

SUPER LEAGUE SOCCER (Keystone Premier League)
East Region League Championship Series
Table of Contents

Rule 101. Age Groups	2
Rule 102. Team Rosters, Player Eligibility and Team Composition	2
Section 1. Rosters	2
Section 2. Team Composition.	3
Section 3. Player Passes	3
Section 4. Player Eligibility	3
Rule 103. Team Obligations	4
Section 1. Uniform Requirements	4
Section 2. Roster Copies and Checking of Player Passes	4
Section 3. Official Game Report Form	4
Section 4. Reporting Scores	4
Section 5. Field Fees	4
Rule 104 Game Information	5
Section 1. Rules	5
Section 2. Game Requirements by Age Group.	5
Section 3. Referee Fees	5
Section 4. Forfeitures	5
Rule 105. Substitutions	6
Rule 106. Standings And Advancement	6
Section 1. Team Standings	6
Section 2. Team Advancement	6
Rule 107. Wildcards	7
Rule 108. Canceling And Terminating Games	
Section 1. Game Schedules	8
Section 2. Game Cancellations	8
Section 3. Game Termination	8
Section 4. Reschedules Games	8
Rule 109. Fines	8
Section 1. Failure To Pay Referees	8
Section 2. Forfeiting A Game	8
Rule 110. Suspensions	8
Section 1. Red Card Ejections	8
Section 2. Sit Out Requirements	9
Section 3. Additional Game Suspensions	9
Section 4. Notification Of Cards Issued.	8
Rule 111. SUPER LEAGUE SOCCER Administraton	9

Rule 101. Age Groups

SUPER LEAGUE SOCCER will consist of the following age groups:

- Under 13 Boys and Girls
- Under 14 Boys and Girls
- Under 15 Boys and Girls
- Under 16 Boys and Girls
- Under 17 Boys and Girls
- Under 18 Boys and Girls
- Under 19 Boys and Girls

Rule 102. Team Rosters, Player Eligibility and Team Composition

Section 1. Rosters

The official stamped State Association Roster shall be used for SUPER LEAGUE SOCCER play. The roster for each team is due in the League Administrator's office by 12:00 Noon of the Wednesday before the first scheduled match for the team's age group as published on the SUPER LEAGUE SOCCER website. This requirement does not change if the first game has to be rescheduled due to weather or other factors. The original submission date for rosters will not change.

Please note: teams must adhere to the new NCS Club Pass Rules adopted August, 2011. Key rules are #221 and #224. Club pass rules can be found on the Forms and Documents Section of the East Region website. Only Club Pass Players will be permitted to participate on any team in the SUPER LEAGUE SOCCER; club pass players are players from the same club. In State Associations that allow multiple rostering, all players on a SUPER LEAGUE SOCCER roster must be primary rostered players. That is, no player may be primary rostered to another team competing in the State level National Championships and be secondary rostered to a SUPER LEAGUE SOCCER team. All teams must adhere to the nine (9) player continuity of roster rules.

Section 2. Team Composition

A maximum of 22 players may be listed on the team roster. However, for each game, only a maximum of 18 players may be listed on the game day roster submitted to the referee. Once the game roster has been submitted to the referee, only the 18 players listed may participate in the match. Each player listed must be registered with the State Association in which he or she resides with his or her parent(s) or guardian(s). For a student in residence at a boarding school, college or university, the player may register in the state in which the boarding school, college, university, or division of the college or university is located. A minimum of seven (7) players constitutes a team for play.

Section 3. Player Passes

Every player in the SUPER LEAGUE SOCCER MUST have a valid and current US Youth Soccer Player Pass.

Section 4. Player Eligibility

An ineligible player is one who is in violation of any of the provisions within the US Youth Soccer National Championship Series Policies or has been otherwise suspended by action of the SUPER LEAGUE SOCCER administration.

Section 5. Coaching Requirements

2017-18

At least one coach on a team's SUPER LEAGUE SOCCER roster must hold at the minimum a US Soccer National "C" Coaching License or equivalent. All other coaches on the sidelines coaching in an SUPER LEAGUE SOCCER game must have at the minimum a US Soccer "D" Coaching License or equivalent earned prior to the 2017-18 season as determined by SUPER LEAGUE SOCCER (i.e. minimum NSCAA Advanced National Diploma)

Rule 103. Team Obligations

Section 1. Uniform Requirements

No team, coach, manager, shall wear the logo, insignia, or other identifying mark of a non-US Youth Soccer organization on their uniforms during any SUPER LEAGUE SOCCER game or associated event. A manufacturer's mark is exempted. Teams wearing such items shall either remove the mark, change uniforms to comply with this rule or forfeit the match.

Section 2. Roster Copies and Checking of Player Passes

Each coach must have a copy of his/her team's official stamped State Association Roster and US Youth Soccer Player Passes at every game. A copy of the roster will be given to the referee. Prior to the start of the game, the referee is required to check player passes against each player and against the names on the Official stamped State Association Roster. This requirement is not optional and a referee's refusal to check player passes shall be immediately reported to the SUPER LEAGUE SOCCER Administrator following the game.

Section 3. Official Game Report Form

Prior to the beginning of each game, the home team coach shall be responsible for completing the League's Official Game Report. The Game Report Form and a copy of the roster from each team will be delivered to the referee prior to the kick-off. After the game, the referee shall submit the completed Game Report Form with both Official Game Rosters to the SUPER LEAGUE SOCCER Administrator by scanning and emailing. The referee shall immediately forward to the SUPER LEAGUE SOCCER Administrator, details about any red or yellow cards given during the game. The information shall be sent by email.

Section 4. Reporting Scores

One designated person from the WINNING team is to report the game scores. Please report scores the weekend of your games by Sunday night 11:00pm. It is suggested to report the score while with the other team before leaving the field to confirm the correct score.

Section 5. Field Fees

When applicable, the host team is responsible for any field rental and/or set-up costs associated with hosting matches. However, if a neutral site is used then the teams using the site will equally share any rental and/or set-up costs. (See rule 108)

Rule 104. Game Information

Section 1. Rules

Except as otherwise provided by these rules, the FIFA "Laws of the Game" apply to SUPER LEAGUE SOCCER League games.

Section 2. Game Requirements by Age Group

The length of games, ball size, ball weight, and ball dimensions for each age group shall be as follows:

Soccer ball requirements:

Age Group	Size	Circumference	Weight
U13-U19	#5	27-28 inches	14-16 ounces.

Age Group	Game Length	Overtime Period (<i>Semi and Finals Only</i>)
Under 13	Two 35' halves	Two 10' halves
Under 14	Two 35' halves	Two 10' halves
Under 15	Two 40' halves	Two 15' halves
Under 16	Two 40' halves	Two 15' halves
Under 17	Two 45' halves	Two 15' halves
Under 18	Two 45' halves	Two 15' halves
Under 19	Two 45' halves	Two 15' halves

Note: Tie scores will stand at the end of regulation time for all preliminary matches.

*Semi-Final and Final game, if the game is still tied at the end of overtime, the FIFA "Kicks from the Penalty Mark" rules will determine the winner.

Section 3. Referee Fees – For Non-event Games

The fees are:

Age Group	Referee Fee	AR1 Fee	AR2 Fee
U13-U14	\$70.00	\$45.00	\$45.00
U15-U19	\$80.00	\$50.00	\$50.00

Fees to be split by the two teams.

Fees are only to be paid for self-schedule games

Tournaments will pay referees for all games played in an event.

Section 4. Forfeitures

Forfeited games shall be scored as 4 – 0 win for the non-forfeiting team.

Rule 105. Substitutions

Substitutions may be made, with the consent of the referee, at any stoppage of play. There is no limit on re-entry of a substituted player into game.

Rule 106. Standings and Advancement

Section 1. Team Standings

A team's standings in its division will be determined by the number of points it receives based on its win/loss record during the league season. Points will be awarded as follows: three (3) points for a win; one (1) point for a tie; and zero (0) points for a loss.

Section 2. Team Advancement

- a. Season-to-season Promotion-relegation: The top two (2) teams of the Premier Divisions will be promoted to the Championship Division. The requisite number of teams from the higher division shall be relegated to the lower division.

Continuity of roster is required from one season to the next. Continuity shall be a minimum of 9 common players from with the same club. Status remains with the club in all circumstances.

- b. Advancement to playoffs: In age groups with ten (10) teams (2 divisions of 5 teams), twelve (12) teams (2 divisions of 6 teams), fourteen (14) teams (2 divisions of 7 teams), sixteen (16) teams (2 divisions of 8 teams), or eighteen (18) teams (2 divisions of 9 teams) advancing to the Semi-Finals will be determined as follows:
The top two teams in each division with the most win/tie points will participate in the Semi-Finals.

In the event of a tie within a division, the following criteria shall be used to determine the top two teams.

- a. Head-to-head result between the two teams or among the three, four, or five teams involved. Using a three-way tie as an example: A beat B; B tied C; C beat A. A is 1-1- 0=3 points. B is 0-1-1=1 point. C is 1-0-1=4 points. C is the winner with four tiebreaker points, A would finish 2nd, and B would finish in 3rd place. If two teams are still tied after using this head-to-head tiebreaker, restart with the head-to-head results between the two teams that are tied.
- b. Most wins
- c. Goal Differential (Goals scored minus goals against) with a maximum of 4 goals per game
- d. Fewest goals allowed
- e. Fewest Red Cards
- f. Coin Toss

In age groups with six (6) teams or eight (8) teams, the teams advancing to the Semi-Finals will be determined as follows:

- a. The top four (4) teams in the age group
- b. In the event of a tie, the elimination procedures in Section 2.b will be used

Section 3. Wildcard Determination For Age Groups With Three Leagues

In age groups with three (3) leagues advancing teams to the Semi-Finals will be determined as follows:

The top team in each league with the most win/tie points will participate in the Semi-Finals.

The fourth team to participate in the Semi-Finals shall be determined using the following criteria.

- a. Most win/tie points

- b. Most wins
- c. Goal Differential (Goals scored minus goals against) with a maximum of 4 goals per game.
- d. Fewest goals allowed
- e. Fewest Red Cards
- f. Coin Toss

Playoff semi-final seeding shall have the first place team from Red League to play the first place team from Blue League in semi-final #1 and the first place team from White/Gray League play the wildcard in semi-final #2. In the event the wildcard is from the White or Gray League the Red League winner will play the wildcard in semi-final #1 and the first place teams from the Blue and White/Gray Leagues shall play in semi-final #2.

Rule 107. East Region League Championship Series

The wildcards for the East Region League Championship Series will be awarded to champions of the Champions Division as follows:

- a. The Boys and Girls Under 12, 13, 14, 15, 16, 17, 18, and 19 Champions of the SUPER LEAGUE SOCCER Champions Division will be the automatic wildcard to the East Region League Championship Series.
- b. If a SUPER LEAGUE SOCCER Champions Division Champion is their State Association's State Champion, the wildcard of that age group will go to the Divisions Runner-Up.
- c. If the Runner-Up is their State Association's State Champion, the wildcard of that age group will go to the SUPER LEAGUE SOCCER Champions Division's third place team.
- d. If the Third Place Team is their State Association's State Champion, the wildcard of that age group will go to the SUPER LEAGUE SOCCER Champions Division's fourth place team.
- e. If the Fourth Place Team is their State Association's State Champion, the wildcard of that age group will go to the SUPER LEAGUE SOCCER Champions Division's fifth place team.
- f. If the Fifth Place Team is their State Association's State Champion, the wildcard of that age group will go to the SUPER LEAGUE SOCCER Champions Division's sixth place team.
- g. If the Sixth Place Team is their State Association's State Champion, the wildcard will revert back to the East Region League Championship Series.
- h. The fifth and sixth place teams will be determined from the final league standings of the regular season play. There will be no playoff games to determine the fifth and sixth place teams.

Teams participating in the SUPER LEAGUE SOCCER are subject to their own State Association's National Championship Rules as well as all US Youth Soccer National Championship Rules.

All teams participating in SUPER LEAGUE SOCCER are required to compete in their State Association's National Championship Competition.

A team that participates in the SUPER LEAGUE SOCCER Championship Division and does NOT participate in their State Association's National Championships Competition (in the same seasonal year) CANNOT be eligible for the automatic wildcard. The SUPER LEAGUE SOCCER Commission will determine if the team can participate in the Champions Division I league semi-finals and finals or if they will be expelled from the League.

A team that captures the SUPER LEAGUE SOCCER Championship and has forfeited a game(s) in their State Association's National Championship Competition (in the same seasonal year) CANNOT be eligible for the automatic wildcard.

Rule 108. Canceling and Terminating Games

Section 1. Game Schedules

The game schedule will be approved by the Division Commissioner before the start of the season and will be published on the Region I website. Each sub-division (8-team game schedule) shall be required to schedule at least one single site event involving at least two games for each team in the sub-division.

Games involving travel of 4 hours or more are strongly recommended to be played at a neutral site.

After the schedule has been published no changes will be made to the schedule within 96 hours of a scheduled game. No game can be rescheduled without the permission of the Division Administrator.

Proposed changes must include an agreed upon date, time, location with consent from both teams.

Change fee schedule:

1-no charge

2-100.00

3-200.00

4-400.00

5-800.00

6-1600.00

Section 2. Game Cancellations

No game may be canceled except for inclement weather or other act of God. If there is inclement weather or other act of God, the home team's Contact Person shall immediately contact the SUPER LEAGUE SOCCER Division Commissioner for approval to cancel.

Section 3. Game Termination

Once a referee has jurisdiction of a game, the game may only be terminated by the referee as provided for in the FIFA Laws of the Game. If a game is terminated before the second half of the game is begun, and the termination is not due to the conduct of one of the teams, the game shall be replayed in its entirety. If a game is terminated after play has begun in the second half of the game, but before the end of the second half and the termination is not due to the conduct of one of the teams, the game is considered complete, and the score will stand. If a game is terminated because of the conduct of one team, the offending team shall be awarded a 0-4 loss.

Section 4. Reschedules Games

Division Commissioners shall reschedule a canceled or terminated game (not due to the misconduct of a team) as soon as possible. If the Commissioner determines that rescheduling the game would be extremely difficult and would not have an effect on

either team being in the Semi-Finals, the Commissioner may decide not to reschedule the game.

Rule 109. Fines

Section 1. Failure to Pay Referees

A team that fails to pay its referee fees will be fined \$250.

Section 2. Forfeiting a Game

Any team forfeiting a game will be fined \$250 and will also have to pay the entire referee fee of the forfeited game. For games forfeited after April 15, the fine for forfeiting a game will be \$ 500 plus the entire referee fee. Forfeitures will be scored as 4-0 for the non-forfeiting team.

Rule 110 Suspensions

Section 1. Red Card Send-offs

A player is suspended for at least one game if they receive a red card (send-off) or 2 yellow cards in the same game that results in a red card (send-off). A coach will be suspended for at least one game if he (she) is removed from the game by the referee. Any coach or player cited for Referee Assault and Abuse will be referred back to their State for adjudication.

Section 2. Sit Out Requirements

A player or coach receiving a suspension in a game other than the final match must sit out the next SUPER LEAGUE SOCCER game(s). If a player or coach receives a red card (send-off) or a second yellow card in the Division final and is the Wildcard for the East Region National Championships, the player or coach must sit out the first game(s) of the East Region National Championships.

Section 3 Additional Game Suspensions

A player or coach may be suspended for more than one game if the SUPER LEAGUE SOCCER administration considers the offense one that should have more than a one-game suspension.

Section 4. Notification of Cards Issued

The SUPER LEAGUE SOCCER Administrator will notify the appropriate State Association of all cards given.

Rule 111. SUPER LEAGUE SOCCER Administrator

The SUPER LEAGUE SOCCER Commission shall consist of an Administrator and a Commissioner of each, the Championship Division and the Premier Division. The SUPER LEAGUE SOCCER Administrator has complete authority over any disciplinary matter arising out of League play including suspension and fines when considered appropriate.

In unusual cases, with extenuating circumstances, a team can appeal a decision to the SUPER LEAGUE SOCCER Commission when accompanied by a \$500, appeal fee. Only if the appeal is upheld, will the fee be returned to the appellant.

Rule 112. Suspension of Rule 107 (a-h)

Rule 107 (a-h) are suspended pending acceptance into the East Region League Championship Series.