



2019 SYL Finals Competition Policies

Uniforms/Equipment

- The designated **HOME team shall wear light colored uniforms**. The designated **AWAY team shall wear dark colored uniforms**. **Teams are required to bring both sets of uniforms to all games.**
- The home team is listed 1st on the schedule, and the visiting team is listed 2nd.
- It will be 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 the game!

Game Length

Age	Game Length	Half Time Length
U13	2 x 35 Minutes	12 Minutes
U14	2 x 35 Minutes	12 Minutes
U15	2 x 35 Minutes	12 Minutes
U16/17	2 x 40 Minutes	12 Minutes
U18/19	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 (coaches & Team managers) 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. A SYL Staff Member will escort the player from the sidelines to outside of the designated field area.
- **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 participates 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

- In the event of any inclement weather that could delay or postpone a game, a sound/message over the intercom will notify everyone to immediately evacuate the field and take shelter in an appropriate area.
- Updates regarding delays, reschedules and any other important info will be made via email, social media and on the [League Website](#)

Pre-Game Procedures

- **Each team will be checked in by the field marshal with the roster/match report before each game.**
- The captains will be called to the middle of the field by the referees for the coin toss.
- Each team will be allotted a minimum of 20 minutes to warm-up on the game fields, if available.

Post-Game Procedures

- As a mutual courtesy, both teams will meet on-field and congratulate each other for a game well played.
- Manager/coach of both teams will ensure their respective sideline areas are clean and that all trash is in containers.
- At the end of each game, a team representative must sign/initial the game report and ensure the score/statistics are correct. The ultimate responsibility of collecting the Game Day Rosters/substitution passes from the referee lie with the field marshal.
- A completed game report will be submitted to the tournament director complete with scores and a supplemental report for send offs, injuries or special circumstances that need explanation by the field marshal.

Substitutions

For age groups U13, U14 and U15, unlimited substitutions are permitted throughout regulation and overtime play.

- Substitutes must wait at half field before entering the field of play.
- 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 that (18) players eligible for games
- **U16/17 & U18/19 Age Groups** - 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.**
 - These teams must give a substitution pass to the field marshal before making a change. These sub passes will be provided to each team on the field by each field marshal prior to kickoff.
- Sub passes will not be required for the U13, U14 and U15 age groups.



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.

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. If tied after the 5 penalties from each team, then there will be sudden death penalty kicks.
- 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
- The Goal Differential Rule shall be put into effect if the winning team has a score differential of seven or more goals. The differential will be capped at seven goals. In the final standings the goal differential will be capped at seven goals per game for any and all games.
- Example: a 10-0 win will result in a 7-0 win on the standings.

Forfeits

- A minimum of seven (7) players constitutes a team for U13-U19.
- Games should start at given starting times. In case the team does not have the minimum number of players present, it should be allowed a maximum of fifteen (15) minutes grace period, before awarding the game to the opponent. At that time the Tournament Director may extend the wait time based on unforeseen circumstances or make the decision to declare a forfeit and award the victory to the other team.
- Playing an illegal/suspended/ineligible player will result in a forfeit. A forfeit will be scored 3-0.
- An abandoned game is recorded as a forfeit and will be scored 3-0.



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 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.

Protest and Disputes

- There will be NO PROTESTS. Decisions by referees may not be appealed. All disputes will be resolved immediately by the Site Director. These decisions will be final.
- **Abusive language towards officials and league staff will not be tolerated and will result in a fine, suspension and/or removal from the facility for any club staff members, players, or parents that violate this rule.**

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 2019 handbook

Should any SYL team drop out of the tournament, any replacement team added to the group will be treated as any other SYL team at Finals. All points, goals and other statistics will count towards the group standings. Any team added as a replacement will be able to advance out of the group to the knockout stages.