

FLORIDA ELITE YOUTH SOCCER LEAGUE

BYLAWS

CHAPTER 1- ARTICLE OF ORGANIZATION

1.1 GENERAL

1.1.1 PURPOSE

Florida Elite Youth Soccer League (FEYSL) organizes, facilitates, administers and governs a youth soccer organization for the development of youth players in the state of Florida.

1.1.2 DISTRIBUTION

A complete set of bylaws will be made available to each FEYSL member and independent clubs. A copy of the bylaws shall be posted on the league's website and available for download.

1.1.3 HEADQUARTERS/MEETING ORGANIZATION

The headquarters of the FEYSL will be within the Orlando area. FEYSL shall hold a minimum of one meeting annually as well as any other meetings deemed necessary by the Executive Board.

1.1.4 OFFICER OR DIRECTOR COMPESATION

The officers or directors may receive a reasonable compensation.

1.1.5 MEMBERSHIP

Any youth soccer team or club agreeing to abide by the bylaws of the FEYSL shall be eligible. Acceptance into FEYSL shall be at the sole and absolute discretion of the Executive Board. Failure by any club member to abide by these bylaws may result in disciplinary action by the Executive Board, in its sole discretion, which may include (but not limited to) expulsion from FEYSL. Each club member has to participate in all FEYSL TOURNATMENTS at least with one team to keep its membership active. If any member does not participate in one of the FEYSL tournaments automatically will lose its membership. To recover the membership, the club has to pay the membership fee again and the board of directors will decide if the club is accepted or rejected.

1.1.6 FISCAL YEAR

Fiscal year ending on December 31 of each year.

1.2 CONSTITUENCY AND GOVERNING BODY

1.2.1 CONSTITUENCY

- It is mandatory that at least one 3/4 of FEYLS members be in attendance for any FEYSL meeting.
- Each club representative will have one (1) vote. A quorum is a simple majority of all clubs in FEYSL. Voters may be by proxy.

1.2.2 EXECUTIVE BOARD/ELECTED OFFICERS

- The constituency shall elect the following officers to comprise the executive Board: President, Vice president, Secretary, Treasurer, Referee/Game coordinator and Webmaster. Each FEYSL member must have one representative on the executive board. Elections will be held at the annual Meeting and term of office will be one (1) year or in Special meeting with all members are present if it is necessary. . No person may hold more than (2) officer positions concurrently, unless approved by the majority of the Executive board. No officer shall cast more than one vote in Executive Board voting, regardless of the number of offices held. The executive Board do not cast votes in league wide voting, although officers may vote as representatives of their teams. The executive board can be reelected many times without restriction.

1.2.3 BOARD DUTIES AND POWERS

- The Executive Board shall be empowered to conduct the business of FEYSL (including governing and administering the league) between Annual Meetings. It may not authorize assumption of liability. The Executive Board may set fees, administer and enforce fines and penalties for infractions of current FEYSL Bylaws, US Soccer Club Bylaws and FIFA Laws of the game and can design a league administrator and accountant.

1.2.4 RESIGNATION OF THE OFFICERS

- Upon the resignation of an officer prior to the completion of a term, the Executive Board may appoint an interim officer until the next meeting.

1.2.5 OFFICERS' DUTIES, POWERS, AND REIMBURSEMENT

- Officers shall perform the following duties. Reasonable expenses will be reimbursed upon board approval of all officers and members.

President:

1. Chair the executive Board

2. Preside over all meetings
3. Act as official representative to all external organizations
4. Cast a vote to break a tie
5. Assume duties delegated by the Executive Board
6. Draft Season schedule and arrange details of the Cup final
7. Maintains FEYSL incorporation records with the State.

Administrator:

1. Act as new team coordinator
2. Manage disciplinary investigations and writes formal report.
3. Manage rosters and game reports from teams and officials.

Vice president:

4. 1. Act as President when the President is absent or incapacitated
5. Act as new team coordinator

Secretary:

1. Preside over all votes at meeting
2. Manage disciplinary investigations and writes formal report.
3. Ensures meetings are organized and writes meeting minutes.

Treasurer:

- 1 Maintain the appropriate financial records and reports for FEYSL
- 2 Collect and disburse FEYSL funds as authorized

Referee/Game Coordinator:

1. Maintain all intra league records, including weekly league tables
2. Manage rosters and game reports from teams and officials.

Webmasters:

1. Maintain the FEYSL web site (www.FEYSL.org)

1.2.6 DISCIPLINARY COMMITTEE. (Voted on 08/14/17)

- The disciplinary committee will administer (receive the report, listen to game appealing to any behavioral incident) that arises through FEYSL activity (FEYSEL activity shall be determined to be any activity that occurs from the moment the first players arrives at the matching facility until the last player leaves the matching facility). The decision of the discipline committee is final, subject to a petitioner's right to appeal.
- The disciplinary committee shall be comprised of one representative from each club member of the league. Each member of the disciplinary committee has one vote in any disciplinary decision that is taken. This committee will be presided by the president. The secretary will be in charge of minute's elaboration. The representative of the club members involved in an incident is disqualified to participate in the decision taken.
- The disciplinary committee has the authority to suspend, fine or eject any player, coach, assistant coach, team official, club official, board member, player parent, team supporter or club supporter based on the severity of the infraction per FIFA rules.

1.2.6.1 DISCIPLINARY COMITTE MEMBERS

The DISCIPLINARY Committee shall be comprised of any three unaffected Executive Board members. The secretary shall record and document the actions of the disciplinary hearings. If a disciplinary Committee member has a vested interest in the outcome of the protest, that member will be disqualified from participating ruling on that protest. Reasons for disqualification may include association with one of the teams or players involved in the protest, or association with a team that could benefit from the ruling in league standing or in some other way. The committee will hold the day, place and the meeting as agreed by its members.

1.2.7 ANNUAL MEETING/FALL MEETING

All FEYSL meetings shall be held at times and locations designated by the Executive Board. The Annual Meeting of the voting constituency of the FEYSL shall be held prior to the start of the fall portion of the season. The order of business shall be as follows:

1. Roll call of members

2. Unfinished business
3. Report of officers
4. Financial statement
5. Committee Reports: Protest, New Teams, Division protest, Fields.
6. Election of officers
7. Amendments of bylaws
8. New business
9. Adjournment

Attendance at the Annual Meeting is mandatory. Other FEYSL meetings may be mandatory. Failure of a club member to attend a mandatory FEYSL meeting will result in a fine of one hundred dollars (\$100). Club members failing to have representation at the meeting forfeits their right to appeal any vote taken at that meeting.

1.2.7.1 SPECIAL MEETINGS.

- Special meetings may be called by a majority of the Executive Board, or by a majority of the constituency. If all members are present, the meeting can modify the bylaws or elect new executive board members in the case of resignation. The order of business shall be as follows:
 1. Roll call of members
 2. Declaration of need for meeting
 3. Discussion
 4. Adjournment

1.2.8 METHOD OF VOTING

- Each club shall be entitled to one (1) vote cast by the person delegated to represent that club. Any club representative may request a secret ballot for any vote and paper ballots will be provided for that vote.
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1.2.9 CONSENT TO ACTION BY CONFERENCE CALL

- Any meeting, which may be required by the Executive Board or disciplinary Committee, may be conducted by conference call. As long as the representative members of the Executive Committee or disciplinary Committee are present telephonically, any action taken during such meeting shall be deemed valid.

1.3 MISCELLANEOUS

1.3.1 AGREEMENTS/CONTRACTS

- Before entering into any material written agreement or contract with a third party, the Executive Board will supply a copy to all members and receive approval by a majority of the membership quorum. Acceptance can be provided over conference call or by email.

1.3.2 AMEMDMENTS TO BY-LAWS

- The amendment of these bylaws can be done at the Annual Meeting with the approval of a simple majority of the members if a quorum is present or any special meeting where all members are present with the approval of a simple majority of the members.

CHAPTER 2. RULES OF THE FEYSL

2.1 ORGANIZATION

2.1.1 DIVISIONS

- Each category is divided by age group, according the FEYSL age chart standard. U-10 to U19 divisions 9 (COMPETITIVE DIVISION) and U6 and U8 (DEVELOPMENTAL DIVISIONS)

2.1.2 TEAM PLACEMENT

- Clubs entering the league will be placed by age group.

2.1.2.1 POINT STANDINGS

- Point standings will be based on:
 - WIN= 3 points
 - TIE = 1 point
 - LOSS= 0 points
- A forfeit will be recorded as a 3-0 score, with three points awarded to the winner and two points deducted from the forfeiting team.
- Totals for the regular season games will determine the standings. In the event of a tie, the following will be used to determine the rank:
 - Head to head competition between the tied teams
 - Goal differential for the tied teams in league play

- Goal differential for the tied teams in head to head play
- Goals scored during the league play.

2.1.2.2 MERCY SCORE

- Mercy score: The mercy score will be 5 to 0 differential. The game will continue until the end of its time.

2.1.2.3 SEASON/SCHEDULE

- There will be two leagues during the year. Fall Season September to November and spring season March to June. Games shall be played on weekends unless both teams agree to play on another day. No games will be scheduled on Sunday before 1 pm. The deadline for field assignment is two (2) weeks prior to the start of each half season. Each tournament will have a cup name supported by the league.

2.1.3. CUP PLAY

- There will be an open and short competition scheduled in June. In this tournament teams will participate from in and out the state and they will play with other associations clubs with valid player cards. More competitions will be available upon the discretion of the league.

2.1.2 CLUB OR INDEPENDENT TEAM ADMITTANCE

- Clubs or independent teams applying for admittance will be reviewed by the Executive Committee and rejected/recommended to FEYLS membership by the committee. Unless opposed, admission will be granted based on available openings and agreement by the club or independent team to abide by FEYSL Bylaws.
- If admittance is approved, a **onetime club membership fee** of \$300 shall be paid within 10 days of admittance to the league. New clubs or independent teams requesting admittance to the league must pay a \$300 refundable bond prior to league commencement.

- In the case of an independent team, each team must assign a team owner and team manager. The team owner has financial responsibility and can keep the team name and current standing of the team, or do as he/she wishes with the name, as long as the team is in good financial standing weigh the league.

2.1.3 TEAMS COMPOSITION

Rosters will be set at a maximum of 18 active players for divisions U 13 to U19. Divisions U10, 11 and 12 the roster will set at a maximum of 12 players. Developmental division's roster will set at a maximum of 8 players. All players must be registered with US Club Soccer prior to participating in league following the US Club Soccer policies. There is no minimum or maximum of males or females require in each team. Team's composition is entirely the right of each individual team to determine.

ALL PLAYER MUST HAVE A US CLUB SOCCER PLAYER'S CARD. ALL TEAM MUST PRESENT THE OFFICIAL US CLUB SOCCER ROSTER BEFORE THE START OF THE GAME.

2.1.6 COACHES

Club's coaches must have a valid US Club Soccer coach card. Coaches and Assistant Coaches must present their cards when coaching the team. No coach will be allowed to be in the coaching area without a valid pass US Club soccer pass. Coaches must get a background check and CDC course and comply with all US Club Soccer requirements. Maximum 3 coaches per team can be in the coaching area. All substitutes have to wear Pennies to avoid that other players of the same club with the same uniform, but from other divisions be included in the game. This lets the referees keep a complete control of the game.

2.1.6.1 COACHES RESPONSIBILITIES.

Each head coach on the field is responsible for his/her conduct and the conduct of his/her assistants, players, their parents and spectators. Each coach should inform of any coach, assistants coach, players, parents, and supporters of opposing teams to verbal abuse, threats or physical assaults to the referee. **Misconduct by a coach, players, parents or spectators may result in the head coach receiving a red card**

and further disciplinary action, including suspension, against the club, the team, the coach and players. Referee abuse will not be tolerated under any circumstance, including from any member or director of the league.

2.1.7. TRANSFERS/ADDITIONS

2.1.7.1 ADDITIONS TO THE ROSTER

- Additions to the roster will be made following the policy section 14 of US Club soccer.

2.1.7.2. TRANSFERS

- Transfers between teams will follow the US Club soccer policies. A player who appears on the roster for a Cup game for one team is ineligible to play in the Cup for any other team during that year. When a club has 2 or more teams in the same division, the roster will be frozen after the first game. The club cannot mix or transfer players among the teams that are playing in the same division. The club can add new players, but these players have the same restriction. In the case that a club mix or transfers players among its teams playing in the same division, the games will be forfeited and the points will be lost.

2.1.8. TEAMS RESIGNATIONS

Any independent team or club member resigning from the league prior to the end of the season shall forfeit all games, points. Fees will be imposed. Points for a team or teams completing the first half of the season prior to resigning will be maintained in the standings. If a team or club resigns prior completing the season. The penalty would be as follows: Club/team will be charged a \$100 per game missed. The club will forfeit the \$300 non-refundable bond. Club or team is subject to all monetary sanctions, including revoking the league membership and expulsion of the club, including owners, directors, and coaches.

2.1.9 COMPLIANCE AND SANCTIONS

All clubs and independent teams in the league agree to abide by these bylaws and US Club Soccer policies.

2.1.9.1 INFRACTIONS

- Infractions of FEYSL Bylaws, US Club soccer policies or FIFA laws of the game will be subject to disciplinary action as recommended by the Disciplinary Committee.

2.1.9.2 NEEDS OF THE LEAGUE

- Failure of an independent team or Club team member to meet of FEYSL (as determined by the Executive Board) may result in disciplinary action by the Executive Board. Continued non-compliance shall make the team of club member subject to further disciplinary action by the Executive Board, at its sole discretion., Including, but not limited to: independent team or club team member suspension, team fines, team point deduction, additional team red cards, team or club team member probationary periods, or the expulsion of the team or club team members from FEYSL. The constituency acknowledges and understands that certain situations may arise where the Executive Board is required to take immediate action to protect the interests of FEYSL and its members. The constituency agrees to abide by the rulings of the Executive Board (subject to the appeals provisions defined herein).

2.2. FEES AND COSTS.

2.2.1. LEAGUE FEES

- League administration costs will be set and confirmed by the constituency at the annual Meeting or in the special meeting when all members are present. Appropriate team registration fees will be confirmed and paid by a deadline to be set by the treasurer. The deadline will be at least two (2) weeks prior to the start of each season. Teams failing to pay the full fees and all accumulated fines, including failure to report score fines, will forfeit all games until the fees and fines are paid in full.

2.2.2 REGISTRATION TEAMS.

- Cost of registration will be confirmed at the board of directors meeting previous to each tournament. This registration includes all costs of players' registration cost, referees cost (central and side lines) for the season, medals and trophies, the cost of the lease of the field to play the games for every

team that are participating and all cost that is necessary to run the tournament.

2.3. PRE-GAME RESPONSABILITIES

2.3.1 SCHEDULE

- It is the responsibility of the home team manager to confirm by phone or email the time and location of the game with the opposing manager at least seventy-two (72) hours prior to the game.

2.3.2 FIELD AND EQUIPMENT

- Each team is required to secure a permit for a home field on which to play all their scheduled home games. In the case the league gets the games in lease field, the cost will include in team registration fees. Teams may play on any FIFA approved surface. Minimum field equipment will be goals and goal nets. The home team must provide two game balls of NFHS standard of higher.

2.3.2.1 FIELD SAFETY

- All managers should determine the safety of the field before the game and should take in consideration the following factors: crowd control, police presence, if necessary, and condition of the field playing surface. Any manager who has concerns about the personal safety of his or her team has the right to request of the opposing team's manager to re-schedule the game at another time and/or field. If at any time during the game, an unsafe situation arises, a manager may request of the referee (whose decision is binding) and opposing manager to halt the game and finish play at another agreed upon time. It is ultimately the responsibility of the home team manager to assure the safety of the field/playing surface.

2.3.2.2 FIELD LOCATION

- In order to maintain the geographic integrity of the league, no FEYSL team may schedule a home game at a field located greater than 60 minutes driving distance from Orlando. If a game is scheduled by a home team more than 90 minutes away, the home team must pay all referee fees.

2.3.2.3 UNIFORMS

- Uniforms shall consist of uniform shirts with matching color and permanent numbers on the back. If possible shorts and socks must match exactly. Teams should make an effort to coordinate shirt color in advance of the match. In the event of opposing teams having the same color shirt, it is the responsibility of the visiting team to change shirts. Players: All players are required to wear shin guards and appropriate footwear. No player will be allowed to play any league game without safety wear. **SUBSTITUTE HAVE TO WEAR PENNIES TO AVOID OTHER PLAYERS OF THE SAME BUT DIFFERENT DIVISION BE INCLUDED IN THE GAME.**

2.3.3.4 ALTERNATE SHIRT

- Each team is required to own two complete sets of distinctly colored uniform shirts. This will enable them to change shirts if their primary color conflicts with that of the visiting team. If the visiting team's shirt color conflicts with the primary color of the home team, the visiting team does not have an alternate set of shirts to change into, and no arrangement was made beforehand with the home team, the forfeit rules of section 2.3.9 will apply.

2.3.4 GAME ROSTERS AND PLAYERS IDS

- Fifteen (15) MINUTES PRIOR to kickoff, each manager will provide the referee and opposing team with an official printed US club soccer roster for their respective teams. Additionally, the head coach or the team manager will provide the referee with player cards (US CLUB SOCCER). The game roster must be presented to the referee exactly as supplied by US CLUB SOCCER WEB and without alteration to any player's name. However, alternative shirt numbers may be written on the Game Roster if necessary. Prior to the start of the game, each player listed on the Game Roster must match with the US Club player card. These rosters cannot have any alteration and the asterisk that identifies an overage player cannot be erased.

2.3.4.1 USE OF INELIGIBLE PLAYERS

- Any player who does not appear on the official printed Game Roster, or who cannot present the US Club Soccer player card prior to entering the game, or who is currently under suspension by the League is considered INELIGIBLE. Any team found using an ineligible player will be penalized with the following guidelines: If a player is registered player in the FEYSL, but is not on the game day roster then the team will forfeit the game. Players/teams/clubs that have adulterated roster or any kind of falsification in the roster will be ejected from the league. The games with roster adulterated will be forfeited and the points will be conceded to opposing teams.
- **If the player is not registered in his club through US Club soccer and is not on the game day roster, then the team will forfeit the game.**
- **If an unregistered player attempts to use a card that is not their own, then the team will forfeit the game, plus the player whose card was used would be suspended for 5 games.**
- **The team will also be assessed a \$200. a fine**
- **Any situations under the guidelines will be discussed by the Executive Board to determine the best course of action following the bylaws.**
- **The use of an overage player will subject the player/coach/team/club to be expelled from the league and may subject the club/team/coach to be reported to US Club soccer for further sanctions.**

2.3.4.2 USE OF AN UNOFFICIAL GAME ROSTER

- Any team which attempts to use a game roster other than the official printed US Club soccer game roster as defined in Rule 2.3.4 (Game rosters and players Id) will forfeit the game and be fined \$100.00. Repeated offenses are subject to an Executive board hearing which may result in additional fines and/or point deductions as deemed appropriated by the Executive Board, in their sole discretion.

2.3.5. REFEREES

- The referees will be paid by each team. Each club must contribute to the league with at least 1 certified referee.

2.3.5.1 REFEREE NOTIFICATION

- It is the home team's responsibility to communicate any field or time change with the referee assignor no less than seventy-two (72) hours before the game. Failure to do so will result in a forfeit of the game.

2.3.6 CANCELLATION

- If the referee declares the field unplayable (for any reason other than those described in 2.3.2) BEFORE the game starts, the game is considered to be cancelled and must be rescheduled by the team managers for a later date. See rule 2.3.7.2 (Rescheduling a Cancelled or Abandoned Game).
- If the game is cancelled by the referee before the start due to an unplayable field, the referee and the assistant referee (if present) are entitled to half of their normal fees, paid by the teams. However, the referee may not cancel a game more than fifteen (15) minutes before the scheduled start time and must ensure that either team managers or head coaches are aware of the decision.
- In cases where games are cancelled ahead of time because of field closure, it is the home team's responsibility to notify the referee, assistant referees, and Referee Assignor a minimum of two hours before the scheduled start time. Referees and assistant referees who arrive at the field because they were not informed of a cancellation are entitled to receive half of their normal feed. In this case paid by the home team.
- The notification mentioned above must be via one of the following methods:
- Email as long as there is a return email confirming that the cancellation notice was received and/or
- A phone call, preferably talking to the other person or having them return your call to confirm that they received the cancellation notice.

2.3.6.1 ABANDONED GAMES

- A game is considered to be abandoned when halted by the referee after kickoff due to the condition of the playing field or its surroundings, or due to weather conditions. Any red cards awarded in a game which is subsequently abandoned will stand.
- If the referee abandons the game before the start of the second half, the game must be rescheduled and replayed as if it had never started.

- IF THE REFEREE ABANDONED THE GAME AFTER THE SECOND HALF HAS COMMENCED., THE REMAINING PORTION OF THE GAME MUST BE RESCHEDULED AND PLAYED TO COMPLETION AT A LATER DATE. The rescheduled portion of the game commences with the score as it was at the point of abandonment. Only players who were eligible to play in the abandoned game will play in the rescheduled game.

2.3.6.2 RESCHEDULING

- Rescheduling of a game particular problem and should only be done with good reason. A lack of players on game day is not acceptable reason to reschedule a game. All rescheduled games must be rescheduled within fourteen (14) days of the originally scheduled match (this includes notification to the respective Division director of the rescheduled date, time and location of the match which result in assignment of officials) and must be played before the end of the half-season in which the original game was scheduled. If a match is not rescheduled within the fourteen-day period described above, FEYSL will assign a date on which the home team must provide a field for the game to be played. If within another seven (7) days the home team cannot confirm a field and trim, the FEYSL will unilaterally and its sole discretion, establish a time and location for the match on the first Saturday following the end of the respective half season the match is at. FEYSL will secure a field for the match and the home team shall be responsible for the field rental (any costs above the home teams own cost of rental shall be split equally between the two teams). Should either team fail appears for the match, a forfeit will be awarded or appropriate penalties applied (as described herein).

2.3.6.3 PRIOR KNOWLEDGE OF NEED TO RESCHEDULE

- If a team is aware in advance that it will be unable to play a regularly scheduled game, the game may be rescheduled with three (3) weeks prior notice to the opposing team manager, Division Director, and Referee Assignor. If the reschedule is requested by the visiting team, the home team has the right to ask the visiting team to provide (and pay for) a field for the rescheduled game. Any rescheduling of the match must be completed according to section 2.3.6.2 above.

2.1.3.4 RESCHEDULING A CANCELLED OR ABANDONED GAME.

- In the event that a game must be rescheduled due to cancellation or abandonment, the rescheduling must be completed according to section 2.3.6.2 above.

2.3.6. REFEREE NO-SHOW

- Any referee or assistant referee who fails to arrive within fifteen (15) minutes after the scheduled kick-off is not entitled to a fee. In the absence of the referee, one of the assistant referees may assume the responsibilities of the referee and be entitled to the referral fee. If no referees are present fifteen minutes after the scheduled kick-off, at the discretion of both of the opposing managers a referee or referees may be appointed and the match played. Alternatively, the managers may mutually elect to re-schedule the match.

2.3.7. TEAM FORFEIT

- If within fifteen (15) minutes after the scheduled kick-off time, but before the game commences, the referee determines that a team is unable to play due to an insufficient number of eligible players, unsuitable uniforms, inadequate player equipment, or unsuitable field preparation or the team does not have the US Club Soccer players' cards, and the team will forfeit the match. The referee and assistant referees are entitled to their game fees. If both teams are able to play the game because the previous reasons, both forfeit the points of the game. No match shall commence more than fifteen (15) minutes after the scheduled kick-off time unless mutually agreed to by both managers and the official.

2.3.7.1. FORFEITURE PENALTIES.

- A team who forfeits in a FEYSL game shall result in a fine of according to the following pay structure:
 - First game \$100
 - Second game \$100
 - Third game \$200 + automatic one-year probation if the team continues in the FEYSL

- Subsequent matches: \$200
- Any team assessed three (3) forfeits, including Cup games, during one full season, shall be subject to suspension or dismissal from the league.

2.3.8. DELAYED START

- If the start of the game is delayed (but in no event longer than fifteen (15) minutes the home team may ask the referee to shorten the half time break as necessary to complete the game on schedule. However, the minimum halftime break shall not be less than five (5) minutes.

2.3.9. ALCHOLIC BEVERAGE COMSUPTION

- The consumption of alcoholic beverages before, during, or after a game is banned.

2.3.10. CODE OF CONDUCT.

- No participant shall:
- Physically attack any participant, official or spectator. This includes, but is not limited to threatening to or actually striking, shoving, kicking or otherwise touching or subjecting another person with physical contact in a threatening or alarming manner.
- Use obscene language or gestures, harassing, insulting, taunting or challenging language, racial, ethnic or sexual slurs, or unsportsmanlike demonstrations, whether towards another player or as an act of dissent concerning an official's decision.
- Use unnecessary roughness or attempt to injure an opposing player during or after play.
- Throw or cause to be deposited any unnecessary object onto the field play/
- Violate any applicable open container ordinance, or other state or local alcohol or drug laws, while at a sports venue, or enter the field of play while under the influence of drugs or alcohol.
- Display other unsportsmanlike conduct before or after games or events, or while at a sports venue during scheduled activity, game, match or event.
- Team coach is responsible for the conduct of each parent participating in the game. Coaches will be expelled if a parent violates any of the above.

- Teams must have a coach and assistant coach. If a coach is expelled, the assistant coach would assume the coaching. **If there is no assistant coach,** the game will be forfeited.

2.4. GAME RULES

2.4.1 FIFA –US CLUB SOCCER

- All league games including Cup games shall be played in accordance with the current FIFA (Federation International de Football Association) Laws of the game, except as may be amended by the US Club Soccer rules and by the FEYSL Bylaws or the league.

2.4.2 SUBSTITUTIONS

- Free substitutions will be allowed at goals, goal kicks, and half time. A team may substitute during their own throw-in and during the opposing team's throw-in if the opposing team substitutes at that time. If play is stopped due to injury or if a player receives a yellow card, the injured or carded player may be substituted and the opposing team may elect to match this situation.
- For the number of substitutions depends of the division.
- YOUTH DIVISION:
- Ages 6 to 12. Substitutions are open and they will play based FIFA rules (unlimited substitution).
- Ages 13 to 19. Maximum 5 substitutions per half and they will play with FIFA Rules. Reentry will be allowed by 2nd half.
- **2.4.3 CONDUCT**
Penalties for misconduct are as follows:

2.4.3.1 PLAYER PENALTY

- For the purpose of this rule, no distinction is made between regular FEYSL games and Cup Games.
- Any player receiving a red card is suspended for the next game.
- Any player receiving a red card for Violent Conduct or serious Foul play as formally noted in the Referees Report is suspended for the next three (3) games and is subject to additional Executive Board disciplinary action which may include further suspension or dismissal from FEYSL. A monetary sanction no exceeding \$100 per incident will be issued for the same reason.

- Any player receiving a second red card in a season is suspended for the next time three (3) games (except if the second red card is for violent conduct in which case the additional suspension shall be for an additional three (3) games for a total of six (6) games).
- Any player receiving a third card in a season for the same reason is suspended for the next five (5) games and is subject to additional Executive Board disciplinary action which may include further suspension or dismissal from the FEYSL (except if the third red card is for violent conduct in which case the additional suspension shall be for an additional three (3) games for a total of eight (8) games).
- Suspension in effect at the end of the season will be carried over and served at the start of the following season, changing teams will not void the suspension.
- Any player receiving a red card who gives a false name or who refuses to leave the field will be dismissed from the FEYSL.
- All suspensions must be served by the player attending all the games. The Player must be seated on the bench.
- The suspension could be served on non-league games as long as they are officially sanctioned tournaments and an official game report card is copied for the league were the referee certifies the player was present and seated on the bench.

2.4.3.2 RED CARD SUSPENSION (final vote on 08/28/17)

- Any player receiving a red card for the reasons below is automatically suspended for (one game):
- Denies an opponent a goal or an obvious goal-scoring opportunity by deliberately handling the ball (this does not apply to a goalkeeper within his own penalty area). Receives a second yellow card in the same match.
- Denies an obvious goal-scoring opportunity to an opponent moving towards the player's goal by an offense punishable by a free kick or a penalty kick. Uses offensive or insulting or abusive language and/or gestures.
- Any player receiving a red card for the reasons below is automated suspended for **the next 2 games and fine \$100**:
- Violent conduct or serious foul play. Violent conduct is defined as he/she uses excessive force or brutality against an opponent when not challenging for the

ball. Violent conduct may occur either on the field of play or outside its boundaries, whether the ball is in play or not.

- Any player receiving a red card for the reasons below is automated suspended for **the next 3 games and \$200 fine:**
- Spits at an opponent or any other person.
- Uses discriminative or racist words or gestures.
- Attacks opponent, team mate, and coach using physical aggression such using excessive force or brutality against a team-mate, spectator.
- Any player receiving a red card for violent conduct such as attacking a referee i.e. punching a referee will **be expelled from the league and the team is fined \$200.00**
- Any coach (head or assistant), team manager or official team member removed by the referee during a game for the reasons below is automated suspended for the one:
 - Confronting referee decisions using abusive, offensive or insulting language.
 - Receiving a second red card for the same reason is automated suspended for **the next 3 games and will receive a fine \$200.00**. Receiving a third card for the same reason **is automatically expelled from the league**.

2.5. MARSHALL OR FIELD COORDINATOR/ADMINISTRATOR.

- There will be a field coordinator or Marshall for every game day. The Marshall will be designated by the league and will be in charge of any incidents or situations from the start the game until the last players abandons the field after the end of the games. The field coordinator or marshal will keep the order around the field and will follow the instructions from referees to keep order in the field. If somebody is rejected by the referee (player, head coach, assistant coach, manager, and parent or league members) the Marshall will ask them to leave the game. If the person does not leave the area, the Marshall must call the police to handle the situation. The Marshall will not confront anybody. The Marshall also has to keep the distance between the field and parents. Parents have to be behind the white line that is 2 yards away of the sideline.
- Marshall will set up the corner flags in the different fields before the games and will pick up the flags and the end of the game day.
- Marshall will report to the league whatever incident in a game day. If any team left the coaching area with garbage (water bottles and similar disposable

elements), he or she will take a photo of the area and will include in the report the club and the team division that caused the infraction. This team will be sanctioned with a fine of \$100 dollar.