

Seminole Soccer League

Rules of Play

The Seminole Soccer Club, Inc. sponsors and participates in a variety of soccer leagues including the Seminole Soccer League. A variety of league sponsorships and participation is necessary to insure quality, fair, and safe competition for all the players registered with the Seminole Soccer Club, Inc. doing business as Orlando City Youth Soccer (OCYS). League sponsorship and participation is decided periodically by the Board of Directors of the OCYS in conjunction with registrars, coordinators, and the coaches involved.

The Seminole Soccer Club, Inc. participates in and sponsors league play, tournaments and league playoffs. As a member of:

- FIFA - Federation International Football Association
- USSF - United States Soccer Federation
- USYSA - United States Youth Soccer Association
- FYSA - Florida Youth Soccer Association

The Seminole Soccer League, tournaments, and league playoffs follow the:

- FIFA Laws
- Seminole Soccer League Rules

For More information regarding the rules including modified rules please see usyouthsoccer.org and fifa.com (rules of the game).

These rules are provided to encourage your participation and promote quality soccer. Be aware of the rules. Share the rules with your players and their fans. Enjoy your soccer.

1. Definitions

- 1.1 "SSL" means the Seminole Soccer League
- 1.2 "SSL Advisory Committee" means a committee consisting of the Orlando City Youth Soccer Coaching Director Staff , or another individual appointed by the Director of Coaching to provide feedback and advice regarding the structure of SSL.
- 1.3 "SSL Administrator" is the administrator of the SSL hired and supervised by the Orlando City Youth Soccer Club.
- 1.4 "SSL Club" means a member club of the SSL as provided in by these Rules.
- 1.5 "SSL Competition" means a SSL game played during the SSL Regular-Season.
- 1.6 "SSL Game Report" means the official game report that must be completed for all SSL Competitions.
- 1.7 "SSL Registered Player" means a player on a SSL Team's SSL Roster/Game Report. SSL Registered Players must be registered with FYSA.
- 1.8 "SSL Roster" means the FYSA Official roster of a SSL team during the SSL Season when playing in a SSL Competition.
- 1.9 "SSL Season" means the competitive season beginning August 1 of each year and ending July 31 of the following year.
- 1.10 "SSL Team" is the team of a SSL Club that participates in SSL Competition in the U8-U19 age groups.

1.11 "Game Change Request Form" is a form used for submitting a request to change the SSL Schedule.

2. SSL Roster Rules

- 2.1 SSL Roster Maximums. For U9, U10 age groups a maximum of twelve (12) players may be rostered on any SSL Team's SSL Roster. For U11, U12 age groups a maximum of fourteen (14) players may be rostered on any SSL Team's SSL Roster. For U13-U19 age groups a maximum of twenty-two (22) players may be rostered on any SSL Team's SSL Roster.
- 2.2 Player Registration. All players on a SSL Roster must be SSL Registered Players.
- 2.3 SSL Game Day Roster. For U9, U10 a maximum of twelve (12) SSL Registered Players from a SSL Team's Roster will be eligible for each game in SSL Competition (the "SSL Game Day Roster"). For U11, U12 a maximum of fourteen (14) SSL Registered Players from a SSL Team's Roster will be eligible for each game in SSL Competition (the "SSL Game Day Roster"). For U13-U19 a maximum of eighteen (18) SSL Registered Players from a SSL Team's Roster will be eligible for each game in SSL Competition (the "SSL Game Day Roster").

3. Competition Rules

- 3.1 General. Unless otherwise provided in these Regulations, all SSL Competitions shall be played in accordance with the FIFA Laws of the Game in force at the time of competition as provided by the International Football Association Board.
- 3.2 Scheduling Competitions. Orlando City Youth Soccer, in consultation with the SSL Advisory Committee, shall identify the dates and locations of all SSL Competitions for each SSL Season.
- 3.3 Number of Competitions. Orlando City Youth Soccer, in consultation with the SSL Advisory Committee shall determine the total number of SSL Competitions during the SSL Season. A SSL Team may play two (2) Competitions per day. For U9 - U12 age groups: a minimum of 6 games will be scheduled and a maximum of 10 games will be played. U13-U19 age groups a minimum of 5 games will be played in accordance to FYSA State Cup Qualifying.
- 3.4 Cancelled Competitions. If a OCYS Competition is suspended by weather and at least the first half was played, the game will be considered a full game. If any SSL Competition is cancelled, the participating clubs shall attempt to reschedule the SSL Competition. If the participating clubs cannot agree on a reschedule date, the SSL Advisory Committee shall recommend to OCYS if and how such SSL Competition shall be rescheduled. If the SSL Advisory Committee finds that it is impossible to reschedule such cancelled SSL Competition, the SSL Advisory Committee shall recommend to OCYS that the SSL Competition shall be considered a non-played game, and neither team shall be awarded points. In the event that any games are cancelled pursuant to this Rule 3.4, OCYS shall alter the method by which SSL standings are determined for impacted age groups (for example to change to a point-per games basis).
- 3.5 Competition Scheduling. The location and time for all SSL Competitions must be agreed upon by the opposing SSL Clubs and reported to the SSL Administrator no later than August 1 of each SSL Season. Any changes to SSL Competitions after August 1 must be agreed upon by both SSL Clubs and then submitted for approval using the Game Change request form 14 days prior to the scheduled date of play. No changes to SSL Competitions may be made, except due to bad weather or as permitted by the SSL Administrator. Any unauthorized change to the SSL Schedule is not permitted.
- 3.6 Competition Referee Assigning. It is the responsibility of the home club (or host club for neutral venues) to contact and pay the club's referee assignor(s) to schedule referees for all SSL Competitions.
- 3.7 Competition Referee Fees. Referee fees for each SSL Competition will be split evenly between the home and visiting team based on the pay scale set forth in the attached Exhibit.

- 3.8 Substitutions. Ages U8-U12 SSL Registered Players may substitute at any stoppage of the ball with the referees permission. Ages U13-U19 SSL Registered Players may not re-enter the game after being substituted in one half of any SSL Competition. Once a SSL Registered Player is substituted in one period of overtime of any SSL competition, such SSL Registered Players may not re-enter the game for the duration of such overtime period. there shall be a maximum of (7) substitutions in any half or in any overtime period of any SSL competition.
- 3.9 Yellow and Red Cards (Players). Any SSL Registered Player receiving a red card in a SSL Competition will be suspended for the remainder of that SSL Competition and also for the next SSL Competition played by the SSL Club at all age groups. For purposes of clarification, if a SSL Player receives a red card in a SSL Competition, the SSL Player will not be eligible to participate in the next SSL Competition for any team within the SSL Registered Player's SSL Club.
- 3.10 Send Off (Coaches). Any coach receiving a send off in a SSL Competition will be suspended for the remainder of the SSL Competition and for that SSL Team's next SSL Competition.
- 3.11 Send off, Yellow and Red Card Carryover. Red card suspensions will carry over into subsequent SSL Seasons if the red card or send off is received in the final SSL Competition of the current SSL Season.
- 3.12 Points. In each SSL Competition during the SSL Regular Season, teams shall be awarded three (3) points for a win, one (1) point for a tie, and zero (0) points for a loss. A forfeit shall be considered a 3-0 loss for the forfeiting team and a 3-0 win for the non-forfeiting team.
- 3.13 Standings. The standings in each age group shall be determined at the end of the SSL Regular Season.
- 3.14 Tie-Breakers. The following tie-breakers will be used for resolving ties between SSL Teams in determining the Regular Season Standings, in the following order:
1. Most Points
 2. If two teams are tied, head to head. If more than two teams are tied, this tie breaker shall not apply
 3. Goal Differential
 4. Goals For
 5. Goals Against
 6. Coin Toss

There shall be no cap on goal difference in any SSL Competition.

- 3.15 Game Length. SSL Competitions shall be played with the following game lengths:

U8-U10 6v6:	2x25
U11-U12:	2x30
U13-U16:	2x40
U17-U19:	2x45

4. Game Day Procedures

- 4.1 An official SSL Game Report must be completed for each SSL Competition. The SSL Game Report must be provided by the home team. The SSL Game report can be printed from an SSL Team's Got Soccer Team Page under the SSL League and Schedule tab.
- 4.2 Both SSL Team's must provide a roster, game report and referee fees at least 30 minutes prior to the match for pre-game check-in with the referee.
- 4.3 Both SSL Team's are responsible to ensure all player cards and rosters are valid. All SSL Players on both team's rosters that will be playing in SSL Competition must be on the completed game report.
- 4.4 The referee uses the game report and passes to check the players prior to the game start. The referee notes all goals and cards on the SSL game report as well as referee names.

- 4.5 The SSL Game Report must be completed in full, signed by both teams and submitted by email or fax to Orlando City Youth Soccer with-in 24 hours of completion of the SSL Competition.
- 4.5 The home team is responsible for calling in the score of the SSL Competition. The call in instructions are located at the top of the SSL Game Report.

5. Fines

- 5.1 No-shows or Cancellations under (72 hours) - \$150
 - 5.1 Failure to reschedule matches by the league scheduled deadline - \$100
 - 5.2 Failure to complete league schedule - Performance Bond
 - 5.3 Playing illegal players - \$50
 - 5.4 Home team failure to send game reports, and supplemental within 24 hours - \$20
 - 5.5 Discipline Fine - Maximum of Performance Bond
6. Miscellaneous
- 6.1 Disciplinary Matters. Any disciplinary matters brought before the SSL Advisory Committee through submission of a supplemental or Incident Report shall be addressed and responded to at the discretion of the SSL Advisory Committee. Before any disciplinary action is taken by the Advisory Committee the impacted coach, player, spectator or administrator will be provided the opportunity for a hearing, either in person or teleconference. Testimony will be allowed by principal parties, eyewitnesses and authorities on the subject at hand.
 - 6.2 Protests and Appeals. There will be no protests or appeals of decisions made in the SSL Competitions or by the SSL Advisory Committee. Notwithstanding the foregoing, any decision by the SSL Advisory Committee that results in a suspension of a player or coach that is not due to a red card is appealable to FYSA. Any hearing for such appeal shall be conducted pursuant to FYSA and U.S. Soccer Federations policies and procedures.
 - 6.3 Matters not Provided for. Any matter not provided for in these Regulations shall be decided by Orlando City Youth Soccer. All such decisions are final.

OCYS AGE GROUP ELIGIBILITY

All SSL Teams will follow the FYSA A Group Eligibility Guidelines.

TYPES OF PLAYER AND STAFF PASSCARDS FOR SSL CLUBS AND SSL COMPETITIONS

USYS/FYSA Passcards are passcards validated by USYS through the FYSA Got Soccer website, and then printed and laminated by the SSL Club for use in SSL Competition and other FYSA Sanctioned events.

PLAYER ADD PROCESS

SSL Competition: SSL Registered Players may be added to a SSL Roster for SSL Competition 72 hours prior to game day. This included newly registered players and secondary players.

GUEST/CLUB PASS PLAYERS

A SSL Registered Player may guest play for a team from their own club, in their own age group no more than two age groups up. A SSL Registered Player can play two games in one day with two different teams with proper documentation. Player must be added to roster as a guest player by registrar or written on game report prior to start

match. Coach must present guest players pass card at time of check in.

SSL COMPETITION REFEREE PAY SCALE

U8-U10 6v6

Center \$30

U11-U12 8v8

Center \$30

AR1 \$15

AR2 \$15

U13-U14

Center \$40

AR1 \$20

AR2 \$20

U15-U16

Center \$50

AR1 \$25

AR2 \$25

U17-U19

Center \$60

AR1 \$30

AR2 \$30