



2019-20 SLYSA LEAGUE RULES: CLARIFICATION FOR COACHES & MANAGERS

GAME PROTEST CLARIFICATION

Protests pertaining to the game and its administration:

An initial protest must be filed with the referee or site manager before or during the game and noted on the game card. The opposition coach should be notified of the protest before or during the game.

What may be protested: * Illegal player and/or coach - the protest should be followed up in writing to slysa@slysa.org within 48 hours from the end of the game.

Protest must include: * Payment of \$100 (refunded if protest is successful) * Details of the protest * A listing of the player/coach deemed to be illegal

Who can file a protest: * Only a coach or a listed team administrator can file a protest for the teams involved in the game.

Third parties, i.e. coaches/administrators from other teams can not file a protest on a specific game. Referee decisions, right or wrong, are final if they pertain to the FIFA Laws of the Game, or as modified by SLYSA. No protests are allowed for red cards/yellow cards for players, or send offs for coaches. (Exceptions: see SLYSA's Discipline & Appeal Policy).

GUEST PLAYERS/CLUB PASS PLAYERS



Guest Players/Club Pass players may only play within their own club.

Note: Teams playing in the Academy, MRL, ECNL, NPL and any league competing at a regional level are considered to be in the Premier or Championship Division of their own age group and higher.

Exceptions:

- » During the fall season, boys that are in 8th grade who fall under the U15 age group due to their legal age (trapped) can play with a U14 team as a club-pass or state-pass (MO) / club-pass (IL) player. Each team can have up to up to six (6) club-pass or state-pass (MO) / club-pass (IL) trapped players to play in a U14 division.
- » During the spring season, girls that are in 8th grade who fall under the U15 age group due to their legal age (trapped) can play with a U14 team as a club-pass or state-pass (MO) / club-pass (IL) player. Each team can have up to up to six (6) club-pass or stat- pass (MO) / club-pass (IL) trapped players to play in a U14 division.
- » Due to the new birth year requirement, U15 divisions will be available for teams during both league seasons.

Note: Players must return to their own age group in their eligible season.

GUEST PLAYER NUMBER PER GAME CLARIFICATION

A maximum of up to six (6) guest players, club-pass players can be added for U11-U19 (9v9-11v11) teams. A maximum of up to three (3) guest players, club-pass players can be added for U6-U8 (4v4) teams or U9-U10 (7v7) teams.

All guest players must be added to the match card and have a player pass. The following information MUST be written on the game card: Player's full name, ID #, jersey #, and division of primary team.



CLUB PASS, STATE PASS and TRAPPED PLAYER CLARIFICATIONS:

Trapped players are players in 8th grade or a senior in high school with a 2005 or 2001 birth year. Players in the 2005 age group must be in 8th grade, and players in the 2001 age group must be in high school/freshman in college. (It is up to the player in college to know the school's rules on playing club soccer.)

MISSOURI: Players must be released from their primary team if that team only plays in the fall or spring in the high school divisions. Players must then get a club pass or state pass player card for the one (1) season of trapped play.

ILLINOIS: Players can club pass on any higher team if available or get a player-at-large league only pass for one (1) season of trapped play.

Players whose team is in high school can get a club-pass player card (through the club) or a state-pass player card (through the state). These players can only guest play in the U15/U14 age group as 8th graders or in the U19/U18 age group as seniors in high school/freshmen in college.

Players may NOT have a primary/secondary card if playing as a trapped player.

7v7 BUILD-OUT LINE CLARIFICATION

Once the opposing team is behind the build-out line, the goalkeeper can pass, throw, or roll the ball into play (punts and drop kicks are not allowed).

After the ball is put into play by the goalkeeper, the opposing team can cross the build-out line and play resumes as normal.

Note: Build-out line practical applications: 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 or she does so accepting the positioning of the opponents and the consequences of how play resumes.

