

**EASTERN DISTRICT SUPER TWO
RULES OF COMPETITION
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EASTERN DISTRICT SUPER TWO
RULES OF COMPETITION

I. GENERAL RULES AND REGULATIONS

The Eastern District Super Two (“EDS2”) will be responsible for organizing, scheduling and supervising a Super 2 competition within the Eastern District of the South Texas Youth Soccer Association (“STYSA”).

- A. Age categories will conform to STYSA age categories.
- B. The EDS2 League will be responsible for organizing, scheduling and supervising EDS2 qualifying games and league play.
- C. League play will take place on dates published by EDS2. The EDS2 Committee (the “Committee”) will annually determine the beginning and end dates of Qualifying Games.
- D. All competition sponsored by the EDS2 League shall be planned and administered in accordance with STYSA, USYSA and/or USSF rules and regulations, whichever is applicable.
- E. All teams planning to participate in any competition under the jurisdiction of the EDS2 shall be registered with their local Association.
- F. A team participation fee shall be paid at the time each team registers for each playing season. The amount of this fee shall be determined by the Committee prior to registration of teams for the upcoming competition.
- G. A team must play within its proper age group.
- H. A player shall be free to register with any team regardless of the location of his or her residence.
- I. Any group, organization or individual participating in the EDS2 League must be in good standing with EDS2, their local Association, STYSA, USYSA and the USSF.
- J. Team formation shall be the responsibility of each group or organization interested in participating in the EDS2 League. Each such group or organization will determine the method to be used for formation of its team(s) subject to compliance with the rules and regulations of EDS2 League, their local Association, and STYSA.
- K. A team will be permitted to have no more than the maximum number of players on its roster as allowed by STYSA.
- L. Each team and the team’s local Association shall be responsible for maintaining a record of age certification for its players. Proof of age shall comply with the STYSA requirements.
- M. A player’s age for registration purposes shall be defined by the USYSA and shall conform to STYSA rules and regulations.
- N. All teams and players must comply with the STYSA rules regarding transfers and releases from rosters. A player may only play on one team per season in EDS2 competitions.
- O. A player may be involuntarily released from an EDS2 team under very limited circumstances. These circumstances are in the applicable STYSA and USYS rules.
- P. To put in effect the releases noted in Sections “N” and “O” of this Article, a STYSA player release form must be properly completed and submitted with a copy to the EDS2 Administrator.
- Q. No coach, assistant coach, trainer, team representative, registered player, parent or advertisement may offer or provide any kind of inducement to recruit a player to play on their respective team. Forms of inducements include but or not limited to: free T-shirts, free uniforms, offers of or guarantees of

college scholarships, free or discounted travel costs, free or discounted professional coaching, etc., if such costs are normally paid by the majority of the players associated with that particular team, club or organization. This rule applies to verbal discussions, letters, brochures, as well as radio and television advertisements. Failure to comply with the provisions of this rule may result in not less than a one (1) year suspension from all EDS2 activities for the offending party. Complaints regarding noncompliance with this rule must be filed with the Committee, who shall render a decision regarding the complaint. Either party may appeal the Committee's decision according to the rules of this Association, STYSA and USYSA.

- R. Beginning on August 1st and until December 15th of each year no coach, assistant coach, trainer or team representative may allow an EDS2 player who does not appear on his or her current roster to participate in any soccer related activity with them or their team unless such player has written approval from the coach or manager of record of his or her team.
- S. If a coach allows an EDS2 player to participate in an organized or impromptu practice session or scrimmage without the permission of the coach of the team to which the player is registered as indicated in R. above, he must notify the coach of the team to which the player is registered in writing, communicated by fax, email or the U.S. Postal System, within 48 hours of the player's participation, that the player in question participated in an organized or impromptu practice session or scrimmage. Submission of such notice does not prohibit the coach of the team to which the player in question is registered from requesting that the EDS2 D&P Committee investigate the incident to determine any rule violations.
- T. For all EDS2 competitions, coaches must make every effort to play each registered player that is present at least one-half of each game unless unable to do so due to player's illness or injury or for disciplinary reasons. In the event that a player is present but will not be playing, the coach must inform the referee and the opposing coach as to the reason that player will not participate.

II. COMPETITIONS

A. Qualifying Games:

1. The Committee will determine the number of qualifying teams in each age group prior to the start of the fall season.
2. The EDS2 Committee will annually determine the beginning and end dates of Qualifying Games.
3. Qualifying games will be held for teams in age groups where there are more teams requesting to play than the Committee determined number of teams for that age group.
4. The EDS2 League will provide a format each year in which STYSA registered teams meeting the following criteria will be allowed to challenge existing EDS2 teams to participate in the upcoming fall season. STYSA registered teams qualified to challenge EDS2 teams MUST meet the following requirements:
 - a. Be composed of minimum combination of nine (9) or more players who played in EDS2 or Division 1 the previous fall season.
 - b. Be a team that finished in the top four (4) in the highest level of play below EDS2 in the STYSA Eastern District Fall Championships.
 - c. Participate in EDDOA qualifying and not qualify for EDDOA.
 - d. Or other Div 2 teams who apply based on team strength can be considered if necessary to fill brackets.
5. The challengers will play qualifying games in a format determined by the Committee.
6. The format of the final round of competition to fill open EDS2 slots (slots not held by pre-qualified teams) will be determined annually by the Committee.
7. EDS2 will determine the rules of competition for the qualifying games.

8. A fee will be assessed on the challengers for the costs of playing the qualifying games.
9. ALL registration paperwork and fees required by USYSA, STYSA and/or EDS2 must be properly RECEIVED by the EDS2 Administrator before a team will be allowed to play its first qualifying game.
10. Prior to the start of the fall season the EDS2 Committee will announce registration deadlines for the upcoming Qualifying Games.
11. The rosters of qualifying teams are frozen from a yearly date determined by the EDS2 league until after qualifying games. Once a team has qualified to play in EDS2 players may be added according to local association and STYSA guidelines.
12. All U11 teams will participate in a joint EDS2/EDDOA qualifying tournament. At the end of the qualifying tournament, teams failing to qualify for EDDOA will become EDS2 teams.
13. A player on a team that has qualified through the qualifying games may not move to another EDS2 team until December 15th.

B. Fall Season:

1. The Committee will determine the number of pre-approved and qualifying teams in each age group prior to the start of the fall season.
2. Competition within each age group will consist of not more than twelve (12) teams unless approved by the EDS2 Committee. The Committee may determine that fewer than twelve (12) teams will be allowed in an age group.
3. Returning teams whose finishing position in the previous Fall EDS2 season was 8th or better will be automatically approved for the upcoming Fall EDS2 season. A returning team is defined as a team that:
 - a. Competed in the previous fall EDS2 season; and,
 - b. Has on their current roster, on the initial registration deadline, at least the integer portion of fifty percent plus one (50% + 1) of the players from their final previous fall season roster; (e.g.: $15/2 = 7.5$ core = 8) and,
 - c. Requests to participate within the same playgroup as they did in the previous fall season (e.g. previous fall played in U-15 requests to play in upcoming fall U-16).
4. Initial fall rosters must be submitted to the EDS2 Administrator by a date to be announced by the Committee. Initial rosters of applying teams must include a minimum of 50%+1, as defined above, of the team's final previous fall season roster.
5. A player may move from one EDS2 team to another EDS2 team prior to August 1, or start of qualifying games, at which time EDS2 team rosters shall be frozen to all but new players. Movement of players between EDS2 teams will be prohibited until December 15th.
6. From August 1 until December 15th, no movement of players will be allowed between EDS2 teams. Request for waivers will be heard by the EDS2 Committee and granted only under limited circumstances. Potential circumstances would include, but not be limited to, relocation of a player's family a significant distance from the team's activities or dissolution of an existing team.
7. Non-EDS2 players may be added to an EDS2 team's roster at any time subject to STYSA rules and regulations, provided that such roster is not frozen by EDS2 rules. Such newly added players may not participate in EDS2 matches until the proper paperwork has been completed and delivered to the appropriate administrators

III. RULES OF PLAY

A. General Requirements:

1. FIFA Laws of the Game as modified for youth play by the USSF, USYS, and STYSA are applicable with any exceptions noted in these Rules of Competition.
2. All games played by EDS2 member teams shall be under the jurisdiction of the EDS2 League
3. Each member team is responsible for the actions of its players, officials and spectators on or off the playing field during a game. Any team refusing or failing to play a game in compliance with EDS2 rules may be subject to forfeiture of the game.

B. Player Eligibility:

1. At every game, each team coach or manager must have proof of his or her players' registration available for inspection by the match referee(s). Proof of registration is a property prepared (laminated) USYS identification card for each player with the player's current picture (permanently attached) and the player's signature appearing on the back. Failure to comply with this requirement may result in a forfeiture of the match.
2. The manager or coach of each team shall furnish the referee with a game report prior to the start of the match. Players not participating in the match due to suspension, injury or for another reason should be so indicated on the game report. A player/coach suspension form **MUST** be presented to the referee for any person sitting out the match due to a suspension. The referee must sign the player /coach suspension report. A player not properly listed on the roster for a team shall not play in the match. Coaches may **NOT** write in players on the game report. Player/coach suspension form will be mailed to the EDS2 administrator by team of player/coach serving the suspension.

C. Team Eligibility:

1. Teams violating team formation rules will not be eligible to compete in EDS2.
2. Tryouts are defined as the organized evaluation of multiple players (one or more) for the purpose of placing them on a team.
3. Failure to comply with this requirement may result in forfeiture of all matches in EDS2 competitions.

D. Referees Responsibilities:

1. All EDS2 games shall be officiated by USSF qualified referees.
2. Referees shall be assigned to officiate EDS2 games by their respective referee assignor.
3. The three-man system of refereeing will be used to officiate all EDS2 matches whenever possible. A match may be postponed if none of the assigned referees appear at the match site within 15 minutes of the scheduled starting time. In all other cases, games should be played using a substitute system agreed upon by the assigned referee(s) who are present and the coaches of the teams scheduled to compete. If all parties do not agree on a substitute system, the match will be rescheduled at a time and place determined by the EDS2 Administrator.
4. At the end of each match the match referee shall record on the game report form the results of the match, personnel of the teams, all goals scored and all disciplinary actions taken before, during and after the match, and will give the completed form to the winning coach (home coach in case of a tie) before leaving the playing site. .

5. Touchlines:

- a. All spectators are required to stay an appropriate distance behind the touchlines on the same side of the mid-line as their team occupies.

- b. Coaches, team officials and players may only occupy the technical area or the area from the 18 yard line to the mid-line if the technical area is not provided.

E. Playing Rules:

1. Players and Spectators

- a. Teams will occupy one side of the field and spectators will occupy the opposite side. Spectators of the team must remain on the same end, but on the opposite sides. A team may have four adults on the sideline. The adults on the player sideline must be affiliated with the team; be registered with the local association and have a Kid-safe Pass visible when on the sidelines.

2. Uniform Colors:

- a. Each team must have alternate jerseys available at each match for use if necessary. The home team must change jersey colors if the referee decides that a color conflict exists. If the home team's alternate jersey is unable to resolve the color conflict, the referee may require that the visiting team change to their alternate jersey. If the color conflict still cannot be resolved the match may be forfeited in favor of the visiting team.

3. Uniform Numbers:

- a. All players are required to have proper uniforms in accordance with FIFA regulations. Players without proper uniform, including numbers, may, in the judgment of the match referee, not be allowed to compete.

4. Number of Players:

- a. A team must have at least seven (7) players to start a match and at least seven (7) players to continue a match.

5. Match Balls:

- a. The home team will provide the match ball.

6. Field Marking and Nets:

- a. The local association where EDS2 games are held will be responsible for ensuring that the field is properly marked and netted, and is in a safe playing condition.

7. Substitutions:

- a. Substitutions will be allowed as follows:

- 1) Substitutions shall be unlimited.
- 2) Substitutions may be made, with the consent of the referee, at the following times:
 - a) Prior to a throw-in in your favor;
 - b) Prior to a goal kick by either team;
 - c) After a goal by either team;
 - d) After an injury by either team when the referee stops play;
 - e) Half time;
 - f) A player may be substituted after receiving a caution; and,
 - g) At any other stoppage of play with the consent of the referee.
- 3) No substitution will be allowed for a player ordered from the playing field by the referee.
- 4) No player shall enter or leave the field of play without the consent of the referee.

8. Scores:

- a. The game report shall be printed and brought to the field by the home and visiting team. The game report shall be mailed to the EDS2 Administrator by the winning team (home team in case of a tie) at the completion of the match. The score must be reported on the website by the home team.

9. Inclement Weather Procedures:

- a. Teams must appear at the playing site ready to play unless otherwise officially notified. In many instances the referee will make the decision as to the play ability of the field based on the condition of the field at the start of the match. If a match is suspended because of inclement weather prior to completion of the first half, it shall be replayed in its entirety. If a match is suspended after completion of the first half, it shall be considered to be a completed match. Please check the EDS2 website for field rainout procedures.

10. Match Scheduling:

- a. The EDS2 Administrator shall handle all scheduling of all matches.
- b. Teams must appear at the playing site ready to play unless otherwise officially notified.
- c. After schedules have been prepared, schedule changes will not be allowed except in the case of inclement weather or as approved by the EDS2 Committee.
- d. All matches postponed due to inclement weather will be rescheduled the by the EDS2 Administrator as soon as possible after the postponement. It is the home teams responsibility to notify the administrator of any game not completed due to inclement weather.

11. Duration of Matches:

- a. The duration of season matches is as follows:
 - 1) U12 Two 30 minute halves
 - 2) U13 & 14 Two 35 minute halves
 - 3) U15 & 16 Two 40 minute halves
 - 4) U17 & 18 Two 45 minute halves
- b. If for any reason other than inclement weather a game is not played the full length for that age group, the EDS2 D&P Committee shall have the power to:
 - 1.. Order the game rescheduled by the EDS2 Administrator, or;
 2. Order the game to stand as played, provided that at least one half has been completed.

12. Scoring:

- a. All EDS2 sponsored competitions will be scored using the following system:
 - 1) Three (3) points for a win;
 - 2) One (1) point for a tie;
 - 3) Zero (0) points for a loss.

13. Forfeits:

- a. Any team that willfully or purposefully forfeits a match is subject to suspension from EDS2. The score of a forfeited game shall be 3 - 0. At the discretion of the D&P Committee, all

games played by the team that willfully or purposefully forfeits a game may be scored as 3-0 losses.

- b. Any of the following may result in forfeiture of a match:
 - 1) Fielding an ineligible suspended or unregistered player. "Fielding" is defined as a player dressed and ready to play. A player whose name appears on the game report is considered to have participated in that game.
 - 2) A suspended coach or trainer appearing at a game or that a suspended coach/trainer engages in any interaction with the team prior to, during or after the game.
 - 3) Falsification of a game report.
 - 4) Failure of a team to field the minimum number of players to begin a match within fifteen (15) minutes of the scheduled start time of the match.
 - 5) A coach or other responsible adult not present with the team during competition or failure of such adult to be present within fifteen (15) minutes of the scheduled match start time.
- c. Final judgment of forfeits rests with the EDS2 D&P Committee. The D&P Committee will determine if a team willfully or purposefully forfeited a match. Forfeiture of said match may occur at any time prior to the end of the regular season for the team's playing age group. Any interested party may bring the reason for such forfeiture to the attention of the D&P Committee.

14. Tie-breaking Procedures:

- a. In the event ties exist in the standings at the end of a competition or stage of a competition and the ties must be broken to determine the order of finish for state play-off seeding and/or distribution of awards, the following procedures will be used. These procedures will be applied progressively in any case where three or more teams are involved in a tie:
 - 1) Result of head to head competition during the competition or stage of the competition;
 - 2) Goal difference (goals for minus goals against with a maximum difference of three (3) goals per game for or against considered in the tie breaking determination) in matches between/among the tied teams;
 - 3) Most goals scored in matches between/among the tied teams (maximum of three (3) goals scored per game to be considered in the tie breaking procedures);
 - 4) Goal difference (goals for minus goals against with a maximum difference of three (3) goals per game for or against considered in the tie breaking determination) in all games;
 - 5) Most goals scored in all games (maximum of three (3) goals scored per game to be considered in the tie breaking procedures);
 - 6) Play-off match, time and site to be determined by the EDS2 Administrator. Play-off match will consist of two standard overtime periods (U15 and older -15 minutes and U14 and younger - 10 minutes) following regulation time followed by FIFA kicks from the penalty spot, if necessary.

15. Determination of Fall State Play-off Berths:

- a. In age groups where teams are all placed in a single bracket, participation in state play-offs will be determined by order of finish at the end of regular season play (first place team will be Eastern District 1, second place team will be Eastern District 2, etc.)
- b. In age groups involving more than one bracket, advancement to the State Fall Championships will be based on the format selected for that age group prior the start of play.

F. Discipline, Protest, Grievance and Appeals:

The EDS2 “Discipline, Protest, Grievance and Appeals Procedures” promote and ensure uniformity and consistency in the application of the rules and procedures of the EDS2, STYSA, USYSA, USSF and FIFA. Additionally, these procedures attempt to regulate and control unacceptable, unsportsmanlike, and/or unfair behavior on the part of players, coaches, managers, administrators, fans and supporters, in order to promote the sport of youth soccer. All questions relating to the qualifications of competitors, interpretation of the rules, disputes, protests or grievances shall be referred to the EDS2 D&P Committee. All decisions of the EDS2 D&P Committee shall be binding on all parties unless appealed to and overturned by a higher authority.

The EDS2 Administrator, as directed by the D&P Committee, shall be responsible for distribution of a copy of the league’s “Discipline, Protest, Grievance and Appeals Procedures”. These procedures enumerate the procedures that **MUST** be followed to properly file a protest, grievance or appeal. These procedures shall remain in effect until changed by the D&P Committee.

Penalty for Failure to Exhaust Administrative Remedies.

Any person(s) or group(s) bringing action through the court system without exhausting the administrative remedies listed herein or in the USYSA / USSF rules is subject to the following:

- a. **Suspension.** The person(s) or group(s) shall be subject to suspension from all soccer activities and forfeit any appeal / protest rights. A hearing will be held by the STYSA Appeals Committee to determine whether suspension is warranted for the specifics of the case.
- b. **Liability for all Costs.** The person(s) or group(s) is / are liable to STYSA and / or its Member Association for all expenses incurred by STYSA, its Member Associations and / or officers, directors or administrators in defending the action, including, but not limited to:
 - (1) Court costs;
 - (2) Attorney’s fees;
 - (3) Cost of litigation, including depositions, expert witness fees, etc.;
 - (4) reasonable compensation for time spent by STYSA and Member Association administrators and employees in responding to and defending against allegations in the action, including responses to discovery and court appearances;
 - (5) Travel expenses; and
 - (6) Expenses for holding special STYSA or Member Association meetings necessitated by the court action.

Please refer to EDS2 Appeals guidelines for detailed appeals information.