

Competition/Referee Information



Score Sheets

- Each team is to fill out their roster on the score sheet 30 minutes prior to the match. The 4th Official/Field Marshall will be distributing the score sheet to each team before the match to fill out the roster.
- The 4th Official/Field Marshall will also be responsible for tracking all of the stats for the match.
- At the conclusion of each match, each coach will select two players from the opposing team to be nominated for the All-Tournament Team. The coach must also sign off on the score sheet before returning it to the 4th Official.
- **Each referee should be sure to verify the discipline cards on the score sheet post-match. In addition, they should verify the final score and sign off on the score sheet, making it official. -Not to be done prior to coaches signatures.**

Uniforms/Equipment

- The designated home team shall wear light colored uniforms. The designated visiting team shall wear dark colored uniforms. Teams should carry two sets of uniforms.
- The home team is listed 2nd on the schedule, and the visiting team is listed 1st.
- It will be at the referee's discretion to determine the safety and suitability of player equipment including the wearing of a brace. Casts are allowed if a note is provided by the doctor clearing the player to play. Non-resilient foam should be wrapped around the cast, and then covered by an ace bandage. Please check with the officials prior to a game!

Game Length

AGE	Game Length	Half Time Length
U12	2 x 30 Minutes	12 Minutes
U13 & U14	2 x 35 Minutes	12 Minutes
U16	2 x 40 Minutes	12 Minutes
U18	2 x 45 Minutes	12 Minutes

Bench Area

- Inside the designated bench area, only the (18) players participating in the game, along with three non-playing personnel are allowed. **The (3) non-playing personnel must have passes, otherwise they will be asked to leave.**
- Any other team personnel or players shall remain on the spectator sidelines
- **NO EXCEPTIONS**

Ejections

- Any player/coach that is sent off in a match is required to be escorted from the field. The Field Marshal will radio the Ops Tent, and a SYL Staff Member will escort the player from the sidelines to outside of the designated field area.
- **If a player/coach is to be suspended for a match, there will be a notation on the match folder indicating that the player/coach is to be suspended for that match. Please verify that this player/coach does not participate and that a suspended player is dressed in street clothes. Suspended players are permitted to be on the bench in street clothes, if they do not exceed the 18 player limit. If a suspended player/coach participate in a match in which they are suspended, their team is to forfeit that match.**

Coach Attire

- Coaches must be dressed appropriately. No Flip Flops or Bare feet.

Weather

- A warning siren will sound in the event of any inclement weather that could delay or postpone a game.
- Immediately evacuate the field, and take shelter in an appropriate area.

Pre-Game Activities

- Each team will be checked in by the referees with the roster before each game. Please note that SYL Staff has verified the player cards during check-in.
- The captains will be called to the middle of the field by the referees for the coin toss.
- Team will be allotted a minimum of 20 minutes to warm-up on the game fields, if available.
- **ALL matches must kick off no later than 5 minutes past their listed start times.**

Substitutions

- Substitutes shall report to the 4th official * *when 4th official is present*
- He or she must state to the referee what number he or she is replacing.
- The player may not enter the field without the permission of the referee.
- A team may have no more than (18) players eligible for games off of the (26) player roster.
- A player may be substituted once in the first half. Once the player has been substituted, **the player may not re-enter the match until the second half. Once a player is substituted in the second half, they may re-enter ONCE more.**
- A total of seven (7) substitutions are permitted per half, provided the team has a full roster of 18 players. For example, if a team has only fourteen (14) eligible players for the game, then they are allotted three (3) substitutions per half, based on the number of eligible players available.

If a match continues into overtime, the overtime period must start with the players that completed the second half of the match. Each team may have a maximum of three (3) substitutions over the duration of the 20 minute overtime period. The three (3) substitutions may contain players that were substituted in the first or second half of the match. A player that is substituted during overtime may not re-enter the match.

For age groups U12 and U13, unlimited substitutions are permitted throughout regulation and overtime play.

Overtime/Penalty Kicks

- Overtime will be used in the semi-final and final matches **only**.
- Overtime will consist of two (2), ten (10) minute overtime periods. **No Golden goal or sudden death*
- Penalty kicks (best of 5) will determine the winner if the match remains tied at the completion of overtime.
- Only the players who finished the overtime period can take a penalty kick.

Scoring

- Win is 3 points, Tie is 1 point, Loss is 0 points

Tiebreakers

- If two or more teams tie with the same amount of points, the following tiebreakers will be used: 1. Head-to-Head, 2. Total Wins, 3. Goal Differential, 4. Goals Scored, 5. FIFA Fair Play, 6. FIFA Kicks from the mark

Cautions and Suspensions

- Three (3) yellow cards to an individual player during group play will result in a one game suspension.
- Two cautions followed by a red will result in player suspension for the remainder of the match as well as for the following match.
- The league staff will review straight send offs. Pending the reason for the send-off, a player shall serve the minimum of a one-game suspension. In the event of serious foul play, violent conduct, referee assault or referee abuse, a player/coach may be suspended for more than one match by the league.
- Yellow cards are erased after group play and players start clean in the next round. **Should a player receive his/her third yellow card on the last game of group play and advance to the next round, the player will have to serve the suspension on the next game.**

Spectators

- Area for spectators will include the opposite sideline from the teams.
- No spectators will be allowed on the same side as the team benches, end lines or behind the goals.

Head Injury Protocol

- Should any player be suspected of sustaining a head injury they must be immediately removed from the match and seen by appropriate medical staff on-site.
- Only properly trained medical staff can clear a player to resume play.

ALL OTHER RULES WILL FOLLOW THE SYL 2016 HANDBOOK.