be made by either team at any stoppage of play.
5. A player who is identified by the center referee to have received a potential head injury is not allowed to return to match under any circumstances.

Additional Reference

USYSA Rule 302

USYSA Player Development Initiatives (February 2017)

U.S. Soccer's Concussion Initiative

Rule 408. Playing Time

1. USYSA rules require that each player in a U10 age division (U9, U10 age group) shall play a minimum of 50% of the total game time.
2. The playing time for U11 – U19 age groups is left to the discretion of the coach and club.

Additional Reference

USYSA US Youth Soccer Official U10 Playing Rules

Rule 409. Use of Ineligible Players

1. Ineligible players shall consist of an unregistered player, a player serving a suspension, a player with an unpaid sanction, an illegal secondary player, an illegal call up player or any nonqualified player. A team shall be penalized for each game in which an ineligible player is listed on the game day roster and checked in by the referee. The penalty will be enforced regardless of whether or not the player participated in the game.
2. The penalty for a team participation in games with an ineligible player will be a forfeit from the team's League standings for each game with an ineligible player.
3. Sanctions will also be imposed against a coach that knowingly uses an ineligible player. Refer to Rule 502.
4. Any dispute of games in which the ineligible player or players are engaged shall be decided by the Board, which may impose additional penalties as it sees fit.

Additional Reference

USYSA Rule 209

NYSWYSA Rule 2209

Rule 410. Forfeits

Section 1 Reasons for Forfeit

This list of forfeit does not preclude other reasons for game forfeits.

1. If a team fails to field a minimum number of players to start the game, said team will forfeit the game.
2. Any team that leaves the field during the game and refuses to play when ordered by the referee will forfeit said game. All forfeits of this type will be reviewed by the Division Coordinator and the Gender Vice President to determine if circumstances require a fine and the appropriate amount.
3. Any team not present or ready to play within the 15-minute grace period after the scheduled kickoff time will be considered to have forfeited the game.

4. Any team that fails to provide player passes will be considered to have forfeited the game. No substitute for the laminated player pass will be allowed this includes but not limited to photographs, photocopies or electronic versions. Any game played without player passes is a forfeit regardless if the referee plays the game.
5. Any team that fails to have their complete roster entered into the RDYSL website will be considered to have forfeited the game regardless if the referee plays the game.
6. If a game is terminated, whether it is in the first or second half, the team that caused the termination will forfeit that game.
7. Failure to meet the requirements of Rule 414.2.a, having an adult present on the sideline with a proper risk management pass during the entire game

Section 2 Which Team Pays the Forfeit Fine

1. Any team forfeiting a game or causing a game to be forfeited is responsible for paying the appropriate fines as noted on annual schedule of fines.
2. For a double forfeit, the forfeit fine and referee crew fee will be equally split and shared by both teams.

Rule 411. Playing Conditions

Section 1 Dangerous Field Conditions

1. The home team is responsible for a suitable and safe field, goals and sideline area.
2. If, in the discretion of the referee, a field surface or goal is deemed unsafe the game can be moved to a nearby suitable field if each team agrees. If no alternate field can be found then the game will be rescheduled.
3. The Board or its designee(s) may visit a field and make a decision regarding the size, goals, safety, and condition of the field. See Rule 402 regarding a field being taken offline.

Section 2 Bad Weather

1. If the home team does not have a playable field available due to recent weather, it must try to notify the visiting team and the Division Coordinator prior to game time to avoid unnecessary traveling.
2. The referee will make any necessary decisions at the field regarding dangerous weather conditions. If thunder and/or lightning are observed, the game will be suspended immediately and the field will be cleared allowing people to seek safe shelter. The following steps apply:
 - a. A 30 minute wait period will be started. This wait period will be reset to 30 in the event any additional thunder or lightning are observed. Both teams and referee will wait this time before resuming the game
 - b. Once there is 30 minutes of clear weather the referee shall make every reasonable effort to resume the game with full consideration of site conditions as they affect safety and playing conditions.
 - c. If lightning and/or thunder is observed prior to the start of the game the game will not begin until a 30 minute wait period of clear weather has been observed.
 - d. If both teams and referee have waited 60 minutes for clear weather but are still in a wait period the game can be abandoned if both coaches agree. A

game can be abandoned during a wait period if it will be too dark to resume the game when the period ends.

3. If a game is abandoned by a referee due to weather conditions after the game has started, the following prevails:
 - a. If the game is at or beyond the halfway mark the team leading at the time of stoppage of play will be declared the winner. If the game is tied, it stands.
 - b. If a game has not reached the halfway mark, it will be rescheduled and played in its entirety. However, all infractions will stand.

Section 3 Heat

1. Coaches and referees are expected to use common sense in the event of high heat and/or humidity. Player safety must be the prime consideration.
2. In the interest of player safety, under weather conditions of high heat and/or humidity, the referee will allow cooling breaks. Consent of the coaches is not required. The referee will pick the appropriate time for the stoppage. The minimum duration of the break will be 4 minutes. The cooling break time will be added to the end of each half. Players may leave the field to get their water. Unlimited substitutions are allowed at this time.
3. The coaches and referee may mutually agree to shorten the halves of the game.

Rule 412. League Standings

1. No standings or scores will be kept for noncompetitive age groups.
2. Points System
 - a. Three (3) points for a win
 - b. One (1) point for a tie
 - c. Zero points for a loss.
3. Tie breakers. If the total points of 2 or more teams are the same at the end of League competition, the following tiebreaker will determine the winner:
 - 1st Head-to-Head Competition
Head-to-head can only be used for two teams. The team with the best aggregate score record against their tied opponent in League competition will be declared the winner. If a tie remains continue to the 2nd tiebreaker.
 - 2nd Most Wins
The team with the most wins in League competition will be declared the winner. If a tie remains continue to the 3rd tiebreaker.
 - 3rd Goal Differential
The team with the largest goal differential for the entire League competition will be declared the winner. The goal differential is determined by subtracting the goals allowed from the goals scored for each game of the season. The goal differential maximum is 3 goals for each game, both negative and positive. If the total points are the same, continue to 4th tiebreaker.
 - 4th Goals Against
The team with fewest goals against over the entire League competition will be declared the winner. If the tie remains, continue to the 5th tiebreaker.
 - 5th Shutouts
The team with the most shutouts during League competition will be declared the winner. If a tie still remains, continue to the 6th tiebreaker.
 - 6th Tie Stands
The tied teams will share the rank position in the League standings.
4. Scoring for forfeits

- a. If a team forfeits, the score will be recorded as 3-0. The winning team will be awarded a win and a shutout.
- b. In the event of a double forfeit, the score will be recorded as 0-0. Both teams will be given a loss (not a tie) and no shutout.

Rule 413. Awards and Recognition

The Board will determine on an annual basis the awards and recognition for each age group. Competitive age groups will receive awards for first and second place. Teams will not receive their awards until the season is completed.

Rule 414. Pre-Game Procedures

1. Home team:
 - a. In the event of a uniform conflict, the home team must change.
 - b. Must have nets up and secured and corner flags in position 10 minutes prior to the scheduled start of a game.
 - c. Must provide the game ball (subject to the referee's approval) and must have at least 1 spare ball suitable for game use.
 - d. Will supply the referee crew with their game fee.
2. Each team:
 - a. Must provide the laminated player passes and laminated coaches, assistant coaches or club staff Risk Management passes to the referee. Only staff members affiliated with the club may coach the team and must have a valid/completed Risk Management pass (coach's picture affixed to pass and laminated). No substitute for the laminated player or Risk Management pass will be allowed this includes but not limited to photocopies, photographs, or electronic versions.
 - b. The team must also provide the referee with two paper copies of the RDYSL "Game Day Roster" produced through the RDYSL website. No substitute for the RDYSL Game Day Roster will be allowed this includes but not limited to electronic versions. Failure to enter your complete roster into the RDYSL website will result in a game forfeit. Failure to provide the correct RDYSL Game Day Roster will result in a fine amount per the Annual Schedule of Fees and Fines. The referee will keep one Game Day Roster and give the second to the opposing team.
 - c. A team without laminated player passes, an RDYSL "Game Day Roster" and one valid club staff member with a laminated Risk Management pass at the beginning of the game and throughout the whole game will forfeit.
 - d. For U9 through U12 age groups provide one lines-man of age 14 years or older and notify the referee who they are prior to kick-off. The duties of the lines man are dictated by the referee and do not include coaching. Where possible the referee unit will supply a 3-man referee system for the U13-U19 age groups. If resources do not allow a 3-man referee system a single referee with a linesman supplied by each team will be used.
 - e. Should bring their medical supplies
 - f. It is recommended that teams carry a copy of the RDYSL Rules and Regulations to games to help resolve issues that may occur at the field.
 - g. At all League games, unless field conditions make the rule unsafe or unreasonable, the home team and the fans shall be on the opposite side of the field from the visiting teams and its fans. The home team has its choice of sides. If the pitch has stadium seating the teams should sit on opposite sides of the center of the field with reasonable room between the spectators.

Referees will be instructed not to begin the game until teams and fans comply with this rule. No players or fans are permitted behind the goals at any time during the game.

- h. Coaches have the right to question a player's eligibility. The game will be played. However the referee will note the challenge of the player eligibility on the game report. The League will investigate and take the appropriate action.
- i. If the number of players at the game exceeds the limit of the players for the age group the players on the sidelines that are not participating in the game must wear distinguishing clothing.
- j. In the event of a referee no show coaches are reminded they have two choices
 - i. The coaches are encouraged to agree upon an official from available personnel, and that the official's decisions and call of play will be binding on both teams. The replacement official must have a valid Risk Management pass and is entitled to the referee's payment. The home team will mail or email the website generated RDYSL Game Day Roster for each team with game score results to the appropriate Division Coordinator.
 - ii. Teams may also choose to reschedule the game with appropriate fees that may apply.

Rule 415. Post-Game Procedures

- 1. Home team
 - a. In the event of a referee no show a home team representative must contact their Division Coordinator within 24 hours to notify them of the referee no-show and mail a signed home and visitor game report to the Division Coordinator.
- 2. Each team:
 - a. If players choose to shake the opponent's hands it must be done in a calm and orderly fashion. There shall be no punching, hitting, spitting, or verbal abuse.
 - b. Coach, manager or team representative shall be responsible to collect passes from the referee at the end of the game. The referee will keep the passes of any players or coaches ejected from the game and mail the passes with the game report to the Division Coordinator.
 - c. Should any player on your team be severely injured during the game and require medical attention contact your Division Coordinator that day.
 - d. In the event of fights or police during the game contact your Division Coordinator that day.
 - e. Within 48 hours of the game a team representative is expected to fill out the game evaluation form on the website. More than one representative is allowed to fill out the form.

Rule 416. Referee Payment

- 1. Unless the game is a forfeit the home team will pay all referee fees and expenses. This also includes the makeup of canceled or suspended games.
- 2. The only accepted referee payment will be cash of the exact denomination for each referee. You must also be prepared with the exact cash amount for the referee's travel expenses should the game be canceled.

3. For a game that is canceled (the game never started) due to field conditions or weather all the assigned officials will get their travel expenses of \$12.
4. If a game is started and then suspended or terminated the referee will receive full payment. Payment varies depending on the age division. The payment amount can be found on the individualized team Game Day Roster produced through the RDYSL website.

Rule 417. Game Changes**Section 1 Pre-season Game Changes**

1. After the preliminary schedule is available there is a period for pre-season game changes. Any game can be changed but both coaches must agree to all changes.
2. Changes are limited to date, time, site and field.
3. The start and end dates for the pre-season game changes are determined by the Board and will be posted on the website.
 - a. Teams will be allowed to reschedule games prior to the start of the season. The earliest game date will be posted on the RDYSL calendar.
4. No games may be changed by a team to before or after these published season dates.
5. Coaches are expected to accommodate reasonable requests for pre-season game changes and to respond to such requests in a timely manner. The League Division Coordinator will arbitrate disputes between coaches.

Section 2 In-season Game Change

1. After the pre-season game change period ends game changes will be approved by the League as follows:
 - a. No Charge Changes
 - i. New York State West State Cup conflicts
 - ii. Official cancellation by League (e.g. heat)
 - iii. Field owner officially declares the field unplayable or unsafe.
 - iv. Field change at same site
 - b. Chargeable Changes
 - i. The site for a game can be changed. The team requesting the change will be assessed the referee assignor's fee. The amount is included in the Assignor Service Contract.
 - ii. The time for a game can be changed upon agreement by the opposing coach. The team requesting the change will be assessed the referee assignor's fee. The amount is included in the Assignor Service Contract.
 - iii. The date for a game can be changed upon agreement by the opposing coach. The team requesting the change will be assessed the in season game change fee which can be found in the RDYSL annual schedule of fines. The in season fee must be paid prior to the game change being completed by the league. A date change must be initiated with the Division Coordinator at least 48 hours prior to kickoff.
2. Coaches are expected to accommodate reasonable requests for in-season game changes and to respond to such requests in a timely manner. The League Division Coordinator will arbitrate disputes between coaches.
3. All game changes (date, time, site or field) must be accomplished by contacting your DC. Clubs and teams do not contact the assignors or referees directly. An

exception is when a club is following the same day emergency game cancelation process.

- a. Unless there is documentation to prove otherwise any game date or time rescheduled without following proper procedures will be considered invalid and will result in a double forfeit.
- b. Unless there is documentation to prove otherwise any game site or field rescheduled without following proper procedures will be considered invalid and will result in a home team forfeit.

Rule 418. Makeup of Canceled or Suspended Games

All League games must be rescheduled and reported to the Division Coordinator within 7 days of the canceled games. The rescheduled games must be played no later than 3 days after the end of the League season. If teams are unable to mutually reach an agreement within the required time, the League will reschedule the makeup game, which will be binding to both teams.

Part 5: Conduct and Behavior

Rule 500. Player Misconduct and Violations

Section 1 Yellow Cards

1. Coaches are responsible for maintaining a count of the number of yellow cards a player accumulates during League games and ensuring any resulting sanctions are observed. The information on the website team control panel can aide in this task.
2. Any player accumulating 2 yellow cards in one game will be assessed an immediate red card violation. This results in a player send-off from the current game. The red card suspension and fine are noted on the annual schedule of fines. Refer to Rule 501 for counting yellow and red cards toward team penalty points.
3. Any player accumulating 3 yellow cards over multiple games will be assessed a suspension to be served at the next League game and fine as noted on the annual schedule of fines. The player is allowed to finish the game in which the third yellow card is received. These 3 yellow cards are not the equivalent of a red card violation but the 3 yellow cards will count in the accumulated season yellow card count. If the 3rd yellow card is received in the last game of the season, the suspension does not carry over to the next season.
4. The cautioned player shall leave the field and may be replaced.
 - a. Should the team with the cautioned player elect to play shorthanded, the cautioned player may not re-enter nor be replaced until the next substitution opportunity.

Section 2 Red Cards

1. Red cards may not be appealed to the Board.
2. Red cards are divided into the categories of non-LOPC and LOPC. The definitions of Loss of Player Control (LOPC) can be found in Rule 100. Penalties are as follows:
 - a. Non-LOPC Red Cards
 - i. First red card: suspension for the number of games and the appropriate fine as noted on the annual schedule of fines.
 - ii. Second red card: suspension for the number of games and the appropriate fine as noted on the annual schedule of fines.
 - b. LOPC Red Cards
 - i. First red card: suspension for the number of games and the appropriate fine as noted on the annual schedule of fines.
 - ii. Second red card: suspension for the number of games and the appropriate fines as noted on the annual schedule of fines. Player must request reinstatement by the Board after suspension is served.
3. Player's pass will not be returned under any circumstances (nor will any copy or replacement be issued) until fine is paid and the first game of the suspension has been served. The player will only be able to participate in NYSW State Cup but unable to participate in other competitions until he/she has served the first game of the League suspension. Player may participate in other competitions (e.g. tournaments) after serving the first game of the League suspension, as follows:
 - a. The appropriate fine must be paid.
 - b. The coach must obtain the player's pass from the division coordinator.

- c. The coach must return the player's pass to the division coordinator after the other competition. Failure to return the player pass will result in a fine given in the annual schedule of fines.
 - d. The player must serve the remainder of the League suspension. Failure to do so will be treated as use of an ineligible player, with appropriate sanctions (see Rule 409).
4. Any game suspensions must be served at the next League games unless otherwise dictated by the Board.
 5. Any suspension attributed to loss of player control which is not completed by the end of the season will carry over to the next season. A suspension not attributed to a loss of player control will not carry over to the next season.

Section 3 Other

1. A player ordered off the field of play for misconduct cannot be replaced with another player and the team must play short for each player sent off.
2. A player ordered off the field may stay on the team's player bench for safety reasons providing they change to a unique color jersey or wear a pennie. An example of safety concern would be no parent or guardian at the game for the ejected player.
3. If a game has not reached the half way mark, all infractions received are considered valid and penalties enforced.
4. Any infractions or penalties that occurred during a game with an illegal player are considered valid and will be enforced for both teams. Likewise any infraction or penalties an illegal player receives will be enforced.
5. If the referee terminates a game, all infractions received are considered valid and penalties enforced.
6. If the referee suspends a game, all infractions received are considered valid and penalties enforced.
7. A suspended player that attends a game is expected to sit on the bench and not wear their uniform or shirt coloring similar to uniform.

Rule 501. Team Penalty Points

Section 1 Yellow Cards

1. Competitive teams U11 through U17 that have reached the 10 yellow card thresholds will have a point deducted from their team standings. Competitive teams in U18/U19 that have reached the 8 yellow card threshold will have a point deducted from their team standings.
2. After the yellow card threshold is reached every multiple of 5 yellow cards a competitive age group team receives will result in a point being deducted from their team standings.

Section 2 Red Cards

1. Each player Loss of Player Control red card will result in two points being deducted from the team standings in competitive age groups. Non-Loss of Player Control red cards will result in zero penalty points.
2. A player receiving 2 yellow cards within the same game will result in a point being deducted from the team standings in competitive age groups if either of the cards is due to LOPC. If neither yellow card is due to LOPC then no penalty

points are assessed. These 2 yellow cards do not count toward team penalty point yellow cards.

Section 3 Coaching Staff Member Dismissal

1. Each coaching staff member ejected will result in one point being deducted from the team standings in competitive age groups.

Rule 502. Coaching Staff Misconduct and Violations

Section 1 Minor Coaching Staff Misconduct and Violations

1. A minor infraction is when the referee indicates unacceptable coaches (or coaching staff) conduct on the game report or when the offending staff member is shown a yellow card at a game. If the offender cannot be identified the senior coaching staff official who is in the technical area at the time will receive the yellow card. The referee must document the violation in detail on the game report.
2. Repeated misconduct may warrant an investigation by the Board and call for additional fines, suspensions or actions.

Section 2 Major Coaching Staff Misconduct and Violations

1. Send-off during Current Match
 - a. Coaching staff member ejected or shown a red card at a game must leave the field of play and are not permitted to watch the game. If the offender cannot be identified the senior coaching staff official who is in the technical area at the time will receive the red card. They must stay away the remainder of the match. Additionally, ejected coaching staff members are not permitted to communicate with their team staff or players during the remainder of the game. The type of communication prohibited would include but not limited to: cellular, 2-way radios, electronic/digital, written or verbal. Coaching staff members returning to the field of play during the match are subject to additional sanctions.
 - b. At the completion of the game any coach or spectator who is dismissed or ejected may return to the general area of the field to retrieve equipment or players as required. The dismissed/ejected individual(s) may have no verbal or physical contact of any sort with the referee(s) from this match and may not make any audible comments about the match while in the process of such retrieval.
2. Coaching Staff Suspension and Restrictions
 - a. Any manager, coach, assistant coach, trainer or other official bench personnel is prohibited from assuming any official duty at or near the team bench while serving a suspension. Any infringement of this rule may result in the forfeiture of the game and will include discipline for each infraction.
 - b. Suspended coaching staff members may not communicate with the team. The type of communication prohibited would include but not limited to: cellular, 2-way radios, electronic/digital, written or verbal.
 - c. Coaching staff members serving a suspension may not attend a League game in any capacity including spectator.
3. Penalties
 - a. First offense: suspension for the number of games and the appropriate fine as noted on the annual schedule of fines.

- b. Second offense: suspension for the number of games and the appropriate fine as noted on the annual schedule of fines. Coaching staff member must request reinstatement by the Board after suspension is served.
 - c. Coaching staff pass will not be returned until fine is paid and the suspension has been served.
 - d. Any game suspensions must be served at the next League game(s) for the team in which the offense occurred unless otherwise dictated by the Board.
 - e. Any suspension that is not completed by the end of the season will carry over to the next season. If the team has disbanded for the next season or the coaching staff member joins another team for the next season then the suspended member must contact the League president in a timely fashion to determine how the remainder of the suspension will be served. The League president will review the situation and render an answer prior to the first season game.
4. Special Conditions Regarding Misconduct
- a. Verification of violent conduct, even if unreported by the referee, will result in immediate suspension of the coach for at least the remainder of the season after review of the Board.
 - b. At any time, the Board can review the conduct of any coach, player, team spectator, or club to determine whether any disciplinary action is necessary. If any disciplinary action should be taken, those involved will be notified in writing of a hearing and given the opportunity to attend the hearing and bring witnesses on their behalf.
 - c. Any coach or club staff members, who in the opinion of the Board rosters or plays an illegal player(s), will be suspended for a minimum of one year from the date of the infraction.

Rule 503. Spectator Misconduct and Violations

Spectator misconduct includes but is not limited to verbal abuse (of referee, opposing coach, player or another spectator), unauthorized entry to the field of play, fighting or threats. A team and club are responsible for the conduct of their spectators.

Section 1 Minor Spectator Team Misconduct and Violations

- 1. A minor infraction is when the referee indicates unacceptable spectator misconduct on the game report.
- 2. The Board reserves the right to impose additional sanctions on a club for repeated spectator misconduct.

Section 2 Spectator Dismissal Incidents and Violation

- 1. Spectators ejected from the game must leave the field of play and are not permitted to watch the game. They must stay away the remainder of the match.
- 2. The referee must document the violation on the game report.
- 3. Fines appropriate for a spectator dismissal incident are noted on the annual schedule of fines.

Rule 504. RDYSL Board Member and Division Coordinator League Game Observation

- 1. Any RDYSL Board Member or Division Coordinator attending an RDYSL game may file an observation report with the appropriate Division Coordinator

2. The observer must not be connected with any division in the age group being observed including but not limited to being a coach, assistant coach, manager, or parent of a player. The Board member must also have no affiliation with either club involved in the game.
3. The observations may be on any actions by either of the two teams, players, coaches or spectators that do not pertain to the FIFA rules of the game.
4. The Division Coordinator may use this observation to issue fines.

Rule 505. Abuse or Assault of a Referee

Any misconduct or violations towards a referee will not be tolerated. The following applies to a player, coach, club staff member or spectator:

1. Abuse (including foul language) or physical threats toward the referee will result in fines and suspension. These are outlined in the USSF Policy Manual.

Additional Reference

USSF – Policy Manual: Policy 531-9 Misconduct Toward Game Officials

Rule 506. Club Probation

Clubs with persistent adult misconduct and violations are expected to take actions to improve or face probation and removal from the League.

Section 1 Persistent Adult Misconduct and Violations

1. A club's coach, staff, and spectator dismissals and coach, staff, and spectator minor offenses for the season are taken into account to determine a need for action by the League.
2. If the sum of dismissals and minor offenses exceeds the limits as described in the annual Model and Leadership Awards then the club probation process takes effect.

Section 2 Probation Process

1. If a club exceeds the allowable number of dismissals and minor offenses as described in Section 1, that club will be issued a warning to improve for the following season and placed on probation.
2. If a probationary club exceeds the allowable number of ejections, dismissals, and minor offenses for a second consecutive season, the club will be required to pay a \$1,500 bond to League. Failure to pay such bond will result in the club not being allowed to register teams for the upcoming season.
3. If a probationary club exceeds the allowable number of ejections, dismissals, and minor offenses for a third consecutive season, the club will be removed as a member of the League for the following season, and the League will keep the bond. A club removed in this fashion may reapply for membership in the League after one year of nonparticipation.
4. If a probationary club is below the allowable number of ejections, dismissals, and minor offenses for the current season, the club will be returned to good standing and the bond will be returned.

Rule 507. Alcohol, Drugs, Tobacco and Betting

1. No player, coaching staff member or spectator may possess alcohol, illegal drugs or tobacco at any soccer facility (field or parking lot) during RDYSL jurisdiction of the match. Anyone found using any of these items will be ejected and may be fined.
 - a. Marijuana will not be allowed at soccer sites during an RDYSL game regardless of the legality status of the substance.
 - b. Electronic cigarettes will not be allowed at soccer sites during an RDYSL game.
 - c. Vaping will not be allowed during an RDYSL game.
2. No player, coaching staff member or spectator may attend an RDYSL match while under the influence of alcohol or illegal drugs. Anyone found under the influence may be ejected, subject to fines and face criminal charges.
3. No betting or wagering of any form will be allowed on players or game outcome. Anyone found guilty of this can result in a forfeit with appropriate fines and possible expulsion of the team.

Part 6: Protests and Appeals

Rule 600. Protests and Appeals

1. Acceptable subjects for protest consideration:
 - a. Only violations of the By-Laws and playing rules (which shall be the “Laws of The Game”) shall be subject to consider for protest.
 - b. Only violation of the League and playing rules and misapplication of the “Laws of the Game”, as published by FIFA, will be subject to consider for protest.
 - c. Any person, team, or club that receives a sanction of 12 (or more) League games suspension, a 1 (or more) calendar year suspension or a fine of \$150 or more may apply to the League by filing a protest to reduce the term and/or amount of the sanction.
2. Unacceptable subjects for protest consideration:
 - a. The referee’s judgment, with regard to the physical condition of the field and its acceptance of play, to the actual happenings and occurrences related to the conduct of the game and those prerogatives granted to him by the “Laws of the Game” as published by FIFA, shall not be challenged.
 - b. Player ejections, coach, club staff members or spectator dismissals cannot be appealed but the sanction may be appealed if it exceeds the minimum amount and the amount meets the requirement above.
3. Procedure
 - a. All protests must be lodged in writing within 7 days of the decision being posted on the website or email being received by a club member and must be accompanied by a \$100 protest fee. The protest letter must describe the date, game number, gender, age, team names and a statement to the basis of the protest including specific reference to any rules, regulations and bylaws. This material must be sent to the League President by registered mail. A protest cannot be sent via email.
 - b. Protests will be heard by the RDYSL Appeals Committee consisting of three RDYSL Board members designated by the RDYSL President. The president or a designee will act as chairperson of the RDYSL Appeals Committee. No person can serve on the RDYSL Appeals Committee if there is a conflict of interest.
 - c. A protest may be heard upon written submissions unless the appeal chairman calls for an evidentiary hearing. A hearing is not guaranteed.
 - d. If a hearing is necessary the Appeals Committee will schedule the hearing in a timely manner. All parties will be notified of the date, time and place of the hearing and be provided with a copy of the appeal and any related documents. You are entitled to a copy of the referee game report during your appeal. Any party notified will be responsible for bringing their witnesses to the hearing.
 - e. All parties involved will be given a reasonable opportunity to be heard.
 - f. The person(s), Club, or Association filing the appeal or protest will be responsible for the expenses incurred. If the Appeals Committee rules in favor of the claimant, the League will assume the costs.
 - g. At the conclusion of the hearing the RDYSL Appeals Committee will take any action deemed appropriate including increasing or decreasing the sanction if so warranted. The RDYSL Appeals Committee may depart from the minimum sanction as stated in the RDYSL Rules if circumstances deem it is in the best interest of the League.
 - h. If the protest is upheld, the protest fee will be refunded. An upheld protest is one where the sanction is reduced or eliminated.

- i. A suspension remains in effect during the appeal process.
 - j. Should any team wish to appeal the decision of the RDYSL Appeals Committee, the line of authority is as follows:
 - i. New York State West Youth Soccer Association
 - ii. US Soccer Appeals Committee
4. Video or Picture Evidence
- a. Video or picture evidence submitted by the team or club may or may not be used at the Boards discretion.

Additional Reference
NYSWYSA Adjudication Manual

Part 7: Miscellaneous

Rule 700. Coaching Ethics

1. Coaches and their assistants are representatives of the USYSA and the League. They must conduct themselves in accordance with the Rules and Regulations of this organization.
2. Every team, club or association is responsible for the action of its players, officials, and spectators and is required to take all necessary precautions to prevent spectators threatening or assaulting officials or players before, during or after all games.
3. It is the responsibility of the club, coaches, club staff members and players to know and abide by the RDYSL Rules and Regulations and the FIFA Laws of the Game.
4. Coaches and their assistants must remain in the technical area or coaching box at all times during the game. The coaching area is defined as 10 yards to either side of the center line and 1 yard behind the touch line. The area may be marked by a cone or pinnie provided by the team.

Rule 701. Duties of the Referee

1. The referee will be the sole judge on the field and the decisions of the referee on the laws of the game will be final. Complaints about referees may be directed to the Referee Unit using the Referee Evaluation Form. However, if after an investigation, the complaint is found to be groundless or trivial, the complaining team will be dealt with, as the League may deem fit.
2. The fees and traveling expenses of the referee will be set by mutual agreement between the Referee Unit and the Member Clubs for the season in which the games are played.
3. The referee, upon arrival at the playing grounds, will inspect the field of play and will be the sole judge as to its fitness. If the referee finds the field to be unplayable, the game will be postponed and the home team will pay the referee the minimum fee.
4. In case the assigned referee fails to appear, a registered referee with a valid risk management pass present at the grounds can conduct the game. If a registered referee is not present, any other person capable of conducting the game with a valid risk management pass will be appointed by mutual consent and agreement of the teams concerned. The substitute referee is entitled to the regular fee. The substitute referee must contact the Division Coordinator via email or phone to complete the necessary game reports. Any passes of ejected players or coaches must also be mailed to the Division Coordinator by the substitute referee.
5. Should a referee become incapacitated during the progress of the game from any cause that would prevent their officiating, the referee will turn control of the game over to any registered referee with a valid risk management pass present, or to another person mutually agreed upon with a valid risk management pass, and who will conduct the game to its conclusion.
6. If a referee is assaulted or caused bodily harm due to the neglect of a team to provide adequate protection, that team will be fined at the discretion of the League. Said team will be liable to the referee, upon proven evidence, for any consequences of such an assault.
7. The referee must wear the official uniform at all games they officiate.

8. The referee must complete the official League paperwork as follows:
 - a. The online referee's game report must be completed within 50 hours from the start of the game.
 - b. Any passes from ejected players, coaches or club staff members must be mailed to the Division Coordinator and postmarked within 24 hours after the game.

Rule 702. Season Guidelines

1. The League may provide additional guidelines that will apply only to the current season. Guideline examples include but are not limited to:
 - a. Special game rules
 - b. Player safety
 - c. Spectator safety
 - d. Administrative and procedural requirements
 - e. Site and field preparation
2. The League will inform the clubs of the guidelines as soon as possible prior to the season opening day. We will communicate special guidelines are being generated and to expect them.
3. To communicate effectively the special guidelines will be emailed to the clubs and posted on the RDYSL website. It is the club's responsibility to make sure all their teams, players and spectators are notified of the guidelines.

Rule 703. Matters Not Provided for in Rules and Regulations

All matters not provided for in these Rules and Regulations shall be determined by the Board and decisions shall be final and binding.

Part 8: Fees and Fines

Rule 800. Applicability

Fees and fines apply to both competitive and noncompetitive age groups.

Rule 801. Disputing a Club or Game Fine

The last day for a team or club to dispute a fine that has been assessed is one month from the website posting of the fine.

Rule 802. Payment Responsibility

The club is responsible for the payment of all fees and fines generated by the club, teams, coaching staff, players and spectators. Failure to do so will put the club in bad standing with the League and NYSWYSA.

1. Clubs in bad standing with the League will be unable to register teams in the upcoming League season until they are placed back in good standings.
2. A club will have a one month grace period from the published payment due date. If the League fails to receive payment before the end of the grace period a 5% late payment penalty will be added every month or partial month (5% is based on original bill) until the payment is received.
3. Checks returned for non-sufficient funds (NSF) will be assessed a bounced check fee. The fee is listed in the annual schedule of fees and fines,

Rule 803. Annual Schedule of Fees and Fines

The suspensions and fines listed for the infractions below are minimum values. If the severity of the infraction warrants the Board may impose higher values.

Should the infraction require a player pass or risk management pass to be returned it is the coach/team/player responsibility to arrange for the return.

INFRACTION	MINIMUM DOLLAR FINE
1. League game forfeit (plus referee fees) <ul style="list-style-type: none"> • All U11-U19 forfeits 150.00 • U9-U10 forfeits before game is played or reaches completion 150.00 • U9-U10 forfeits determined after game goes to completion 75.00 	
2. Withdrawal of team from League (refer to the calendar of events for specific dates): <ul style="list-style-type: none"> • Between team registration (dates listed on calendar) and team placement (February RDYSL Board meeting) 75.00 • After team placement (day after February RDYSL Board meeting) but before preliminary schedule (the day before the coaches meeting in March) 150.00 • After preliminary schedule (coaches meeting in March) but before final schedule (when the schedule is turned over to the ref unit for scheduling, approximately 3 weeks prior to the opening day) • After final schedule (and fees for forfeit) 500.00 	250.00 for first week + 100.00 per week or partial week thereafter until final schedule
3. Player yellow card infraction <ul style="list-style-type: none"> • Three cards over multiple games, none due to loss of player control (1 league game suspension) 0.00 • Three cards over multiple games, one or more of the three due to loss of player control (1 league game suspension and fine) 25.00 	
4. Player red card infraction <ul style="list-style-type: none"> • Non-LOPC (non-violent conduct) <ul style="list-style-type: none"> ○ First card (minimum 1 league game suspension) 0.00 ○ Second card (minimum 1 league game suspension) 0.00 • LOPC (non-violent conduct) <ul style="list-style-type: none"> ○ First card (minimum 2 league game suspension) 50.00 ○ Second card (minimum 6 league game suspension) 300.00 • LOPC (violent conduct) <ul style="list-style-type: none"> ○ First card (minimum 4 league game suspension) 200.00 ○ Second card (minimum 12 league game suspension) 500.00 • Combination (non-LOPC and LOPC) <ul style="list-style-type: none"> ○ One LOPC and one non-LOPC (minimum 8 league game suspension) 400.00 • Failure to return player pass when taken for tournament 50.00 	
5. Coaching staff, manager or club staff member misconduct <ul style="list-style-type: none"> • Minor offense 25.00 • First dismissal (minimum 3 league game suspension) 150.00 • Second dismissal (minimum 12 league game suspension) 500.00 	
6. Spectator misconduct <ul style="list-style-type: none"> • Minor offense 25.00 • Dismissal incident (repeated incidents by spectator or team will result in higher fines) 150.00 	
7. Club not having representative at Annual General Meeting (AGM)	250.00
8. Club password reset	25.00
9. Team not having representative at Division Coordinator Meeting	100.00
10. Inappropriate game procedures or game roster <ul style="list-style-type: none"> • Wrong game day roster given to referee 20.00 • Incorrect information on game day roster 20.00 • Late kickoff caused by team 25.00 • Fans on same side of field 25.00 	
11. In season game date change fee	75.00
12. Failure to reschedule game in 7 days	25.00
13. Improper maintenance or no markings on field	10.00
14. Bounced checks (NSF)	50.00

Part 9: Document History

- 19-Oct-2003 A reformatting of the old rules to include rule numbers.
Rule 203: Added communication between League and clubs via email and website with documents created in Microsoft Office, PDF and WinZip.
Rule 204: Added more detail in the rule for teams playing up.
Rule 303: Updated for 2004 player registration fees.
Rule 402: Collected the existing field dimension information and placed data into a table.
Rule 405: Changed minimum number of players required on field for U9-U10 to 5 and U11 to 6.
Rule 408: Included USYSA playing time requirement of 50% for U9 and U10.
Rule 412: Changed the standing tiebreakers to include 2nd breaker of most wins and 6th breaker of tie stands.
Rule 414: The U17 and U19 age groups will use a 3-man referee system.
Rule 417: Added the ability to change a game during the season after the payment of an "in-season game-rescheduling fee".
Rule 500-503: Heavily modified all player, coach and spectator sanctions. This includes the addition of red card categories for non-fighting and fighting plus the introduction of team penalty points.
Rule 600: Corrected and modified protest and appeal process. Increased appeal fee to \$100.
Rule 700: Added reminder that coaches must coach a game from the technical box.
- 6-Nov-2003 Rule 501: Added that when a player receives a red card due to 3 yellow cards across multiple games that the 3 yellow cards no longer count toward the team penalty point.
Rule 500, 502,503: Cleared up ambiguity that suspensions do carry into the next season.
- 3-Mar-2004 Rule 303: Fixed math error in tournament only player cost (\$14 not \$13).
Rule 500: Removed that tournament yellow cards count toward player total.
- 8-Sep-2004 Changes for 2005 season
Addition of a true U8 age group affecting many rules.
Rule 306: Any player may be a member of a team equal to or greater than their age. Removed the restriction involving non-competitive players.
Rule 402: Added goal must be properly netted and fastened to field.
Rule 411: Updated lightning rule to 30/30.
Rule 415: Added behavior required for handshake after game.
Rule 502: Minor coaching misconduct must now be documented on the game report.
Rule 503: Simplified spectator misconduct.
Rule 600: Modified to also allow appeals of sanctions of \$150 or more.
Fines: Simplified and reduced fine for spectator misconduct.
- 12-Nov-2005 Changes for 2006 season
Rule 204: Teams playing up can now be placed in Division 1 or 2.
Rule 305: U12 can now have a maximum roster of 22.
Rule 414: No longer necessary to contact visiting team 3 days prior to game.
Rule 414: A game is a forfeit if passes are not available at start of game.
Rule 414: Suggestion that each team carry copy of RDYSL rules to games.
Rule 414: Teams sit on opposite ends of benches at fields with stadium seating.

- 2-Feb-2007 Changes for 2007 season
 Rule 303: Removed NYSW fees and referred to NYSW website for costs.
 Rule 310: Addition of Player Call Up rule.
 Rule 402: Adjusted U11 field width minimum to 50 yards. Previous 60 yard minimum was more than full size field minimum.
- 27-Aug-2007 Changes for 2008 season
 Rule 204: The League may allow first year teams to play up.
 Rule 302: Adjusted last day to add or release players.
 Rule 310: Call up players are now allowed from the same age group but a lower division.
 Rule 412: Head-to-head is now only valid for two teams.
 Rule 500: Three yellow cards over multiple games is now a 1 game suspension and a fine. It is no longer a penalty point.
 Rule 503: Added Spectator Minor Offense and fine. Increased the Spectator Major Fines for first and second offense to \$300 and \$500.
 Rule 600: Protest must be received within 5 days (not 3 days).
- 18-Aug-2008 Changes for 2009 season
 Rule 204: Added fields must be playable for entire season.
 Rule 204: Added seven teams in Division 1 and multiple teams from same club allowed in same division.
 Rule 303: RYDSL will send player registration bill that must be paid before any players can be registered.
 Rule 305: U12 maximum roster size is 18.
 Rules 307: Clubs may restrict the use of secondary players.
 Rule 310: A player may be called up a maximum of 4 times during the season.
 Rule 405: A team falling below minimum number of players will not be charged a forfeit fee.
 Rule 411: League has right to take a field offline due to safety or condition of field.
 Rule 411: Modifications to thunder and lightning rule to suspend game immediately.
 Rule 412: Head-to-head tie breaker applies to two or more teams.
 Rule 417: Game change dates only during published season period. No in-season game changes allowed within 48 hours of game time.
 Rule 600: Added that a hearing is not guaranteed for a protest.
 Rule 600: Protest must be received within 7 days (not 5 days)
 Rule 801: Added 5% penalty if club bill not paid by grace period.
 Rule 802: Added a \$100 per week fine increase for a team withdrawal during the preseason game change period.
- 14-Dec-2009 Changes for 2010 season
 Rule 200: Added requirement that Club name changes and legal entity changes be treated as new clubs and requirement that new clubs use fields within defined boundaries.
 Rule 201: Eliminated use of bond to pay fines and subsequent increase in bond.
 Rule 204: Modified division size for U19.
 Rule 301: Added statement to disallow "playing down".
 Rule 402: Changed field size to be consistent with U12 small-sided game.
 Rule 405: Changed number of players to be consistent with U12 small-sided.
 Rule 411: Added section on heat-related safety.
 Rule 412: Changed to use aggregate score as 1st tiebreaker.
 Rule 500: Added process to allow player to participate in other competitions after serving first game of suspension.

Rule 802: Added fines for multiple ejections; added fines for not providing game report or envelope.

- 20-Oct-2010 Changes for 2011 season
Rule 100: Added definition of fighting.
Rule 200: Existing clubs cannot add new fields outside geographic boundaries without board approval.
Rule 200: Probationary clubs that don't enter the minimum number of teams will still be allowed to play with restrictions.
Rule 305: Minimum roster size increased for U8-U10 and U11-U12.
Rule 310: U16 can now call up players and U15 can now participate in the call up.
Rule 310: No authorizing signature required on call up form.
Rule 401: Gender VP can approve exception for a game not being played.
Rule 409: Use of ineligible player does not deduct 3 points from standings.
Rule 411: Heat breaks will be a maximum of 3 minutes and the clock will be stopped. Players may leave field and unlimited subs allowed.
Rule 412: Clarify that 1st tie breaker is only valid for two teams.
Rule 600: Sanctions may only be appealed if it exceeds minimum amount and is \$150 or more.
Rule 802: Coaching first offense sanction decreased to \$150 and suspension increased to 3 games.
Rule 802: Spectator misconduct changed to incident based and fine decreased to \$150. Repeat offenses will be higher.
- 20-Jan-2011 Rule 200: Corrected the east and west directions on the home field bounding box.
- 11-Nov-2011 Changes for 2012 season
Rule 200: Clubs that are members of the League 2010 and prior may not add new sites outside boundaries unless approved by the league.
Rule 202: Reflect the mandatory or optional nature of League meetings.
Rule 204: Division 1 will have 7 teams where numbers and team competitiveness allow. Noncompetitive teams may play one age group above their true age if the League determines they will be competitive
Rule 302: A team may replace a player that has suffered a season ending injury.
Rule 407: Both noncompetitive teams are allowed substitutions on all throw-ins and corner kicks.
Rule 410: Clarify teams that fail to produce passes will forfeit. Clarify that teams not having an adult with a Risk Management pass on the sideline will forfeit.
Rule 414: U8 through U15 will provide linesman. U16-U19 will have a three man ref system.
Rule 500: Players accumulating 3 yellow cards sit out the next League game. Suspension does not carry over to the next season for accumulated multiple game third yellow in last game of season
Rule 501: 8 yellow cards equal a penalty point for U19.
Rule 502: Removed review the conduct of the ref.
Rule 505: New club probation rule.
Rule 802: Set fine for no rep at AGM to \$250 for 2013.
Rule 802: Removed fee for missing game envelope.
- 1-Nov-2012 Changes for 2013 season
Rule 100: Added definitions for Player Add and Player Transfer.
Rule 203: The League will use Microsoft Office Version 2007. Club password resets will be accessed a fee if outside the defined time.
Rule 303: Tournament registration fee in now \$2.50.

Rule 310: Call up player needs to be 15 years or older by July 31st of the current season. Added clarification to rule that a suspended player is ineligible for call up.

Rule 402: Added goals 7ft x 21ft for U11-12 to the already 8ft x 24ft.

Rule 410: Proper risk management pass has picture affixed, signature and laminated. No photocopies allowed.

Rule 414: U15 will have a three man referee system.

Rule 416: Referees will be paid in cash; exact denomination for each ref required.

Rule 501: Two points deducted from team standings due to Loss of Player Control red card. Zero points for Non-Loss of Player Control red card.

Rule 802: Added specified dates for team withdrawal and fee for club password reset.

15-Nov-2013 Changes for 2014 season

Rule 200.3: Fields touching bounded lines are considered valid.

Rule 200.4: Added website address,

Rule 204.3.5: No longer necessary to have a .500 record

Rule 302.4: Clarify wording around replacing an injured player

Rule 307.2: U16-U19 can have 6 secondary players on team roster and 3 on game day roster.

Rule 310: Removed call up rule

Rule 410.2: Added Forfeits to be reviewed by DC and Gender VP.

Rule 411.2: Clarified that game can be played or rescheduled if field is unsafe.

Rule 411.3.2: Heat break time added to end of half instead of clock stopped.

Rule 414.2: No roster entered into RDYSL website will result in fine.

Rule 414.2: Adjusted which age groups have 1 and 3 man ref systems.

Rule 417.2: Clarified who pays when games are changed.

Rule 500.2.3: Failure to return player pass after tournament will result in fine.

Rule 501.3: Added section that has coach staff ejection is a penalty point.

Rule 503.2: Major spectator misconducts are now Spectator ejection incidents.
Rule 600.3: Added phrase that during appeals is the only time a team is entitled to referee game report.

Rule 802: Adjusted in-season game changes to \$75 and removed time/site changes to refer them to Referee Assignors Contract

13-Oct-2014 Changes for 2015 season

Removed references to U8 throughout rules since this age group is now merged with U9.

Rule 305: Split U11-U12 roster sizes into separate U11 and U12. U11 roster size is now 16 players.

Rule 400: Added section 1 requiring U9-U10 opponents to retreat to midfield during a goal kick.

Rule 402: Field dimensions for U11

Rule 405: Split U11 from U12. U11 now has 8 players on field with 6 minimum.

Rule 407: U9-U10 substitutions at any stoppage of play.

Rule 410.1.5: No RDYSL Game Day Roster given to the referee at the field is a forfeit.

Rule 414.2.g: Players on the sideline not participating in the game must have distinguishing clothing.

Rule 417.1.3.a: Trial season allowing games to be rescheduled prior to start of season but after player transfer end,

Rule 502.1.2: Removed DC warning of coach first offense,

Rule 503.1.2: Removed DC warning of spectator first offense.

Rule 802.10: Removed \$25 fine for no game day roster given to ref. No game day roster is now a forfeit.

- 10-Feb-2015 Removed \$100 fine for failure to enter complete roster into RDYSL system. It is a forfeit with all the associated fees as per Rule 410.1.5.
- 25-Oct-2015 Changes for 2016 season
 Rule 202.1: Representatives for AGM cannot be in attendance for multiple clubs unless members of the board for both clubs.
 Rule 305: U12 roster size is 16 and minimum roster size is 8.
 Rule 310: Added call up rule for U13-U19 ages.
 Rule 400.1.2: No goalkeeper punts for U9 and U10.
 Rule 402: Board can close fields if unsafe or inappropriate size with club responsible for all change fees.
 Rule 402: Goals must be anchored in accordance to Consumer Product Safety Publication 326.
 Rule 407.5: Referee may not allow players that sustained a head injury to reenter the game.
 Rule 410.1.4: No substitute for laminated player pass.
 Rule 414.2.i: Adding reading of pre-game Parent Support Oath,
 Rule 415.2.a: Add no verbal abuse during opponent's handshake.
 Rule 500.2.5: Only suspensions with LOPC carry over to next season.
 Rule 504: Submissible RDYSL Board observations to Division Coordinator
 Rule 801.2: Grace period changes from 30 days to one month.
 Rule 801.2: Late penalty fee (5%) added for each month or partial month past grace period.
 Rule 802.3: Three non-LOPC yellow cards over multiple games have no fine.
 Rule 802.4: First non-fighting red card has no fine.
 Rule 802.10: Remove failure of team rep to sign game day roster.
 Rule 802.10: Missing or incorrect info on game day roster is now \$10.
 Rule 802.13: Only fine if no markings on field.
- 15-Dec-2015 Rule 400.1.3: Amended to follow US Soccer change of no heading by U9-U11 players.
- 7-Jan-2016 Correct typos in document history. No rule changes.
- 15-Sep-2016 Changes for 2017 season
 Rule (all): Changed dates to agree with USYSA calendar year birth dates
 Rule 102: Added new rule for 2017 season only to handle U18 age group and the 17 calendar months U19s.
 Rule 203.3: Cleaned up application versions that clubs and teams must support.
 Rule 204.1.3: Team registration forms with falsified information may be rejected.
 Rule 204.3: Teams may play up multiple age groups and for competitive reasons league can move a team to different age group
 Rule 302.4: Use RDYSL Player Release/Transfer Form (not NYSW form).
 Rule 305: Roster variances are only allowed for age groups 9-12.
 Rule 305: Clarified that teams that exceed Game Day Roster Size must clearly identify match players.
 Rule 309.1: Use RDYSL Player Release/Transfer Form (not NYSW form).
 Rule 402: Added diagram of field and updated table with dimensions
 Rule 407.5 Added US Soccer requirement that game be terminated if adult mandates a player with potential head injury return to game
 Rule 409.1: Added illegal call up to list of ineligible players
 Rule 410.3: Added two teams may mutually agree to stop game after halftime
 Rule 410.4: Team forfeits after 15 minute grace period
 Rule 414.2.a: Emphasize that only laminated player and coach passes can be used. Only a coach affiliated with the same club can be a substitute coach.

Rule 414.2.i: Removed reading of Parent Support Oath
Rule 416.3: All assigned referee officials get travel money for a canceled game
Rule 417.1.3.a: Rescheduling a game prior to the start of the season is no longer a trial period.
Rule 502.2.1.b: A dismissed or ejected coach or spectator will be allowed to return to field after the game is completed to retrieve any equipment or player.
Rule 801: New rule for disputing game or club fines within a month of posting
Rule 802.3: Returned checks for NSF will be assessed a fee
Rule 803.10: Late kickoff fee only if caused by team
Rule 803.14: Bounced check fee of \$50

15-Sep-2017 Changes for 2018 season
Rule 204.4: Field size modified to emphasize correct dimensions.
Rule 303: Player registration fees are now \$3
Rule 307: U16-U19 secondary players reduced from 6 to 3.
Rule 310.6.a and 310.6.b: Clarified call up counting for abandoned, terminated and forfeited game.
Rule 400: Added no stoppage of time for U9-U10 and U11-U12.
Rule 401: Modified goal sizes for U9-U10 and U11-U12.
Rule 401: Modified ideal field size of U11-U12 to 50x75.
Rule 403: Teams cannot shorten the length of game
Rule 407: Unlimited substitutions for U9-U12
Rule 803: Added team is responsible for return of risk management or player pass

31-Jan-2018 Rule 305: Fixed missing U12 in text to match U12 in table

15-Sep-2018 Changes for 2019 season
Rule 100: Added U18 to Age Group.
Rule 100: Added definition of AGM and LOPC
Rule 101.2: Added reference to appropriate USYSL and NYSWYSA rules
Rule 102: Removed rule where U18 was temporary.
Rule 203.1: Clarified information needed from club staff members.
Rule 204.2.2: Added U18 to age divisions.
Rule 204.2.5: Board may collapse age groups if insufficient numbers.
Rule 303: Player registration fees are now \$3.50.
Rule 310: Added U18 to call up rule tables. Call up form no longer needed.
Rule 401.3: Double headers must have 15 minutes between games.
Rule 402.2: Added how to bring a field back online.
Rule 407.5: Player with a head injury may not return to game.
Rule 411.3.2: US Soccer mandates 4 minute heat water break.
Rule 414.2.b: No electronic Game Day Rosters will be accepted
Rule 500.2.2: Changed Non-fighting to Non-LOPC and fighting to LOPC.
Rule 500.3.2: Added ejected player may stay for safety reasons.
Rule 500.3.7: Suspended player that attends game cannot wear uniform.
Rule 501.1.1: Added U18 as competitive team.
Rule 507: Added rule for no alcohol, drugs at game or betting on game.
Rule 600.4: Added video and picture evidence
Rule 803.1: Split U9-U10 forfeits to \$75 for completed games and \$150 for games forfeited prior to completion.
Rule 803.4: Changed first and second card non-LOPC to 1 game suspension.

25-Nov-2018 Rule 400.1.a: Clarified that opponents must retreat to build out line for goalkeeper throw-in too.

- 15-Sep-2019 Changes for 2020 season
 Rule 200.2.1: Require new non-profit clubs to submit a 501.c.3.
 Rule 301.3: Cleanup up definition of an 8 year old
 Rule 302.5: A released player after May 15 cannot be assigned to another team.
 Rule 303: Player registration fees are now \$4.00.
 Rule 306.2: Added that person can only have one role on a team roster.
 Rule 310.4: Added example for clarity of call-up.
 Rule 401.4: Added a team may only play one RDYSL game a day.
 Rule 401.5: Game start time must allow completion before sundown.
 Rule 401: Updated table goal size for U9-10 and U11-12 age groups.
 Rule 402.1: Clean up taking a field offline.
 Rule 402.2: Clean up bringing a field back online.
 Rule 403.2.d: Games can be canceled at or after half due to excessive goal differential.
 Rule 409.1: Added unpaid sanction to list of ineligible player.
 Rule 410.2.2: Added details about a double forfeit.
 Rule 411.1.3: Added reference to rule 402 for deciding if a field needs to be offline.
 Rule 414.2.a: Risk management passes no longer require a signature.
 Rule 414.2.j: Documented the two options a coach has for a ref no show.
 Rule 417.2.3: Made it clear that all game changes go through DC.
 Rule 502.3.d: Added suspensions are served for team in which offence occurred.
 Rule 502.2.e: Added how suspended coach staff serves the remainder of suspension should the team disband for next season.
 Rule 507.2: No player, coach or spectator may attend a match while under the influence of alcohol or other substances.
- 24-Nov-2019 Rule 414.2.j: In a ref no show the replacement official must have a valid RM pass
- 9-Dec-2019 Rule 407.3: Substituted player leaves the field on the side toward their bench
 Rule 411.3.2: Changed term water break to cooling break
 Rule 502.1.1: A minor coach infraction and a coach yellow card will be treated the same
 Rule 502.2.1: A coach ejection and a coach red card will be treated the same
- 15-Sep-2020 Changes for 2021 season
 Rule 200.2.2: A club failing new club probation will be removed from the League.
 Rule 205: Team withdrawal or removal
 Rule 206: Club withdrawal or removal
 Rule 702: Added the possibility of season guidelines. Old rule 702 is now 703.
- 1-Feb-2021 Changes for 2021 season
 Rule 100: Added definitions of Game Day Roster and Team Roster.
 Rule 307.2.a: Increased secondary players from 3 to 5 for the 2021 season only.
- 15-Oct-2022 Changes for 2022 season
 Rule 100: Collapsed U18 to U18/U19.
 Rule 204.2.2.e: Collapsed U18 to U18/U19.
 Rule 204.2.3: Collapsed U18 to U18/U19.
 Rule 302.4: Adjustment to presentation of rule to add clarity.
 Rule 302.4.c: Added replacement player may come from within club.
 Rule 307.2.a: Made increase of secondary players from 3 to 5 permanent.
 Rule 310.3: Updated table to collapse U18 to U18/U19
 Rule 310.4: Added call up examples and updated table to collapse U18 to U18/U19.
 Rule 407.3: Clarity regarding players leaving the field at midpoint on their bench

side.

Rule 407.4: All substitutions in all age groups at any stoppage of play

Rule 410.1.5: Changed failure to enter complete roster into website to be a forfeit.

Rule 414.2.b: Changed incorrect Game Day Roster to be a fine.

Rule 501.1.1: Collapsed U18 to U18/U19.

Rule 701.4: Added the requirement of a valid risk management pass

Rule 701.5: Added the requirement of a valid risk management pass

15-Dec-2022

Changes for 2022 season

Rule 200.2.1.b: Fixed typo 501.3.c changed to 501(c)(3).

24-Oct-2022

Changes for 2023 season

Rule 310.14: Younger players on an older team may not be called down.

Rule 400.1.b: Goalkeeper drop kicks are not allowed.

Rule 406.3: Uniform socks must cover shin guards.

Rule 414.2.b: Ref will give the second Game Day Roster to the opposing team.

Rule 414.2.h: Added process if coach questions player eligibility.

Rule 500.1.4: A player receiving a yellow will send the player off the field.

Rule 700.4: Cleared definition of technical area dimensions.

Rule 701.1: Removed verification of player eligibility (covered in 414.2.h).

24-Oct-2022

Changes for 2023 season

Rule 300: Added reference to US Soccer Policy 601-5 Section 6 - Inclusion