SCYS SANDLAPPER LEAGUE RULES
The USYSA, SCYS and FIFA rules apply to the game unless modified by these league rules.

1. **Eligibility:**
   To be eligible for the Sandlapper league a team must be comprised of properly registered youth players and must comply with SCYS rules. Teams and clubs shall be in good standing with SCYS or your State Association.

2. **Competition Division and Age Groups:**
   The SCYS Coastal League is comprised of U8-19 Teams for the Fall Season
   The SCYS Coastal League is comprised of U8-14 Teams for the Spring Season

3. **Sandlapper League Website:**
   www.scyouthsoccer.net/sandlapper

4. **Registration:**
   Fall Season – July / August
   Spring Season – December / January

   All players/teams must be properly registered with SC Youth Soccer prior to playing their first game.

5. **Dissemination of Sandlapper League Information to Teams:**
   The Club President, or his/her Sandlapper League club designee, will have the responsibility of disseminating all Sandlapper League pre-season information to all eligible teams. During the season the participating teams will receive all communication by e-mail.

6. **Sandlapper League Divisions and Applications**
   Each team has the opportunity to request their division placement for the upcoming season in their application for the Sandlapper League. This request does not guarantee placement in the requested division, but will serve as the preliminary placement for the team. Based on previous season results and discussions with the club’s Director of Coaching this preliminary placement is subject to change by the Sandlapper League Administrator.

   **U8/U9 Division Addendum**
   If a U8 team is required to play in a U9 division, due to a lack of a U8 division, it is required that there are at least 2 U9 divisions and the U8 team(s) will be placed in the lowest of the divisions. If there is no way to form 2 U9 divisions, in this scenario, the U8 team must send a written statement to the Coastal League Administrator accepting their placement in the single U9 division.

7. **League Fees:**
   All league fees must be received before you play in the league.

   League fees are:
   - U8-U10 $150
   - U11/12 $175

   Make checks payable to SCYS

8. **Team Bonds**
   Each team is subject to a $300 team bond. Infractions can result in forfeiture of part or all of a team bond. Clubs will be billed when teams forfeit part or all of a team bond. (Teams no longer are required to submit team bonds prior to each season)

9. **Team Rosters:**
   Teams must have an official SCYS and league roster to play in the league. Player / coach passes and a roster must be available at the game site.
10. **Player / Coaches Passes**
Each player, coach and assistant coach in Coastal must have an official US Youth soccer pass (ID card). The pass shall have the signature of the State Registrar of his / her designee and a current photograph of the player. Players/coaches may not be photographed in hats, sunglasses or headbands. Laminated player passes or official league rosters are required. The same requirements apply to the coach and assistant coach.

11. **Guest Players:**
Not allowed. Except club pass player (U12 Academy thru U19)

12. **Red Card Ejection Form:**

**Procedures:**

1. On the SCYS website there will be a Red Card / Ejection Notice Form that will need to be filled out and sent to SCYS and to the Coastal Administrator within 3 days of the Red card.
2. Submit the Red Card/Ejection Notice to the South Carolina Youth Soccer State Office. Fax 803-749-4352 or E-mail scysa@scysa.org
3. Failure to submit the Red Card / Ejection Notice of the match within 3 days will result in a $100 fine.
4. Any team allowing an ejected player / coach to participate, prior to serving their suspension, shall forfeit that match, forfeit their team’s performance bond or pay a fine of $200 whichever is greater, and may be deemed ineligible for state cup competition. The coach may also be suspended immediately from ALL South Carolina Youth Soccer activities for no less than one (1) year pending a hearing by South Carolina Youth Soccer.
5. After a suspension has been served, complete the Red Card/Ejection Notice – “Suspension Served” section and submit to the SC Youth Soccer State Office within 3 days.
6. Failure to submit the Red Card/Ejection Notice Suspension Served section of the match within 3 days will result in a $100 fine.
7. If a coach/assistant coach/club coach is ejected the same guidelines as above apply, in addition the team will also incur a $200 penalty. (Penalties double at the Region level and triple at the National level.) A $200 check must be mailed before the team can play their next scheduled league match. If the $200 check is not received before the next scheduled match, the entire ($500) Team Bond will be forfeited.
8. If a spectator is asked to leave by the referee through the coach and the spectator refuses, then the coach will be ejected. The coach is responsible for his spectators and can be cautioned or ejected for the conduct of his spectators.

**Red Card Player or Ejected Coach:**

1. **First Red Card / ejection suspension** - the individual is suspended for the remainder of the current match and their next scheduled match or matches.
2. Receiving a **second red card / ejection** during a tracking period* requires a mandatory minimum two match suspension which shall be served in the next two scheduled matches.
3. Receiving a **third red card / ejection** during a tracking period*, the individual will be suspended immediately for 10 months from all SCYSA activities pending a hearing by South Carolina Youth Soccer.
4. All Violent Conduct ejections require a mandatory minimum two match suspension.
5. Red Card / ejection suspensions are to be served in the “competition” in which they were assigned. However, a suspension assigned in:
   
   • a league cannot be served in another league, unless a player transfers. (Ex. SCSCL suspensions cannot be served in a Premier League match.)
   • the last league match, (not served during that league play), shall be served in the next scheduled league or state cup match, whichever comes first.
   • the last tournament match, (not served during that tournament), shall be served in the next scheduled league, state cup match, or Regional/National competition whichever comes first.

6. **Any league or tournament suspensions not served** from August 1 through July 31 will carry over to the first scheduled league match or matches of the next tracking period*. (No matter which club he/she played/is playing for.)
7. **Any state cup, regional or national championship competition suspensions not served** will carry over to the player’s first scheduled league match or matches, and their first state cup match or matches.

*Note: Fall tracking period is August 1 through January 31; spring tracking period is February 1 through July 31.
13. **Medical Release Forms – (Required)**
In case of injury, this form is usually required by a hospital to expedite treatment of the injured player. Please be aware of any medication the player may be allergic too.

Click here to get the medical release form: [http://www.scysa.org/UserFiles/file/medicalreleaseform13%2014Rev.doc](http://www.scysa.org/UserFiles/file/medicalreleaseform13%2014Rev.doc)

SCYS would prefer for teams to travel with a small medical kit.

14. **Notification to Travel Forms (Required for SC Teams)**
Teams traveling to play games outside of South Carolina, that are sanctioned US Youth Soccer events, are required to have a Notification of Travel form.


Please make sure and keep a copy with your team forms during the season.

15. **Player Equipment and Uniforms:**
All teams shall wear matching uniforms consisting of jersey, shorts and socks. Every field player shall have a unique and identifiable number attached to his/her jersey. Additional garments may be worn to protect against the elements, but all players must present a uniform appearance and all extra clothing is subject to the approval of the referee. Socks must be pulled up over each player’s shin guards. No jewelry of any type may be worn during a match under any circumstances. The referee is the sole judge of whether player equipment, casts or protective or other assistant devices shall be allowed as prescribed in the FIFA “Laws of the Game”. In general, hard casts will be allowed only if they are (A) wrapped in their entirety with half inch of foam or other cushioning material and (B) are, in the opinion of the referee, safe. At the first indication that a player with a cast or other protective device is using it in an unsafe manner, or to gain an advantage, the player shall be removed from the match. The player may not return for the duration of the match or until the cast or device has been removed.

16. **Fields and Goals**

<table>
<thead>
<tr>
<th>Age Division</th>
<th>Minimum Field Size</th>
<th>Maximum Field Size</th>
<th>Goal Size</th>
</tr>
</thead>
<tbody>
<tr>
<td>U8-U10</td>
<td>35 x 45</td>
<td>45 x 60</td>
<td>6 x 18 or 7 x 21</td>
</tr>
<tr>
<td>U11-U12</td>
<td>45 x 70</td>
<td>55 x 80</td>
<td>6 x 18 or 7 x 21</td>
</tr>
</tbody>
</table>

17. **Referee Assignors:**
SC Youth Soccer will select “local” referee assignors each season/year that will be contracted to manage referee needs for the league.

18. **Referee Fees:**

<table>
<thead>
<tr>
<th>AGE</th>
<th>REFEREE</th>
<th>AR#1</th>
<th>AR#2</th>
<th>TOTAL</th>
</tr>
</thead>
<tbody>
<tr>
<td>U8-U10</td>
<td>$24 ($12)</td>
<td>N/A</td>
<td>N/A</td>
<td>$24 ($12)</td>
</tr>
<tr>
<td>U11-U12</td>
<td>$22 ($11)</td>
<td>$14 ($7)</td>
<td>$14 ($7)</td>
<td>$50 ($25)</td>
</tr>
</tbody>
</table>

Numbers in () are per team fees

**Tip:** Place each referees fee in a separate envelope. (Ex. U11/12 have 3 envelopes, $11 in envelope 1, $7 in envelope 2 and $7 in envelope 3.)

Referees are to be paid before the game starts. Each team is responsible for paying half the fees for the referee and assistant referees before each game. (Home and Away) Please note that U8, U9, U10’s will only use one referee and OFFSIDE will be called.

19. **Schedule**
Initial schedules will be established at a scheduling meeting with clubs/coaches approximately two weeks before the first game of the season. All Blackout dates must be known at the time of the meeting. The schedule will be posted on [www.scyouthsoccer.net/sandlapper](http://www.scyouthsoccer.net/sandlapper). The schedule can be found by clicking on Coastal League under the Leagues tab.
20. **Rescheduling of League games**

Please remember that ALL games that you are trying to reschedule must be approved by the league. Approval of the change is indicated by the change on the website schedule. To get the game you are trying to reschedule approved follow the guidelines below. The game can only be approved if both teams agree on the change.

A rescheduled game is defined as a game that either changes time or date or both, after the allowed schedule change period at the beginning of each season has ended. Changes to your schedule due to weather, referee availability, and field conflicts will not incur any penalty.

1) The team requesting the rescheduling must contact the coach or team manager of the team you are trying to reschedule the game with and agree on a change.

2) Both teams must agree upon a new game date, location and approximate time before the league will approve the rescheduling of the game. Adjustments to the exact location and time may have to be made by the league due to already scheduled games and referee availability.

3) Both Directors of Coaching will need to send an email to the league administrator stating they agree to the change. If the rescheduled game is to be played on a neutral site the hosting club’s Director of Coaching must also submit an email agreeing to the reschedule.

4) If for ANY REASON the game you are rescheduling cannot be played by the end of the season, the team requesting the change will receive a FORFEIT LOSS. (ie rescheduled game gets canceled for weather)

5) Games that are rescheduled and approved shall incur the following fees:
   a. 48 hours prior to the scheduled match - $15 a game re-scheduling fee
   b. Within 48 hours of the scheduled match - $30 a game re-scheduling fee
   c. Within 24 hours of the scheduled match - $30 a game re-scheduling fee + referee fees

21. **Grace Period:**
Teams not ready to play within 15 minutes after the scheduled starting time of any match shall forfeit the match.

22. **Forfeit:**
Forfeits will be counted as a 3-0 shutout win and the team will be awarded 3 points in the standings.

23. **Team Cancellation of Scheduled Matches:**
All matches must be played as scheduled. Teams that forfeit a scheduled match will forfeit $100 of their team bond. The Coastal league will review a team who forfeits more than two games in on season.

24. **Weather Related Cancellations:**
If field related cancellations should occur, the host club must contact the Coastal league administrator, field coordinator and the referee assignor. Please note that some clubs may host neutral games and those teams must be contact too. Hosting clubs if possible please update hotline numbers and club websites with all necessary information on the status of your complex.

25. **Home Team:**
The team listed first on the schedule is the home team. The home team shall change jerseys and/or socks if, in the opinion of the referee, there is a color conflict.

26. **Game Ball: (Required)**
It is the responsibility of both teams to provide a playable game ball to the referee at the beginning of each match.

27. **Rules of Competition:**
All matches will be conducted in accordance with FIFA’s “Laws of the Game” consistent with the following additional requirements of SCYS and Coastal.
28. **Length of Games: (No overtime)**

<table>
<thead>
<tr>
<th>Age Division</th>
<th>Minutes per half</th>
<th>Half-time</th>
<th>Ball Size</th>
<th>Game Size</th>
<th>Minimum Players to Start*</th>
</tr>
</thead>
<tbody>
<tr>
<td>U8-U10</td>
<td>25 minutes</td>
<td>10 minutes</td>
<td>4</td>
<td>6v6</td>
<td>5</td>
</tr>
<tr>
<td>U11-U12</td>
<td>30 minutes</td>
<td>10 minutes</td>
<td>4</td>
<td>8v8</td>
<td>6</td>
</tr>
</tbody>
</table>

*=Minimum Players a team needs to play including a GK

29. **Water Breaks:**

It is the referee’s discretion whether a water break will be permitted.

30. **Player Substitutions:**

Unlimited substitutions are allowed. Substitutions may be made on the following stoppages of play:

- ☐ Prior to a throw-in your favor
- ☐ Prior to a goal kick by either team
- ☐ After a goal by either team
- ☐ After any injury be either team when the referee stops play (unlimited)
- ☐ At the beginning of the second half
- ☐ When the referee stops play to caution a player, only the cautioned player may be substituted prior to the re-start of the game.

31. **Decorum:**

A copy of your Club’s Code of Conduct guidelines must be submitted with your applications.

Coaches are responsible for the behavior of all players, coaches, parents, and spectators associated with their team. Coaches and their players shall be located on the opposite side of the field from the parents and fans.

The only persons allowed on the team bench during a SC Youth Soccer league match are those players, coaches and managers listed on the approved Official SC Youth Soccer Roster and coaches with a DOC/club coach pass, with a maximum of four (4) coach/assistant coaches/DOC/club coaches/managers. All players, coaches, DOC’s, club coaches and manager (if applicable) shall have approved SC Youth Soccer player/coach/DOC/club coach/manager passes and must be checked in at the field before being allowed on the bench.

The only exception to this rule shall be:
- Any medical emergency requiring additional assistance, and
- During half-time visitors may approach the team bench with approval of the coach.

32. **Reporting your scores:**

Game reports must be entered online. The person completing the Game Report online will only need to enter the score. All other information is for your team use.

**Please note:** There is a Tuesday noon deadline to complete Game Reports. At the end of the Season there is a Sunday noon deadline to enter Game Reports so the standings can be completed for State Cup.

**Reporting Instructions:**
- Go to your Sandlapper League Team Page
- Log-in to the Team page by clicking on TEAM LOG IN
- Enter your email address and Pin #
- Select the Team Scorekeeping tab
- Find the game you played and enter the game scores
- After you enter the scores select the SAVE box, this will save your scores and take you to the Team Page
- At this time you can enter any other information you care to enter by clicking on the score under MR heading
- To edit your game stats click on the Edit xxxxxx Game Stats/Events heading
- When you are finished entering information go to the bottom of the page
- Select SAVE
- You are finished
You do not need to send an Email. If a team posts the score it will update automatically. Please make sure and report your scores by noon on Tuesday.

33. **League Standings:**
Three points are awarded for a WIN, one point for a TIE and zero for a LOSS. In any case, where both teams forfeit, zero points will be awarded. In the case of ties within a division the following tie breaking procedures will be used.

- Head to Head competition
- Goal differential, with a maximum differential of three goals per game
- Fewest total goals allowed in all games
- Coin toss

34. **Sandlapper League Discipline and Appeals:**
All matters involving discipline and appeals within the Coastal league shall be in accordance with SCYS Discipline and Appeals Policy/Procedures. All protest and appeals shall be filed in writing to the Coastal league administrator within seventy-two hours of the game or circumstances that is being challenged. Judgment decisions of the referee are not subject to appeal or protest.