

**CBYSA GENERAL RULES OF PLAY  
ALL LEVELS AND AGES EXCEPTIONS  
AND ADDITIONS TO FIFA LAWS  
(Revised August 10, 2021)**

**EXCEPTIONS**

- A. CBYSA defers to STYSA, US Youth Soccer Association, for any rules not specifically listed here.
- B. Any item not covered by these rules and regulations will be decided upon by the Executive Committee with an appeal to the Board of Directors and/or the D&P Committee. All Executive Committee decisions will be reported at the next scheduled Board of Directors meeting.

**AGE GROUPS**

Age groups are determined by the age of the oldest rostered players Calendar Birth Year. CBYSA recognizes the age groups as follows:

- |                         |                       |
|-------------------------|-----------------------|
| • Under 19 years of age | Under 18 years of age |
| • Under 17 years of age | Under 16 years of age |
| • Under 15 years of age | Under 14 years of age |
| • Under 13 years of age | Under 12 years of age |
| • Under 11 years of age | Under 10 years of age |
| • Under 9 years of age  | Under 8 years of age  |
| • Under 7 years of age  | Under 6 years of age  |

**NOTE: In the rules, the format “U” followed by an age means that age and younger.**

Any coach or assistant coach who is responsible for knowingly playing an ineligible player will be subject to suspension from participation in any STYSA/CBYSA sanctioned program.

Age groups can be combined at the discretion of the association/club as needed (e.g., U11-12) or include brackets to combine age groups.

A player with his/her parent’s and coach’s written permission and in compliance with the local association’s/club’s/league’s playing rules, may play in an older age group; in compliance with the rules under the “Player Play Up” and “Player Playing Down” section of these rules.

**Play Down Rules:** Except as provided herein, no player may play in a younger age group than the age group for which he/she is eligible. For division III and IV players only, if a medical condition exists (substantiated in writing by a licensed physician not related to the player) that will prohibit or severely hinder a player from playing in his/her own age group, that player may

seek special approval from his/her local association/club/league board and CBYSA to allow the player to play down in a younger age group. All requests must be submitted to and approved by the STYSA Executive Committee and prior to the player's first game.

**Play up Rules:** Players within CBYSA may play up, except for U9 and U10 players who may play up no higher than U11-U12. Therefore, a U11 player may move to a U12, U13 or U14 team but may not move to a U15 team. The exception to this rule is a U14 player who is already enrolled and attending high school.

## **TEAM FORMATION**

**These rules apply regardless of whether a team is registered with STYSA /USYSA.**

### **A. Division IV**

1. All eligible youths must have the same opportunity to participate in the team or league as applicable. The use of any tryouts, invitations, recruiting, or any similar process to roster players to any team on the basis of talent or ability is prohibited.
2. A system of rostering players shall be used to establish a balanced distribution of playing talent among all teams participating; said balance to be achieved by distributing the individual players evenly across the teams or league administered by the applicable authority, creating parity within the league of play.
3. Division IV players or teams may participate in individual skills training from a paid professional through a club sponsored Skills Training Program. U10 and/or U9 teams (rostered with U10, U9 and/or U8 players) formed to play Division IV may participate in club sponsored Recreational Academy programs. All other teams formed to play Division IV are prohibited from receiving team training from paid professional.
4. If any team is rostered and any of the above requirements have been violated in the formation of a team in Division IV (whether in this or any previous season), such team shall not be eligible for play with any team outside the club or association under which the team was rostered. For the purpose of this rule, a team shall be considered to be the same team as a prior season if more than five (5) players remain on the team from the roster in effect at the time the violation occurred.
5. Any violation of rule above shall subject the coach of the team, as well as any club, association or league officials involved in said rostering, to possible disciplinary action and shall cause all games played by the team in violation outside the club or association which rostered the team to be forfeited.

**B. Division III:**

1. The use of any tryouts, invitations, recruiting or any similar process to roster players on the basis of talent or ability is prohibited.
2. A system of rostering players shall be used to establish a fair or balanced distribution of playing talent among all teams participating such as:
  - i. A neighborhood system wherein all players from a neighborhood within the association's boundaries are rostered to a team, but only where such system will result in a fair and balanced distribution of players within the club, association or league. This method shall not be utilized whenever it will permit a select team or a team which is much better than other teams in the same age bracket to form on this basis.
  - ii. A core system in which players rostered to a team in a previous season are returned to the same team may be utilized, provided that no activity prohibited above has been violated and that the competition between teams within the club or association in the age group in question is reasonably fair and even. Reasonably fair and even envisions that some teams may be better than others; however, if one or more teams consistently win or are capable of winning a large majority of its games in a lop-sided manner in the same age group within a club, association or league shall not be permitted to return intact in the next season as a core team in recreational division play. Teams rostered using a core system, when they have enough players to use a balanced system of play will be placed in the upper bracket of any gaming system played within CBYSA.
3. If any team is rostered and any of the above requirements have been violated in the formation of a team in Division III team (whether in this or any previous season), such team shall not be eligible for play with any team outside the club or association under which the team was rostered, unless such play is with a Division I, S2 or DII team or if play is within a tournament, such team registers and plays in a Division I, S2 or DII (competitive / select) bracket.
4. For the purposes of this rule, a team shall be considered to be the same team as a prior season if more than seven (7) players remain on the team from the roster in effect at the time the violation occurred.
5. Any violation of rule above shall subject the coach of the team, as well as any club, association or league officials involve in said rostering, to possible disciplinary action and shall cause all games played by the team in violation outside the club or association which rostered the team to be forfeited.

**C. Division II, Super 2 and Division 1 teams: Teams may be rostered to participate in an intra / inter-association league in which:**

1. The use of tryouts, invitations, recruiting, or any like process to roster players to any team on the basis of talent or ability is permitted; and
2. Players are primarily selected from the players of a single club (clubs that field three or fewer recreational teams in an age group may combine their player pools with those of another club for the selection of players)

Maximum and minimum number of players rostered to a team to be determined by the national, state and local competitions. For teams participating in state competitions, please refer to the competition rules. Local competition rules shall be set by the local association or club.

**LENGTH OF GAMES**

<b>Age</b>	<b>Time</b>
U19	Two Forty Five (45) minute halves/ <b>15</b> min half
U17-U18	Two Forty Five (45) minute halves/ <b>15</b> min half
U15-U16	Two Forty (40) minute halves/ <b>15</b> min half
U13-U14	Two Thirty Five (35) minute halves/ <b>15</b> min half
U11-U12	Two Thirty (30) minute halves/ <b>10</b> min half
U9-U10	Two Twenty Five (25) minute halves/ <b>10</b> min half
<b>U8</b>	<b>Four Ten (10) minute quarters/5 min breaks</b>
<b>U4-U7</b>	<b>Four Eight (8) minute quarters/5 min breaks</b>

If deemed necessary, competition officials, coaches and/or referees may adjust the length of games due to weather conditions (i.e. water breaks) or may adjust based on the nature of the competition.

## NUMBER OF PLAYERS

Age	Maximum # of Players on the field per team	Minimum # of players on the field per team to avoid forfeit
U13-U19	11	7
U11/U12	9	6
U9/U10	7	5
U6-U8	4	3
U4/U5	3	3

If not prohibited by the rules of by the competition, coaches can agree, prior to the game, to adjust the environment as needed so that a forfeit can be avoided, or a game can be played even if a forfeit does occur. Playing a game pursuant to such an agreement does not alter a forfeiture that otherwise would occur. This can be accomplished by borrowing eligible players from the other team and adjusting both teams to make the teams even.

## PLAYING TIME REQUIREMENT

Division	Playing time requirements	Exceptions
U4-U12	50%	Due to Illness or Disciplinary reasons*
Division II, Division III, and Division IV	50%	Due to Illness or Disciplinary reasons*
Division I and Super II	No minimum playing time for each registered player	

\*In the event that a player is present but will not be playing, the coach must inform the opposing coach and game officials as well as noting on the game card (if one is required) that the player will not be playing.

## SUBSTITUTION RULES

Substitution rules shall follow IFAB Laws of the Game Law 3, Section 3.

**FIELD OF PLAY AND EXCEPTIONS AND ADDITIONS TO FIFA LAWS U6-U19**

**U13-U19**

<b>Markings on the field</b>	<b>Minimum Dimensions</b>	<b>Maximum Dimensions</b>
Field Size	(W) 50 x (L) 100 yards	100 x 130 yards (W) 75 x (L) 112 yards (USSF suggested)
Goals	24 x 8 feet	
Center Circle	10 yards in radius	
Penalty Area	18 x 44 yards	
Goal Area	6 x 20 yards	
Penalty Spot	12 yards and perpendicular from the midpoint of the goal line	
Penalty Arc	10 yards radius from the penalty spot	
Ball Size (Law 2)	Size 5	
Heading	Permitted	
Offside	The FIFA Offside Rule shall Apply	

**11U-12U**

<b>Markings on the field</b>	<b>Minimum Dimensions</b>	<b>Maximum Dimensions</b>
Field Size	(W) 45 x (L) 70 yards	(W) 55 x (L) 80 yards
Goals	Maximum: 21 x 7 feet Recommended size 18.5 x 6.5 feet	
Center circle	8 yards in radius	
Penalty Area	14 x 36 yards	
Goal Area	5 x 16 yards	
Penalty Spot	10 yards and perpendicular from the midpoint of the goal line	
Restarts	<ul style="list-style-type: none"> <li>• Conform to FIFA with the exception of the opponents of the team taking the kick-off are at least eight (8) yards from the ball until it is in play.</li> <li>• Substitutions are unlimited and can occur at any stoppage</li> </ul>	
Penalty Arc	8 yards radius from the penalty spot	
Ball Size (Law 2)	Size 4	

Heading	<ul style="list-style-type: none"> <li>• See STX SOCCER Heading Policy for rules regarding heading in 11U and 12U games.</li> <li>• Deliberate heading is not allowed in 11U games.</li> <li>• If a player deliberately heads the ball in a game, an indirect free kick should be awarded to the opposing team from the spot of the offense.</li> <li>• If a deliberate header occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred.</li> <li>• Heading is permitted in 12U games.</li> </ul>
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### U9-U10

Markings on the field	Minimum Dimensions	Maximum Dimensions
Field Size	(W) 35 x (L) 55 yards	(W) 45 x (L) 65 yards
Goals	Maximum: 18.5 x 6.5 feet 12 x 6.5 feet recommended	
Center circle	8 yards in radius	
Penalty Area	12 x 24 yards	
Goal Area	4 x 8 yards	
Penalty Spot	10 yards and perpendicular from the midpoint of the goal line	
Penalty Arc	8 yards radius from the penalty spot	
Build out lines	Build out lines should be equidistant between the penalty area line and halfway line (can be marked with painted line, cones, or flags placed on sidelines)	

<p>Restarts</p>	<ul style="list-style-type: none"> <li>• Conform to FIFA with the exception of the opponents of the team taking the kick-off are at least six (6) yards from the ball.</li> <li>• Substitutions are unlimited and can occur at any stoppage.</li> </ul> <p style="text-align: center;"><u>Restarts with Build Out Line:</u></p> <p>When the goalkeeper has the ball in his/her hands during play or a goal kick is being taken, then:</p> <ol style="list-style-type: none"> <li>1. before the ball is passed, thrown, or rolled into play by the goalkeeper or a goal kick is being taken, players on the team in possession may stand anywhere on the field, including inside the penalty area;</li> <li>2. players on the defending team must move beyond the Build Out Line and may not cross the Build Out Line until the ball is in play;</li> <li>3. the ball is in play as soon as the goalkeeper passes, throws or rolls the ball or any player takes a goal kick; and</li> <li>4. as soon as the ball is in play, other members of the team in possession may play it, even if it is inside the penalty area, and players on the defending team may then cross the Build Out Line.</li> </ol> <p>If the goalkeeper punts or drop kicks the ball, an indirect free kick should be awarded to the opposing team from the spot of the offense. If the punt or kick occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred.</p> <p>Ideally, the goalkeeper will wait to put the ball into play once all opponents are past the Build Out Line. However, the goalkeeper can put the ball into play sooner but he/she does so accepting the positioning of the opponents and the consequences of how play resumes.</p>
<p>Offside</p>	<ul style="list-style-type: none"> <li>• The FIFA Offside Rule shall apply.</li> <li>• The build out line will also be used to denote where offside offenses can be called.</li> <li>• Players cannot be penalized for an offside offense between the halfway line and the build out line</li> <li>• Players can be penalized for an offside offense between the build out line and the goal line.</li> </ul>
<p>Ball Size (Law 2)</p>	<p>Size 4</p>
<p>Heading</p>	<ul style="list-style-type: none"> <li>• Heading is not allowed in 7v7 games.</li> <li>• If a player deliberately heads the ball in a game, an indirect free kick should be awarded to the opposing team from the spot of the offense.</li> <li>• If a deliberate header occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred.</li> </ul>



## U7-U8

Markings on the field	Minimum Dimensions	Maximum Dimensions
Field Size	(W) 15 x (L) 25 yards	(W) 25 x (L) 35 yards
Goals	Maximum: 6 x 4 feet No corner flags needed on field	
Center circle	None	
Penalty Area	None	
Goal Area	None	
Penalty Spot	None	
Penalty Arc	None	
Fouls	All fouls shall be penalized with indirect kicks	
Restarts	<ul style="list-style-type: none"> <li>• Kick offs, free kicks, throw-ins, goal kicks and corner kicks are used to start or restart play.</li> <li>• Substitutions are unlimited and can occur at any stoppage.</li> <li>• Goal kicks and corner kicks should be taken in the general vicinity of the respective goal or corner.</li> <li>• Opponents should be 10 feet away from the ball on all restarts.</li> <li>• No penalty kicks.</li> <li>• If there is an infraction of the FIFA throw-in rules, the player throwing the ball in shall receive one additional throw-in after a correcting instruction from referee. If the player violates the FIFA rule on his/her second attempt then the opposing team shall be awarded a throw-in.</li> </ul>	
Offside	No offside.	
Ball Size (Law 2)	Size 3	
Heading	<ul style="list-style-type: none"> <li>• Heading is not allowed in 4v4 games.</li> <li>• If a player deliberately heads the ball in a game, an indirect free kick should be awarded to the opposing team from the spot of the offense.</li> </ul>	

## U5-U6

Markings on the field	Minimum Dimensions	Maximum Dimensions
Field Size	(W) 15 x (L) 25 yards	(W) 25 x (L) 35 yards
Goals	Maximum: 6 x 4 feet No corner flags needed on field	
Center circle	None	
Penalty Area	None	
Goal Area	None	
Penalty Spot	None	
Penalty Arc	None	
Fouls	All fouls shall be penalized with indirect kicks	
Restarts	<ul style="list-style-type: none"> <li>• Substitutions are unlimited and can occur at any stoppage.</li> <li>• Goal kicks and corner kicks should be taken in the general vicinity of the respective goal or corner.</li> <li>• Opponents should be 10 feet away from the ball on all restarts.</li> <li>• No penalty kicks.</li> </ul>	
Offside	No offside.	
Ball Size (Law 2)	Size 3	
Heading	<ul style="list-style-type: none"> <li>• Heading is not allowed in 4v4 games.</li> <li>• If a player deliberately heads the ball in a game, an indirect free kick should be awarded to the opposing team from the spot of the offense.</li> </ul>	

### TECHNICAL AREAS

- A. The association/club/ league which control the fields shall determine the location of the teams, players, coaches, fans and supporters in relation to the field and each other and of the Technical Area in compliance with applicable CBYSA, STYSA, and FIFA Laws, decisions and recommendation. Field of play parameters are outlined in the following chart.
- B. If there is a Technical Area marked for each team, it will include, but not be limited to, that team's "bench area." Coaches, players, and eligible adults permitted to be present with the team must remain within the markings and within their half, except for substitution and warm- up. If both teams are assigned to one side of the field, only coaches, players, and eligible adults permitted to be present with the team may be within the Technical Area.

## **EQUIPMENT**

- A. All players will wear shin guards which are commercially produced, age appropriate, and specifically designed to provide protection to the shins at all times during practices, scrimmages, and games.
- B. No player will be allowed to play with a hard cast (padded or otherwise), or will any player be allowed to play with any brace (knee or otherwise) that contains exposed metal or hard plastics. Hard casts are not allowed under any circumstances. Functional rehabilitation braces may be used if it is wrapped with a minimum of ½ inch high-density foam wrapping or the manufacturer's recommended protective coating.
- C. Players may wear sliding, bike, cyclist or tight-fitting pants which do not extend below the top of the knee. This does not prohibit players from wearing loose fitting, long-legged sweatpants, and tights, long sleeve shirts under jerseys or goalkeepers from wearing goalkeeper pants which may be tight and have padding. All players on a team should have identical jerseys or shirts (with numbers), shorts of similar color, and similar stockings if the team is going to play in inter or intra-association play. Exceptions may be made in the circumstances of lost, forgotten or club uniform errors with the approval of the referee and noted on the game card.
- D. Bandannas of any style may not be worn during any game. Players may not wear a bandanna either on their heads, legs or arms. Ball caps without metal clips or decorations may be worn with the approval of the referee when presented for medical purposes.
- E. All jewelry is prohibited during games within CBYSA's jurisdiction in all Divisions I-II-III-IV and Super II.

## **REFEREE**

- A. The referee's judgment decisions shall be final in all matters concerning the rules governing the playing of the game, the playability of the field and the appropriateness of the uniforms, even if those rules are covered above. At the completion of the game, the referee shall have each coach and/or team representative sign the game card and submit the game card to the proper CBYSA representative in accordance with the policies & procedures. Referee's or team/club staff may not declare a forfeit in the event that a team has less than the required minimum number of players on the field ready to play within 15 minutes after the game was scheduled to start. All official forfeits are declared by the competition committee. Referees and/or team/club staff may note the failure of

appearance of a team being ready to play. If neither team has the required number, it shall be a double forfeit and shall be scored as a loss for both teams. In the event the referee rules the field is not playable, or that the uniforms are inappropriate, then he should note these facts on the game card and have each coach sign it. Games may be ordered replayed should a forfeit affect the outcome of the final standings. Teams who forfeit matches are subject to any fines outlined in the gaming leagues commitment to play forms. CBYSA will hold all teams which forfeit responsible for the hosting team's reasonable field usage fees and accepted reasonable referee fees

B. A game card will be completed by the referee for all play within CBYSA. This card will, at a minimum, contain the following:

- Club/league/association age group, division, game location, date, game time.
- Team names and final score.
- Cautions (yellow cards) or ejections (red cards) issued, by team with player/name.
- Any protest noted and brief basis for those protests.

These game cards are to be retained through the end of the District or CBYSA Tournaments.

C. Disputes must be noted on the referee's game card and a complete description of the incident shall be submitted to the designated contact person for the particular inter/intra association matches.

D. Host associations/clubs/leagues shall provide referees for inter-and intra-association play in the following manner:

<b>Age Group</b>	<b>Center Referee (Certified)</b>	<b>Asst. Referee (Certified)</b>
<b>U 6</b>	Coaches or Certified Center	N/A
<b>U 8 – U 10</b>	Certified Center	N/A
<b>U 11</b>	U13 age or older	U11 age or older
<b>U 12</b>	U14 age or older	U12 age or older
<b>U 13</b>	U15 age or older	U13 age or older
<b>U 14</b>	U16 age or older	U14 age or older
<b>U 15</b>	Adult (18 or older)	U15 age or older
<b>U 16</b>	Adult (18 or older)	U16 age or older
<b>U 17</b>	Adult (18 or older)	U17 age or older
<b>U18</b>	Adult (18 or older)	U18 age or older
<b>U19</b>	Adult (21 or older)	U18 age or older

**Note:** If the proper certified referees are not provided by the host association/club/league, the game should be rescheduled at the visiting team's fields at the expense of the home team. If both team's coaches and/or representatives accept the referees, the game will stand as is and cannot be protested due to the lack of certification.

No assignment of an individual, who has a direct relationship with the team, shall be made. A direct relationship would include but not be limited to, an immediate family member including parent, sibling, grandparent, aunt, uncle, niece and/or nephew (biological, adoptive, half and/or step), or any member of the team's coaching staff.

### **COACHES AND STAFF ON THE SIDELINES**

- A. There shall be no more than three members of the coaching staff allowed on the sidelines for all inter/intra association games, unless the specific gaming league rules allow for more or prohibit that many.
- B. All coaches will have the required coaching licenses as required by the parent organization for which they are registered.
- C. All coaches are responsible for their spectators knowing the rules for which their game is being played under. There is no coaching by rostered or un-rostered club staff or parents from behind the goal.
- D. Coaches will remain on their side of the field and shall not infringe across the mid-field line into the other team's area.

### **SPECTATORS**

- A. For all inter/intra association matches spectators will occupy the side of the field directly across from their team. Home team parents/spectators may not sit on the side of the field of the opposing team. In house games will follow the rules of the club. All spectators are expected to maintain good sportsmanship and may be ejected from a game. Spectators ejected are subject to disciplinary procedures like coaches and players.
- B. All spectators shall not set up or camp out behind the goal or the end line of the field.
- C. All spectators are expected to remain 5 feet from the touchline.

### **CHARGING THE GOALKEEPER**

The FIFA Law with respect to the charging of the goalkeeper shall not apply in youth play. There shall be no charging of the goalkeeper, fairly or unfairly, in STYSA sanctioned competition. Any such act will be considered "dangerous play" at the least and punished accordingly.

### **HOME TEAM**

The home team is the first team listed on the schedule and will be responsible for providing a proper sized game ball(s) and game card. If there is a color conflict in jersey color, it will be the home team's responsibility to change to an alternate jersey. In the event alternate jerseys are not available to the teams, pennies' may be worn or other modifications as approved by the referee may be used.

### **INCLEMENT WEATHER RULE**

- A. A game that is suspended before the beginning of the second half shall be replayed in its entirety.
- B. A game that is terminated after the beginning of the second half shall be considered a full game.
- C. Prior to the start of a play, it will be the responsibility of the association/club/league representative to determine if play is to be postponed. After play has started, it will be the responsibility of the head referee or game referee to suspend play or terminate the game.
- D. All games suspended due to inclement weather, shall be rescheduled through the league coordinators and the CBYSA 2nd Vice President.

### **FORFEIT POLICY**

- A. A game may be considered a forfeit by a team if that team fails to field the minimum number of players as outlined for their age group within 15 minutes of the scheduled game time.
- B. If a coach removes his/her team from the field prior to the end of the game, that team will forfeit the game regardless of the score at the time. The game will not be rescheduled.
- C. As stated above, referees, team officials and/or club officials do not declare forfeits. All teams who forfeit will be subject to CBYSA Executive Committee review.
- D. A forfeit is scored 3-0.

### **PROGRESSIVE DISCIPLINE**

The progressive discipline policy of South Texas Youth Soccer Association will be used even for teams registered with US Club soccer.

## SCORING POLICY

A. All CBYSA competitions will be scored using a ten-point system:

- Six (6) points for a win.
- One (1) point for a tie;
- One (1) point for each goal scored up to three goals; and
- Zero (0) points for a loss.
- 1 (1) point for a shut out

B. **Tie Breakers** In the event ties exist in the standings at the end of a competitive or a stage of a competition and the ties must be broken to determine which teams advance to State or Bracket Playoffs and/or distribution of awards, the following procedures will be used:

- Result of head to head competition during the competition or a stage of the competition.
- Highest goal difference (goals for minus goals against) in matches between / among the tied teams, with a maximum of 5 goals difference per game counted both for and against; for example, if the score is 8-1, the calculation would be +5 goals for the winning team, -5 goals for the losing team.
- Least goals allowed in matches between / among the tied teams.
- Highest goal difference (goals for minus goals against) in all games, with a maximum of 5 goals difference per game counted both for and against: see example in #2.
- Least total goals allowed in all games.
- Play-off match time and site to be determined by the 2<sup>nd</sup> VP. STYSA play-off rules shall apply in all such play-off matches (two standard overtime periods following regulation time) followed, if necessary, by FIFA kicks from the penalty spot. The CBYSA 3<sup>rd</sup> Vice-President may elect at his/her discretion some other option to break a tie if time does not allow for a play-off match.
- The tie-breaking rules are to be applied progressively in any case of three (3) or more teams involved in a tie. That is, if three or more teams enter a sequence level tied, the top team will be identified with the tie-breaking progression. If two or more teams remain tied after the initial progression, then the process is to return to the first tiebreaker and begin the tie-breaking process again for the tied teams.

## EXCEPTIONS TO U4, U5, U6, U7 AND U8 PLAYING AND TEAM FORMATION RULES

A. Modifications to the rules of play for STYSA registered teams, U11 to U19 may be made with the approval of the CBYSA Executive Committee. Therefore, should there be insufficient number of players to form full sided teams, smaller sided games may be

approved and will have their own set of rules which will be updated no less than 10 days prior to the start of the small sided games. These small sided teams may not advance in any STYSA/USYSA sanctioned competition.

- B. A Recreational Academy (Academy) is a STYSA sanctioned and approved program and is a club organized program that uses defined curriculum and qualified staff to teach individual skills to Division IV players as outlined and defined by STYSA under their Rules of play.

### **PROTESTS AND/OR APPEALS**

- A. All protests must be made in writing to the Executive Committee by delivering to the President within three days following the game.
- B. The only legal protests concerning a referee will be one involving violation of the FIFA laws. Judgment calls are not grounds for a protest or appeal.
- C. The filing fee of \$150.00 will be required for CBYSA matches and must be in the form of a cashier's check, money order or club check (no personal checks accepted). Matches played under other gaming leagues or parent organizations will follow their pre-season published protest rules.
- D. If a protest is upheld, the fee will be refunded.