THE RHODE ISLAND YOUTH SUPER LIGA, LLC





RULES AND POLICIES FOR COACHES AND REFEREES

2021 FALL JUPER LIGA

Updated 9-4-21 www.thesuperliga.com



2022 Season Memberships





ABOUT US.....

The Rhode Island Youth Super Liga, LLC, (RIYSL), "the Super Liga", is an independent league made up of competitive level teams from southern New England area including Connecticut, Massachusetts, and Rhode Island. Each year as many as 900 teams and nearly 40 local youth soccer organizations participate in our programs. Our girls and boys' teams' range in age from 8 through 19 years old. The Super Liga is a proud sanctioned league of Soccer Rhode Island, United States Youth Soccer and the United State Soccer Federation. As a sanctioned member, RIYSL is required to adheres to their bylaws and policies.

The "Super Liga" conducts activities for two seasons each calendar year. The **Spring League** which runs generally from March through June, and the **Fall Tournament** which occurs in September and October.

Our slogan.... "The Youth Soccer Experience", encompasses our philosophy of providing a fun-fill and competitive environment for all the teams participating in all our Super Liga competitions. We look to all our coaches, parents and spectators to help us provide "The Youth Soccer Experience" to all our players. We also promote the game of soccer through education, activities, and competition.

Many of our off-field activities include the New England Revolution Super Liga Night, coaching clinics, skills soccer challenge, and awards banquets, which reinforces our mission to further the interest of players, parents, coaches, and administrators in the game of soccer. We hope the end result of participation in our programs improves the skills, knowledge, and love of the sport, of our players.

THE JUPER LIGA STAFF

- President: Lisa DeLemos
- Director of League Operations: Oscar DeLemos
- Administrator/Scheduler: Gary Padula
- Director of Referee Initiative Program: Ed Martins
- Director of Coaching Education: Giovanni Pacini
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- Regional Referee Assignor: Michael Forte
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JUPER LIGA COVID19 Policy

The Super Liga Covid19 Policy is based on CDC and RIDOH guidelines. This policy supersedes any policy in this policies & rules handbook and is in affect for the 2021 Fall Super Liga Tournament.

Although the CDC and RIDOH are allowing all of us to participate in youth soccer outdoors with no mask requirements, there is always a risk that some can contract the COVID19 virus.

Participation in Rhode Island Youth Super Liga, llc programs, events, and activities involves the potential exposure to, and illness from infectious, communicable diseases, including COVID-19.

Participating in the Fall Super Liga, everyone assumes the risk and will release RIYSL, SRI and USYSA from any liability.



LAW 1 - THE FIELD OF PLAY

Age Group: 8U

- Field: 35 yards long by 30 yards wide
- Goals: 4 feet high and 9 feet wide
- Goals must be anchored properly to the ground (for training or games).
- Four 4 corner flags or 4 cones and with all appropriate field markings:

Midfield line with a 5-yard radius Center Circle

Goal box-11 yards wide by 5 yards deep

No penalty area marked on the field.

Additional Markings:

- Coaching box on the players side parallel to the touch line (one for each team) set back 3 feet for a length of 10 yards.
- Coaching instructions must be given from this area.
- Spectator line 4 feet from the touchline opposite the players side of the field, goal line to-goal line.

Age Groups: 9U through 19U

• **9U-10U** Field: 60 yards long by 40 yards wide

Goals: 6 feet high and 18 feet wide

• 11U-12U Field: 75 yards long by 50 yards wide

Goals: 7 feet high and 21 feet wide

• 13U-19U Field: Maximum 120 yards, minimum 110 yards long by

maximum 70 yards, minimum 60 yards wide

Goals: 8 feet high and 24 feet wide

- Goals must be anchored properly to the ground (for training or games).
- Four 4 corner flags maximum 5 feet high with blunt top, no cones or discs are allowed.

Additional Markings:

- Coaching box on the players side parallel to the touch line (one for each team 6 yards from each other) set back 3 feet for a length of 10 yards.
- Coaching instructions must be given from this area.
- Spectator line 4 feet from the touchline opposite the players side of the field, goal line to-goal line.



SOCCER GOAL SAFETY is one of SUPER LIGA's top priorities for all Super Liga games, training sessions and events.

All associations, coaches, referees and parents should take the utmost attention in monitoring that all Soccer Goals are properly anchored prior to, during and after, every training session and game, which will prevent them from collapsing onto any player.

Everyone should take responsibility, especially the home team, to assure that all soccer goals are anchored.

If a referee, coach, parent or an association official discover that a soccer goal is not properly anchored, the home team must take immediate action and anchor the goal properly.

NO SUPER LIGA GAME WILL BE PLAYED IF A SOCCER GOAL IS NOT PROPERLY ANCHORED.

Any association violating this safety rule will be subject to disciplinary measures.

We look to all of you for your cooperation and support in assuring a safe place for our children to play the game of soccer.



LAW 2 - THE BALL

Age Groups:

8U Size: 3
 9U through 12U Size: 4
 13U-19U Size: 5

The team listed first on the schedule will be the home team and be responsible for providing the game ball.

LAW 3 - THE PLAYERS

8U

- 4 field players (no goalkeeper).
- Maximum team roster is 8 players
- 3 players are necessary to start a game.

9U-10U

- 7 field players (includes a goalkeeper).
- Maximum team roster is 14 players.
- 5 players are necessary to start a game.

NOTE: It is recommended that all players in the 8U, 9U and 10U Divisions play at least 50 % of the game.

11U-12U

- 9 field players (includes a goalkeeper).
- Maximum team roster is 16 players.
- 6 players are necessary to start a game.

13U-19U

- 11 field players (includes a goalkeeper).
- Maximum team roster is 18 players.
- 7 players are necessary to start a game.
- A player pool of 22 players is allowed with a maximum of 18 players allowed to play in the game.

SUBSTITUTIONS

<u>8U</u>

 Substitutions are made on the fly with the field player first leaving the field.

<u>9U-19</u>U

- After a goal by either team.
- Prior to a throw-in in your favor.
- Prior to a goal kick by either team.
- At half-time.

NOTE: Once a team substitutes a player in the above situations, the opposing team may substitute an unlimited number of players.

• Players who are being substituted for, may leave the field anywhere on the player bench side of the field.

Injured Player

- When the referee stops play for an injury by either team, and the coach
 enters the field of play to tend to the injured player, the injured player
 must leave the field.
- The opposing team may substitute one player.

Cautioned Player

- The cautioned player can be substituted before play is restarted.
- The opposing team may substitute one player if the cautioned player is substituted.

PLAYER PASSES

- All players are required to have USYSA certified passes.
- Passes can be laminated or virtual.



HEADING POLICY

The United States Soccer Federation's "Recognize to Recover" health and safety program recommendations are.......

- All players 10 years old and younger, shall not engage in heading in practice/training or in games, (8U-11U).
- For all players 11 and 12 years old (12U), head ball training will be limited to a maximum of 30 minutes per week with no more that 15-20 headers per player, per week.

In addition to the safety initiatives, the following modified rule will be implemented:

• During a 11U game and younger, if a player deliberately heads the ball in a game, an indirect free kick (IFK) will be awarded to the opposing team from the spot of the offense. If the deliberate header occurs within the goal/penalty area, the indirect free kick will be taken on the goal/penalty area line parallel to the goal/penalty line at the point nearest to where the infringement occurred. If a player does not deliberately head the ball, then play should continue.



Support the NEW ENGLAND REVOLUTION

HEAD TRAUMA POLICY

Any head trauma can be a serious health condition which may result in a player having a concussion.

The proper procedure for the head trauma policy occurring during "Super Liga" games is:

- 1. The Referee stops the game because a player experiences some type of head trauma and cannot continue to play.
- 2. The Referee notifies the player and coach that he has determined a head trauma has occurred.
- 3. The player is removed from the game and not allowed to return.
- 4. The Referee notes the player's name and writes a detailed explanation of the circumstance that resulted in the injury on the physical game report.
- 5. Following the game, the Referee submits their game report into the Assigned By Super Liga online system.
- 6. The league sends out a notification to the association/club and coach that a head trauma injury occurred to one of their players.
- 7. The association/club and coach acknowledges receipt of the notification and contacts the player and parents notifying them that the player cannot resume activities in the league until they have received a medical release from a health care provider.
- 8. The Player receives a medical release.
- 9. The Association sends a copy of the medical release to the league.
- 10. The League acknowledges receipt of the medical release and releases the player to resume league activities.



LAW 4 - THE EQUIPMENT

- Each team must wear a uniform consisting of matching shorts, socks and shirts.
- Each shirt must have a unique number on the backside. All shirts must be tucked into the shorts and all socks will be pulled up over the shin guards; boxer undershorts must not be visible below the bottom of a player's shorts.
- The home team will be expected to change shirts or add pull-over vests in case of duplicate or similar colors.
- The referee on the field can allow additional clothing to be worn if he/she feels it is necessary for the welfare of the players during any inclement weather.

SHOES & SHINGUARDS

- All forms of tennis shoes and soccer cleats can be worn. No baseball or football cleats are allowed.
- Shin guards are mandatory for all players and will be checked by the referee prior to each game.

MISCELLANEOUS

- No jewelry is allowed to be worn, nor may it be taped over.
- No hard plastic, metal barrettes or combs are allowed.
- Only Medical Bracelets and/or Medical Necklaces are allowed to be worn. The excess slack shall be taped on the Medical Bracelet allowing for enough room to read the information.
- The referee has the right to ask any player to remove any other jewelry or hair item that he/she considers dangerous.
- Head and wrist bands will be allowed as long as they are color coordinated with the uniform. Bandannas are not allowed. The referee, in his/her discretion, may require the removal of headbands.
- All casts must be properly covered with sufficient padding to protect all players on the field. The decision to allow a player wearing a cast to enter a game is at the discretion of the referee.
- Head Gear may be worn if RISYL has been informed by the team that a
 player would like to wear it, 48 hours prior to the game. The referee, in
 his/her discretion, may require the removal of the Head Gear.

LAW 5 - THE REFEREE

• All referees are required to be USSF certified.

8U

• There will be one referee assigned per game and will be assigned by the home team association's USSF certified referee assignor.

<u>9U-12U</u>

 There will be one referee and two assistant referees assigned per game in these age groups and will be assigned by the home team association/club's USSF certified referee assignor.

13U-19U

 There will be one referee and two assistant referees assigned per game in these age groups and will be assigned by RIYSL Regional USSF certified referee assignors.

Referee Responsibilities

- Enforce all FIFA laws of the game and rules & policies of USYS, SRI and RIYSL (The Super Liga).
- Honor acceptable behavior and give unacceptable behavior effective attention, by identifying misbehaving players, coaches and spectators.
- Required to judge if fan disorder is detrimental to the safety of all
 participants, and to act accordingly. Such acts may include the request
 of support from coach(es), suspending the game, summoning
 appropriate authorities, game termination, or other actions deemed
 appropriate to protect participants, fans or staff.
- Inspect all goals to assure that they are in good condition and anchored to the ground properly before the game.
- Inspect all players' equipment prior to the start of each game and see to it that all players conform to RISYL Standards.

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LAW 5 - THE REFEREE (CONTINUED)

- Verify the identity of all players and coaches using approved passes. After the verification process the referee will return the passes back to the coach. The referee will not allow anyone to play or coach without a pass, and any player who does not appear on the game day approved roster. Any person with a current coach's pass will be allowed to coach any team. If due to unusual circumstances, ALL players' and coaches' passes are not available for the entire team prior to the start of the game, the coach will have until the end of the game to produce the passes. If the passes are not presented at the end of the game, that team will forfeit the game and incur fines.
- If any or all referees are not present to officiate the game prior to the start, volunteer(s) will be used, agreed by both coaches. The hard copy game report must reflect the agreement by both coaches signing the game report.
- There will be <u>no two-man system</u> of officiating in any RIYSL game. If it is determined that a referee was involved officiating a two-man system, He/she will be denied any further RIYSL game assignments and the Rhode Island State Referee Committee will be notified.
- Referees are required to enter the game report information, for each game they officiate, into Assign By Super Liga, within 24 hours of the completion of the game. The physical game report is to be signed by both coaches after the conclusion of the game. The referee is required to keep all game reports and its corresponding game day team rosters for the entire season. At the end of the tournament the referees will be informed to dispense with all the game reports and game day team rosters. Failure for a referee to enter the game report on Assign By Super Liga within 24 hours of the completion of the game, will result in the referee being denied the right to officiate future RIYSL games.

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LAW 5 - THE REFEREE (CONTINUED)

- Decide cancellations of games due to unsafe local conditions, such as
 foul weather or other unacceptable playing conditions. The decision
 shall be entirely at the discretion of the referee without any interference
 from coaches, players or spectators. Player safety will be the primary
 criterion for the cancellation of any game; not simply whether someone
 present wishes to play or not.
- In the event lightning is detected, the game must immediately suspend. The referee can restart the game, if within 20 minutes of the game suspension, there is no lightning been detected. If by 40 minutes the lightning threat is not over, the referee will terminate the game.
- If the referees cancel a game due to unsafe local conditions, the teams may not play the game using volunteer referees in place of the assigned referees.
- If a game is terminated after the completion of the first half, the score at that time will be the final score. If a game is terminated prior to the end of the first half, the game will be replayed. RIYSL will confirm the replay date, time and place.

PLAYER DUAL ROJTER POLICY

Any Super Liga player can be dual rostered within their association/club for Super Liga play.

- No player can be dual rostered on an Anchor and Rhody teams.
- No team can have more the 40% of their roster with dual rostered players.
- Dual rostered players must play 4 games for both teams that they are rostered to.

CLUB PASS POLICY

The Club pass was created by USYS for the purpose of providing developmental opportunities for players in league play. Club Pass can only be used within an association/club's teams in Super Liga and not with another association/club's teams.

- All players must be rostered to one team.
- Club Pass Players' names must be written on the game day roster, with their team number and their passes must be shown to the referee.
- No Limitation on number of games a player can play in a day/weekend.

8U-10U Age Groups

- Unlimited players can be moved within the age group, or to a higher age group, to the maximum of 4 substitutes.
- Players cannot move down an age group, <u>unless they are playing up in a higher age group</u>, up to a maximum of four substitutes.

11U-19U Age Groups

- Players can move up or laterally, up to the maximum of four substitutes.
- Players can move down an age group, <u>if they are playing up in a higher age group</u>, up to maximum of four substitutes.
- Players cannot move down in any other situations.
- No Anchor player can move up to a Rhody team. (includes 10U Anchor Players)
- Club Pass can be used until the end of the season/tournament.
- Club Pass cannot be used for the Super Liga playoffs and championships.
- Rosters will be frozen for the Spring Super Liga playoffs and championships prior to the sixth week of games.
- Any violation of the Club Pass policy will result in a game forfeit, fine and a coach's one game suspension.

GAME DAY ROSTERS



There are three important items that a referee must check the game day roster for:

- 1. In the sample above, all players must have their jersey numbers written in next to their name. If it is not, the referee shall hand the game day roster back to the coach so that he/she can fill it in. Both game day rosters must be identical.
- 2. Write in players are allowed to play as long as they have a certified player pass.
- 3. The referee or Assistant Referee, upon checking in the players and coaches prior to the start of the game must place a check mark next to the players' numbers and coaches' names.

GAME REPORT

	Rhode Island You	th Super Liga, Ilc		CAUTIONS -	(Yellow	Cards	s)	
	THE A	IPER LIGA		Team (Color)	Player's #	Re	ason	
THE REPORT OF THE PARTY OF THE	GAME R	EPORT	$\frac{1}{2}$.					
Game	# Date .	Age / Division Time	<u>4.</u> <u>5.</u> <u>6.</u>				7	
В	ЮМЕ	VISITOR	<u> 0.</u>	EJECTION	IS - (Red	Card	s)	
			-	Team (Color)	Player's #		ason	
Unif	orm Color	Uniform Color	$\frac{1}{2}$					
			$\frac{2}{3}$					
Fi	nal Score	Final Score	4.					
			۱.					
Goa	al Scorers Number and Time)	Goal Scorers (Uniform Number and Time)	FIELD CONDITIONS					
	,	(Children Number and Time)	Н	CORNER FLAGS	Good	Short	None	
			Н	GOAL POSTS	Good	Fair	Poor	
			Н	LINES	Good	Fair	Poor	
			Н	FIELD	Good	Fair	Poor	
			Н	COACHES' BOX	Good	Fair	Poor	
			ΙL	(Please Circle ti	ne appropriate co	endition)		
OFFICIALS				iper Liga Tean HOME	•	•		
REF			l	HOME	VISI	TOK	•	
KEF			ļ					
AR1			Ple	ase rate each team	on a sclae of ((worst) - 5 (best)	
AR2			S	uper Liga Spe	ctator Eva	luatio	n Score	
2022470			l	HOME	VISI	TOF	₹	
Home Coach								
Visitor			Ple	ase rate each team's spe				
Coach			I	REFEREE COM	MENTS / FI	EDBA	CK	
C	heck off the fo	ollowing	=					
	E Team Game	College and the College and th						
VISITO	R Team Game		-					
		eam Passes						
	VISITOR I	eam rasses	-					
			_					

The home team coach provides the referee with the physical copy of the Super Liga game report. The following areas must be filled in by the home team coach prior to submitting it to the referee.

- GAME NUMBER
- DATE game was played
- HOME TEAM
- VISITING TEAM

If any of these areas are not filled in, the referee will return the physical game report back to the home coach so that he/she can fill in the information.

GAME REPORT ENTRY AND APPROVAL

REFEREES, have up to 24 hours from the conclusion of the game to enter the game report online in ASSIGN BY SUPER LIGA. Referees who do not enter the game report on time, may be denied future game assignments.

After the referee enters the game report online, each **COACH** will receive an email indicating that the game report is ready for their approval. Coaches have up to 48 hours to approve the game report online. Coaches can approve the game report in their accounts on the Super Liga website. It is important during the approval process to provide feedback on the referees' performances during the game.

LAW 6 - THE ASSISTANT REFEREE

All assistant referees must be USSF certified. The assistant referees will
work with and under the direction of the referee. They will be accorded the
same respect as the referee.

8U

• No assistant referees are required.

9U-19U

Two assistant referees are required.



WHAT'S YOUR TROPHY MOMENT?

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Jack Skerry
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Ocean State Soccer



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REFEREE AND ASSISTANT REFEREE FEES

			As	sistant	Refe	eree Fees
Age Group	Referee Fee		Referee FEE		Per Team	
8U	\$	20.00	\$	-	\$	10.00
9U-10U	\$	28.00	\$	16.00	\$	30.00
11U-12U	\$	32.00	\$	20.00	\$	36.00
13U-14U	\$	40.00	\$	24.00	\$	44.00
15U-16U	\$	46.00	\$	27.00	\$	50.00
17U-19U	\$	50.00	\$	30.00	\$	55.00

If at the discretion of the referee and both coaches, that only the referee shall officiate a game with two volunteers, only the referee will receive payment. The following are the referee's fees per divisions:

			Refe	eree Fees
Age Group	Ref	eree Fee	Per Team	
9U-10U	\$	34.00	\$	17.00
11U-12U	\$	40.00	\$	20.00
13U-14U	\$	48.00	\$	24.00
15U-16U	\$	52.00	\$	26.00
17U-19U	\$	60.00	\$	30.00



LAW 7 - THE DURATION OF THE GAME

Age Group	Minutes per Half	Half Time
8U	4-12 minutes Quarters	5 Minutes
9U-10U	2 - 25 minutes	5 Minutes
11U-12U	2 - 30 minutes	5 Minutes
13U-14U	2 - 35 minutes	5 Minutes
15U-17U	2 - 40 minutes	5 Minutes
18U-19U	2 - 45 minutes	5 Minutes

There will be no overtime period during the tournaent.

LAW 8 – THE START AND RESTART OF PLAY All FIFA rules apply

LAW 9 – THE BALL IN AND OUT OF PLAY All FIFA rules apply



LAW 10 - DETERMINING THE OUTCOME OF A MATCH GOAL DIFFERENTIAL POLICY

8U

The Rhode Island Youth Super Liga, LLC will not record any scores in the 8U age group. There will be no goal differential policy for this age group. **9U-10U**

The Rhode Island Youth Super Liga, LLC will not record a final score of more than a 4-goal differential for any Super Liga game.

If a team's winning score of a Super Liga game is a nine-goal differential:

- First Offense- A warning.
- Second Offense coach serves a one game suspension.

If a team's winning score of a Super Liga game is a ten-goal differential or more:

• The coach will be suspended for the following two Super Liga Games.

11U-19U

The Rhode Island Youth Super Liga, LLC will not record a final score of more than a 4-goal differential for any Super Liga game.

If a team's winning score of a Super Liga game is a nine-goal differential:

- First Offense- A warning.
- Second Offense, a point deduction from the standings and coach serves a one game suspension.

If a team's winning score of a Super Liga game is a ten-goal differential or more:

• The coach will be suspended for the following two Super Liga Games and a point deducted for the standings.

NOTE: If an unordinary situation occurs RIYSL will have discretion

LAW 11 - THE OFFIDE

All FIFA rules apply

LAW 12 - FOULT AND MITCONDUCT

DISCIPLINARY POLICY

During any RIYSL game and/or event, everyone is asked to conduct themselves in a manner respectful to each other and to the game. Any inappropriate behavior that contradicts the philosophy of RIYSL, will not be tolerated.

- Any <u>PLAYER</u> ejected for fighting or for a display of unsportsmanlike like manner deemed by the referee.....
 - o First Offense Three game suspension.
 - Second Offense Suspended for the remainder of season/ tournament
- Any <u>COACH</u> ejected for fighting or for a display of unsportsmanlike like manner deemed by the referee.....
 - o First Offense Three game suspension. And a \$100 fine.
 - o Second Offense Suspended for the remainder of season/tournament and a \$200 fine.
- Any <u>SPECTATOR</u> who displays an unsportsmanlike manner or inappropriate behavior deemed by the referee, during a RIYSL game, the referee will ask the coach of the team the spectator supports, to inform the spectator to leave the playing field area immediately. If the spectator refuses.......
 - o Referee will terminate the game.
 - o The team the spectator supports will forfeit the game.

If a second incident occurs with the same team in the same competition...

- The team will be suspended for the remainder of the competition.
- All remaining games will be declared forfeits and fines will be assessed.
- Any <u>SPECTATOR</u> that enters the field of play without permission from the referee (this does not include in a case of a medical emergency where a parent may come out onto the field to aid his or her child)...
 - o Will force the referee to terminate the game immediately.
 - The team the spectator supports will forfeit the game.

If a second incident occurs with the same team in the same competition...

- The team will be suspended for the remainder of the competition.
- All remaining games will be declared forfeits and fines will be assessed.

<u>Depending on the severity of the situation, RIYSL may impose further sanctions.</u>

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FORFEITS

- If a team does not show for a game or does not have the minimum number of players, will incur a forfeit and fines will be assessed to the forfeiting team. The referees are not to be paid at the field. RIYSL will pay the referees for the forfeit from the association bond monies.
- If both teams do not show for a game or both do not have the minimum number of players to play the game, both teams will incur a forfeit and fines will be assessed to both teams. If an association/club coach has already given their share of the referee payment, the fees should be returned to the coach(es) as soon as the referee declares that there will be no game played.

8U

 There will be no forfeits in this division. All accommodations will be made by the coaches to assure a game is played.

9U-10U

• Teams not able to field a minimum of 5 players, 15 minutes after the official start of the game time, will forfeit the game.

11U-12U

• Teams not able to field a minimum of 6 players, 15 minutes after the official start of the game time will forfeit the game. The game report submitted by the referee will reflect the forfeit and RIYSL will record a 4-0 final score.

13-19U

- Teams not able to field a minimum of 7 players 15 minutes after the official start of the game time will forfeit the game. The game report submitted by the referee will reflect the forfeit and RIYSL will record a 4-0 final score
- The referee will start the game as soon as the minimum number of players become available within the 15-minute grace period. Players are considered available if sitting in, on or near the field or sitting in cars.



PROTESTS

Protests in all divisions will be handled in the following manner:

- The coach must sign the game report and state their intent to protest the game to the referee before leaving the field. Failure to do so will nullify any protest.
- A written letter of protest containing all pertinent information must be submitted to the RIYSL office within 5 working days, accompanied by a check of \$100. The fee will be returned if the protest is upheld or retained by RIYSL if the protest is denied.
- A committee will be appointed by RIYSL to hear the protest. All decisions of the protest committee are final.

NOTE:

Interpretations of the Laws of the Game by a referee or an assistant referee during a Game he/she is officiating are **not protest able**.

HEARINGS-DISCIPLINE

- RIYSL may choose at anytime to hold a hearing regarding a situation that may have occurred during any Super Liga competition.
- All parties will be informed in writing within 10 days of the date of the hearing. Also, RIYSL may require all parties to submit any relative information to RIYSL before the hearing.
- RIYSL will select a panel of three individuals, who will preside over the hearing and then render a decision, if and when it is required to do so.
- A format for the proceedings will be explained at the beginning of the hearing by the chairperson of the three-member panel.
- The decision of this panel is final.
- RIYSL reserves the right to provide discipline for any violation of it policies where not specified.

YELLOW AND RED CARDS

- A Yellow Card is a caution (warning) given to a player or a coach, by the referee, for unacceptable behavior. If a player or coach receives 2 Yellow Cards in a game it will result in an automatic ejection from that game, and a one game suspension from the next RIYSL game.
- Any team having accumulated more than 10 total yellow cards at any
 point during any competition, may be asked to attend a disciplinary
 hearing depending on the content of the Yellow Cards issued. Any
 decisions made by a disciplinary hearing committee are final.
- A Red Card is an automatic ejection from the game for a player or coach, by the referee. See the Disciplinary Policy for game suspensions
- Issuance of cautions and ejections shall be done in accordance with FIFA procedures. Anyone receiving a Red Card must leave the playing field and the immediate area. Failure to do so will result in a forfeiture of the game by the offending team. Penalties will be assessed by RIYSL for the issuance of Red Cards.
- A referee is required to show a yellow card or a red card to a coach, for any inappropriate behavior. If a coach is shown a yellow card a second time or is ejected from a game, he/she must leave the playing field and the immediate area. Failure to do so will result in a forfeiture of the game for that coach's team. Fines and/or Penalties will be assessed by RIYSL for any coach being ejected from a game.

1 Game Suspension

DOGSO Denying the opposing team a goal or an obvious goal-scoring opportunity.

2CT Receiving a second caution in the same match

3 Game Suspension

SFP Serious foul play VC Violent conduct

SFP Spitting at an opponent or any other person

AL/UB Unsporting behavior, using offensive, insulting or abusive

language and/or gestures

FINES

All fines imposed on each association/club will be deducted from its bond money.

- No Referee (assigned by association/club) \$25.00
- No Assistant Referee (assigned by association/club) \$25.00
- No Corner Flags (after a warning) \$25.00
- Improper or Incomplete field markings (after a warning) \$25.00
- Unavailable field per game scheduled \$25.00
- Forfeited Games 1st Offense \$50.00 + Referee Fees
- 2nd Offense \$100.00 + Referee Fees
- 3rd Offense \$150.00 + Referee Fees
- Additional Offenses Each \$200.00 + Referees Fees
- Failure to pay Referee Fees \$25.00 + Referee Fees
- Improper Paperwork Submitted to Referee \$25.00
- Failure to attend any mandatory meeting \$50.00
- Playing unregistered Players \$100.00 per player
- Withdrawing a team \$500.00 per team (and forfeit of team fee)

RIYSL reserves the right to assess a fine for any violation of its rules not stated in the above list.

LAW 13 - FREE KICKS

All FIFA rules apply

LAW 14 - PENALTY KICKS

All FIFA rules apply

LAW 15 - THROW INS

All FIFA rules apply

LAW 16 - GOAL KICKS

All FIFA rules apply

LAW 17 - CORNER KICKS

All FIFA rules apply

8U MODIFIED RULES OF PLAY

LAW 8: The START and RESTART of PLAY

- KICK-OFF: From the center circle. The opposing team must be outside the center circle before the Kick-Off. The ball must move for the ball to be in play and allow the opposing team to challenge for the ball.
- RESTART after a GOAL: From the center circle.

LAW 9: BALL IN and OUT of PLAY

• Conform to FIFA Laws of the Game.

LAW 10: METHOD of Scoring

• No Scores will be kept in the 8U age group.

LAW 11: OFFSIDES

• There will be NO off-sides in the 8U age group

LAW 12: FOULS & MISCONDUCTS

Conform with FIFA rules with the following modifications.......

- All fouls will be INDIRECT FREE KICKS, with the opponent 5 yards away.
- Any foul inside the goal box will result in an INDIRECT FREE KICK taken 5 yards outside the goal box.
- The referee shall explain all infractions to the offending players.

LAW 13: FREE KICKS

 All FREE KICKS will be INDIRECT, and the opponent must be 5 yards away from the ball.

LAW 14: PENALTY KICK

• There will be NO penalty kicks in the 8U age group.

LAW 15: THROW-IN

Conform to FIFA rules with the following modification.....

• If the player does not execute the throw-in properly, the player will be allowed a second opportunity. The referee should assist the player how to perform the throw-in correctly.

LAW 16: GOAL KICK

- The ball can be placed anywhere in the goal box.
- The opposing team must retrieve to midfield and enter the opponent's half when the ball is kicked into play.

LAW 17: CORNER KICK

 ALL corner kicks are <u>INDIRECT</u>, and the opponent must be 5 yards away.

9U-10U MODIFIED RULES OF PLAY

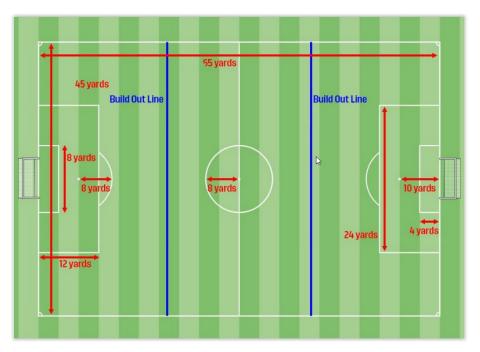
Build Out Lines

- When the goalkeeper has position of the ball in his or her hands or a
 goal kick is being taken, the opposing team must move behind the build
 out line before the ball is placed into play.
- Goalkeeper cannot punt or drop kick the ball.
 An infraction will result in an indirect free kick from the spot of the foul. If the infraction occurs in the goal area, the indirect free kick
- The opposing team may cross the build out line on a goal kick when the ball is put into play.

will be taken on goal area line nearest to where the foul occurred.

- When the goalkeeper distributes the ball, the opposing team may cross the build out line.
- If the goalkeeper places the ball on the field and kicks or dribbles it, the
 opposing team may cross the build out line when the ball is placed on
 the field.
- A goal kick or a distribution of the ball by the goalkeeper, may be taken while the team is retreating.

9U - 10U FIELD



COACHES PRINCIPLES OF CONDUCT

RIYSL expects all coaches to conduct themselves in a sportsmanlike and professional manner at all times. RIYSL wants to ensure a positive and enjoyable experience for all. The game should be a fair, friendly, competitive and most of all an enjoyable match that involves the cooperation and support of all coaches, referees, players and parents.

The following policy asks that all coaches adhere to.

SAFETY

- •First responsibility is for the health and safety of all players.
- Knowledge of the Laws of the Game and RIYSL rules and policies.
- Inspect all players' equipment and field for the safety of all.
- Supervise and control your players to avoid injuries.
- Implement proper training methods to avoid any player injuries.

PLAYER DEVELOPMENT

- Develop the player's appreciation for the game.
- Keep winning and losing in proper perspective.
- Be sensitive to each player's development needs.
- Inform all players on all aspects of the game and its demands.
- Players need to have fun.
- Allow them to be creative, make decisions and give feedback.
- Training should be conducted in the spirit of enjoyment and learning

ETHICS

- Strive to maintain the integrity within our sport.
- Work in the spirit of cooperation with officials, administrators, coaches and spectators to provide the youth soccer experience.
- Be a positive role model.
- Set the standard for sportsmanship.
- The result of the games should not be the focal point of the game and the result differential should not be allowed to exceed more than eight goals.
- Review with players and parents what acceptable behavior is.
- Coaches are responsible for the behavior of their players, parents, supporters and themselves. When situations of unacceptable behavior occur, the coach must immediately address the problem.
- Encourage all to cheer for all players on the field and not yell and criticize them.
- Refrain from addressing any referee during the game. If a coach has an issue with a game or referee, they need to inform their association about it and not hold court on the field at anytime.

PARENTAL CODE OF CONDUCT

- The Rhode Island Youth Super Liga, LLC- prides itself on providing a funfilled and a healthy competitive soccer environment for all players, coaches, referees and parents/spectators participating in any Super Liga event and/or league.
- To ensure that the philosophies of the Rhode Island Youth Super Liga, LLC are adhered to, It is the responsibility of ALL coaches, players, referees and parents to maintain high standards of sportsmanship and appropriate conduct for themselves. Abusive, confrontational and inappropriate language or behavior detrimental to any individual, before, during or after a game will not be tolerated.
- All individuals at a game must allow, players to play; coaches to coach; referees to officiate and spectators to support, at all times. Failure to do so will undermine the integrity of the game and the authority of coaches/referees. This could potentially lead to a hostile environment and one that we cannot allow the players to witness.

All parents are asked to agree to follow the following Code of Conduct:

- I will encourage good sportsmanship by demonstrating positive support to all players (not just my own or my team), coaches and referees at every game, training session or any other Super Liga events.
- I will place the safety of any child first at all times.
- I will remember that the game is for the players and not for adults.
- I will not coach my child from the sideline.
- I will refrain from any negative and derogatory comments.
- I will treat all players, coaches, referees and spectators with respect, good manners and common decency.
- I will insist that my child treat all players, coaches, referees and spectators with respect, good manners and common decency.
- I will not enter the field of play unless directed to do so by the referee or coach.
- If I am made aware that my child is not conducting themselves in sporting manner, I will counsel my child to do so or explain failure to do so will result in a disciplinary action.

(Continued on Next Page)

PARENTAL CODE OF CONDUCT (CONTINUED)

Failure to abide by the above Code of Conduct may result in the following disciplinary action....

- A referee/Super Liga official will instruct the coach to ask the parent to leave from the field area. If the parent does not leave within 5 minutes, the referee will terminate the game and the Rhode Island Youth Super Liga, LLC will issue a forfeit to the team he/she supports.
- A coach can eject a parent from his team, from the field area. If the parent
 does not leave within 5 minutes, the coach can choose not to allow the
 parent's child to play any further in the game. The incident shall be
 reported to the coach's association/club and the Rhode Island Youth
 Super Liga LLC.
- A repetitive offender may be barred form further tournament/league games/ events.

RIYSL COORDINATORS

A coordinator must be appointed by each association/club. This person will be the primary point of contact for all matters related to RIYSL. The coordinator is responsible for all teams' coaches, players, rosters, registration fees and bond monies, for their association/club. The coordinator will communicate and resolve any issues with RIYSL. RIYSL may assign other responsibilities to the coordinator as it deems appropriate.

HOME TEAM RESPONSIBILITIES

- Have a proper and safe field for the game to be played on.
- That the field is properly lined and in good playing condition. All corner flags must be clearly visible and flexible, all goal posts must be anchored, and nets must be in good condition.
- Maintain control of their fans watching the game and is required to assist the referees in controlling them whenever necessary. This applies to both teams on the field. All teams will be located on one side of the playing field and all spectators will be on the opposite side of the field. No Players or spectators are allowed behind any goal.
- Provide the referee with the game report prior to the start of the game. RIYSL may assign other responsibilities to the home team as it deems appropriate.

GAME CHANGE PROCEDURE

The Game Change Procedure is used by coaches to change the date, time, and field of any scheduled game. The only method used to do this is the game change online system located on the RIYSL website, www.thesuperliga.com . There are two distinct time periods when game changes are allowed. The first is during the pre-competition game change period, which occurs immediately after the preliminary schedule is distributed. The second is during the competition when unplayable conditions occur due to weather, or on a rare occasion when social activities result in a game conflict.

GAME CHANGE PERIOD

- 1. A coach (requesting coach) emails the opposing coach requesting a particular game change (date, time, or field).
- 2. The field coordinator for the location where the game is being played is contacted to be sure they are aware of any change, and to be sure no conflict exists with the field.
- 3. After agreement on the change, the requesting coach enters the game change into the game change online system. The game change is now in PROPOSED status.
- 4. The opposing coach receives an email, from the system, informing them that the game change was entered into the system and that action is required on their part.
- 5. The opposing coach agrees to the change in the system. The game change is now in PENDING status.
- 6. The field coordinator for the location where the game is being played receives an automated email informing them that action on this game change is required.
- 7. The field coordinator reviews the game change online and verifies no conflict exists with the game change and approves the change. The game change is in APPROVED status and is completed.



GAME CHANGE PROCEDURE

RESCHEUDLING DUE TO WEATHER CANCELLATIONS

- Coaches will have 6 days from the date the game was cancelled to have the game rescheduled.
- Games will be rescheduled thru the online game change system.
- Home coach will contact the opposing coach and provide three dates for the opposing coach to choose from.
- Once an agreement is reached, the home coach will enter the reschedule online, the opposing coach will approve, and the home team coordinator will also approve.
- After the home team coordinator approves the game, the game will be updated on the Super Liga website.
- If an agreement cannot be reached by the deadline, the Super Liga will schedule the game.

IN SEASON / TOURNAMENT SPECIAL GAME CHANGE REQUEST

- A special game change request can be made with at least a 72-hour notice from the original game date.
- The special game change request must be emailed to the Super Liga and accompany with the reason for the change and the reschedule date and time of the game.
- Super Liga will confirm with opposing association/club coordinator and upon confirmation will then update the game on the website.

COACH'S RESPONSIBILITIES

Every RIYSL team must be assigned a certified coach. A coach must meet the requirements set forth by RIYSL, Soccer Rhode Island and the United States Youth Soccer Association.

The following are RIYSL's responsibilities of a coach:

- Assure that he/she personally and his/her players conduct themselves in a manner respectful of other players, coaches, referees, league officials, parents and the facilities. The coach is responsible: to provide a fun-fill environment, instill in his/her players a love for the game of soccer and a desire to compete fairly in a sports-manlike manner.
- Enforce a no illegal drug and no alcohol policy. Any players or coaches found to be using, or in possession of illegal drugs or alcohol at any RIYSL game will result in an immediate suspension from all remaining RIYSL league games and fines will be imposed by RISYL.
- Referees and assistant referees are independent contractors. Each association is responsible to pay the referees before the start of each game by the coach. In case of a forfeiture, no fees will be paid at the game. Referees and Assistant Referees will be paid by RIYSL. The fees for a forfeited game will be deducted from the bond of the association team that forfeited the game.
- Both coaches are required to provide two certified rosters to the referee and the home team coach a properly filled game report before the start of the game. The submission of improper rosters or game reports will result in a fine and any other penalties that RIYSL deems appropriate.
- It is the home team coach's responsibility to contact their association/club coordinator if the game's referee is a volunteer, with the hard copy game report filled out and signed by both coaches.
 Volunteers, who are not certified referees and are not dressed in the proper referee uniform, will not be compensated for assisting with the officiating of a game.



POSTPONEMENTS

Postponements will be handled in the following:

- All games will be played on their assigned day unless games are postponed by RIYSL or by the referee, due to unsafe field conditions.
- Game cancellations or postponements will be announced 2 hours prior to game time, on the RIYSL website and by other communication tools that maybe available.
- No game will be postponed without the consent of RIYSL. Failure to obtain permission will result in a loss for both teams, plus fines and referee fees. Referee Assignors will make no changes or postponements unless told so directly by RIYSL.
- All coordinators must monitor their email, the RIYSL Website throughout the day for any postponements that may occur, especially during inclement weather.
- If a game is cancelled on the field by the referee prior to it starting, the referee fees are to be returned to the coaches. If the game starts and the referee cancels the game during the first half, the referees are entitled to half the pay. The other half will be returned to the coaches. If the referee cancels the game during the second half, the referees are entitled to full pay.
- A game is official if at least half of the game is played. The final score will be the score at the time the game was stopped.



DIVISIONAL TIE BREAKERS

If two teams are tied at the end of the Super Liga Season/Tournament the following will be the order of breaking the ties.

- 1. Head to Head Competition
- 2. Goal Differential (maximum 4 goals, minimum 4 goals)
- 3. Fewest Goals Allowed
- 4. Most Goals Scored
- 5. Coin Flip

If there are more than two teams tied at the end of the Super Liga Season/Tournament the following will be the order of breaking the ties.

- 1. Head to Head Competition
- 2. Goal Differential (maximum 4 goals, minimum 4 goals)
- 3. Fewest Goals Allowed
- 4. Most Goals Scored
- 5. Coin Flip

After the first tie breaker declares the top team, the remaining teams will revert back to the first tie breaker and proceed from there. This procedure will occur until all tie breakers are determined for all the teams.







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