

Rules and Regulations

Rochester District Youth Soccer League

2015 Season

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Part 1: General

Rule 100. Definitions

Age Division:	A division consists of multiple age groups. The League age divisions are U10, U12, U14, U16 and U19.
Age Group:	A group consists of a single age. The potential League age groups are U9, U10, U11, U12, U13, U14, U15, U16, U17 and U19.
Competitive ages:	Age groups in which standings are kept. Currently these are the U11 through U19 age groups.
Eligibility to play:	The player is registered and not under suspension.
FIFA	Fédération Internationale de Football Association
Fighting	Behavior classified as fighting includes, but not limited to: <ul style="list-style-type: none">• Striking or attempting to strike an individual• Engaging an individual in a combative manner• Throwing a punch at an individual• Spitting at an individual• Pulling the hair of an individual• Kicking or attempting to kick an individual• Brandishing a foreign object or weapon with intent to harm, injure or intimidate an individual• Retaliating against an aggressive act
Involuntary release:	The removal of a player from a team's roster at the request of team authorities.
Noncompetitive ages:	Age groups in which no standings are kept. Currently these are the U9 and U10 age groups.
NYSWYSA:	New York State West Youth Soccer Association
Registration:	The execution of intent to play the sport of soccer and the paying of fees to become a member of NYSWYSA and US Youth Soccer.
RDYSL:	Rochester District Youth Soccer League
Rostering:	Assignment of a registered player to a team.
Seasonal year:	The seasonal year of RDYSL shall begin on September 1st and end on August 31 of the following calendar year.
Site:	Area with one or more soccer fields.
Player add:	A player added after the initial registration with the RDYSL registrar. A player can be added if they have not been registered with another club team or a player can be added as a secondary player if they have been registered with another club where the primary team plays in another league
Player transfer:	A player transfer is defined as a player with a laminated pass, has gone through the registration process with the RDYSL registrar, and moves from one team to another within the defined dates on the RDYSL calendar. Transfer includes movement within a club from one team to another, changing from a primary to a secondary pass, or movement to a different club.
Suspension:	The temporary withdrawal of rights and privilege, such as the right to play, coach, or otherwise administer or participate (directly or indirectly) in soccer, and the suspension is for the entire term of the suspension with all rights and privileges withdrawn unless specifically stated otherwise by the suspending authority.
Team:	Group of soccer players playing on the same side in soccer games.
Team's True age:	A team's age defined by the oldest player's age on the team.
USYSA:	United States Youth Soccer Association, Inc.
Voluntary release:	The removal of a player from a team's roster at the request of the player.

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Youth player: An individual who has not reached 19 years of age prior to August 1 immediately before the start of any seasonal year. A player who reaches 19 years of age during a seasonal year is allowed to complete that seasonal year. A player who reaches 19 years of age during August of one seasonal year shall be allowed to complete all of the next seasonal year.

Additional Reference
USYSA Rule 101
NYSWYSA Rule 1101

Rule 101. Applicability of Rules and Regulations

The Rules and Regulations apply to all members of the Rochester District Youth Soccer League (RDYSL).

Additional Reference
USYSA Rule 102
NYSWYSA Rule 1102

Part 2: Club and Team Entry

Rule 200. Club Entry

Section 1 Procedures for New Clubs

1. New Clubs must be approved by NYSWYSA prior to application to the League.
2. New Clubs must apply to the League no later than September 1. Any change in Club name must be sent to the treasurer and webmaster no later than December 1. Any change in Club legal entity is treated as a new Club and must follow this procedure.
3. New clubs accepted for the 2011 season or later must use, as their home fields, fields that are within the area bounded by Lake Ontario on the north, NY Route 350 on the east, US Route 20 on the south and NY Route 98 on the west. Any fields bordering / touching the mentioned roads will be considered appropriate. Clubs that were members in the 2010 season are exempt from this requirement. However these clubs cannot add new sites outside these boundaries without the prior approval from the RDYSL board.
4. Letter of application is to be mailed to the League president with an email or hardcopy copy sent to the League secretary. The letter must contain the following information:
 - a. Club president's and other club representative's mailing addresses, telephone numbers and email addresses.
 - b. List the town or towns that your club will be servicing.
 - c. The gender and age groups of the teams
 - d. List of home field(s) with address and directions
 - e. The website address of the club, if the club maintains a site
5. The League will notify the applicant of the Board's decision on approval no later than the November Annual General Meeting.

Section 2 Approved Clubs

1. Newly approved clubs must post a performance bond before team information forms can be completed.
2. All new clubs will be on probation for a period of 3 years and must enter a minimum of 4 teams in each probationary year. One team must be entered in at least two of the five age divisions (10, 12, 14, 16, 19) during the probation period. A club that fails to meet the 4 team minimum requirement during probation will be allowed to play that season but must meet the requirement the following year. If this is their third year of their probation then they must meet the 4 team minimum requirement in their fourth year. This exception is not allowed for the club's first year in the league and a club is only allowed one such exception during their probationary period.

Rule 201. Performance Bond

1. Prior to commencement in the League, participating clubs and associations must post a performance bond as determined by the Board with the League. Bonds shall be refunded when the club is no longer a member of the league. If the performance bond must be used to pay fines or expenses that are in default, the performance bond must be replenished.
2. The value of the performance bond is \$250 for single gender clubs and \$500 for double gender clubs.

Rule 202. League Meetings

1. It is mandatory clubs and associations have at least one representative at the League AGM meeting. Failure to have a representative at the AGM will result in a fine amount per the Annual Schedule of Fees and Fines. All other League meetings will be listed on the website calendar; day, time, place, and whether it is a mandatory meeting.

Rule 203. Communications to Clubs and Teams

1. The club is responsible to maintain an up-to-date US postal mailing address for the club president with the League.
2. The club is responsible to maintain an up-to-date valid email address capable of receiving emails from the domain rdysl.com. The email must be checked on a regular daily basis. The email box must be large enough and capable of receiving attachments. The League is not responsible for undelivered emails.
3. The League uses Microsoft Office (Version 2007) for creation of Word, Excel and PowerPoint documents. Clubs and teams should have a compatible system with applications that can open Microsoft Word, Microsoft Excel, Microsoft PowerPoint, Adobe Acrobat PDF and WinZip files. The Adobe Acrobat reader can be downloaded free at www.adobe.com/products/acrobat and WinZip can be downloaded from www.winzip.com.
4. The League has a website with the URL of www.rdysl.com. Clubs and teams must have a computer with an Internet connection and web browser application.
5. Each club is provided with a club login for the RDYSL website that consists of a username and a club selected password. Once a year at the League AGM, a club may request a password reset by filling out the League paperwork at the AGM. The password will then be reset between January 1st and January 15th. If a reset has to be requested outside the framework of the AGM, a reset fee will be assessed per the Annual Schedule of Fees and Fines.

Rule 204. Team Entry

Section 1 General

1. The Board will determine procedures and requirements for team entry.
2. Completed team registration forms must be supplied to permit division placement and game scheduling.
3. Teams must comply with specific requirements indicated on the team information forms supplied by the League.
4. Clubs must provide a regulation field for every team's home game. Fields must be in playable condition at the start of the season and remain in playable condition throughout the season.

Section 2 Team Placement

1. The League is divided into 5 Age Divisions consisting of 10U, 12U, 14U, 16U and 19U.
2. Age Divisions are divided into Age Groups:
 - a. Age Division 10U: Age Groups U9, U10.
 - b. Age Division 12U: Age Groups U11, U12.
 - c. Age Division 14U: Age Groups U13, U14.
 - d. Age Division 16U: Age Groups U15, U16.
 - e. Age Division 19U: Age Groups U17, U19.

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3. Each year the Board will establish protocol for team placement. The number of subdivisions within each age group will be determined each year by the Board based on the team entries.
4. Every effort will be made by the Board to generate a competitive division by placing teams in the appropriate subdivision level within their age group. This may cause the placement level to be different from the team's request. Where age group numbers and team competitiveness allow Division 1 will be comprised of 7 teams (6 teams in U19 age group).
5. A division is allowed to have multiple teams from the same club.
6. The Board has the final determination of team placement.

Section 3 Teams Playing Up an Age Group

1. Teams enter their division request with the website online registration form.
2. A team may only play one Age Group above their true age.
3. Teams approved for playing up an Age Group will be assigned to Division 1 or Division 2 at the sole discretion of the League. Team placement is final regardless if the division is not what the team desired.
4. A team may **initially** play one Age Group above their true age into Division 1 or Division 2 of the next Age Group if the following is true:
 - a. The team has played in Division 1 in the prior season and finished in first or second place.
 - b. First year teams will be allowed to play one Age Group above their true age if the League determines they will be competitive on Division 1 or Division 2.
 - c. The Club President endorses the request and the Club accepts responsibility for any issues that may arise (such as injuries and resultant claims that they occurred due to physical differences in player size).
5. A team may **continue** to play one Age Group above their true age into Division 1 or Division 2 of the next Age Group if the following is true:
 - a. The team must have played up last season in Division 1 or Division 2.
 - b. The Club President endorses the request and the Club accepts responsibility for any issues that may arise (such as injuries and resultant claims that they occurred due to physical differences in player size).

Part 3: Player and Rostering Requirements

Rule 300. Gender of Teams

1. The League recognizes two types of team genders:
 - a. Teams with only females are girls' teams.
 - b. All other teams are boys' teams.

Additional Reference
USYSA Rule 103
NYSWYSA Rule 1103

Rule 301. Age Groups

1. Age groups shall be comprised of youth players who are, before the first day of August of the immediately prior seasonal year.
 - a. Under 19 years of age.
 - b. Under 18 years of age.
 - c. Under 17 years of age.
 - d. Under 16 years of age.
 - e. Under 15 years of age.
 - f. Under 14 years of age.
 - g. Under 13 years of age.
 - h. Under 12 years of age.
 - i. Under 11 years of age.
 - j. Under 10 years of age.
 - k. Under 9 years of age.
2. A player may not play in an age group that is younger than his age (no "playing down").
3. A player of age 7 years or younger is not allowed in RDYSL.
A player of age 20 years or older is not allowed in RDYSL.
The RDYSL website contains a detailed age matrix for your convenience.

Additional Reference
USYSA Rule 104 and Rule 105
NYSWYSA Rule 1104 and Rule 1105

Rule 302. Player Registration

1. A youth player must register each seasonal year in the State Association (NYSWYSA) in which he or she resides with his or her parent or parents or guardian or guardians, or, 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.
2. Player registration procedures will comply with NYSWYSA and the League requirements.
3. Registration and non-injured release of players for ages U9 – U16 will end for the seasonal year on June 1, at 6:00 PM. Registration and non-injured release of players for ages U17 - U19 will end for the seasonal year on June 15, at 6:00 PM.

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4. A player may be released and replaced anytime during the season if they have had a season ending injury. The replacement player cannot be currently registered with any RDYSL team. If the player is registered with another team that plays in a different league then the player may be added to the team as a Secondary player in accordance with Rule 307. A NYSW release form needs to be completed and signed by the NYSW Rochester District Commissioner and submitted to the appropriate RDYSL registrar.

Additional Reference
USYSA Rule 201
NYSWYSA Rule 2201

Rule 303. RDYSL Season Player Registration Fees

Type of Pass	RDYSL
Primary Player	\$2.50
Secondary Player	\$2.50
Tournament Player	\$2.50

1. RDYSL will send a player registration bill to the club presidents upon the completion of team registration. The bill must be paid before any players may be registered. Any adjustment for overage or shortage will be done at the end of the season.
2. The NYSW player registration fees and player insurance costs can be found on the NYSW website.

Additional Reference
USYSA Rule 202
NYSWYSA Rule 2202

Rule 304. Proof of Age

1. Every player must present proof of age each year. Valid forms of proof of age shall consist of:
 - a. A previous year's player pass that is fully intact and laminated
 - b. Birth certificate
 - c. Uniformed Services Identification and Privilege Card (DD Form 1173) issued by the uniformed services of the United States
 - d. Birth registration issued by an appropriate government agency or board of health records
 - e. Passport
 - f. Alien registration card issued by the United States government
 - g. Certificate issued by the Immigration and Naturalization Service attesting to age
 - h. Current driver's license
 - i. Certificate of a United States citizen born abroad issued by the appropriate government agency
2. Invalid forms of proof are hospital, baptismal or religious certificates.

Additional Reference
USYSA Rule 204
NYSWYSA Rule 2204

Rule 305. Roster Sizes and Limitations

The table below shows roster sizes

Age Group	Minimum Roster Size	Maximum Roster Size	Game Day Roster Size
U9-U10	7	14	14
U11	8	16	16
U12	9	18	18
U13-U19	11	22	18

Age groups U9 through U10 shall have a maximum roster size of 14 players and shall not have fewer than 7 players on its roster at any time during the seasonal year.

Age groups U11 shall have a maximum roster size of 16 players and shall not have fewer than 8 players on its roster at any time during the seasonal year.

Age groups U12 shall have a maximum roster size of 18 players and shall not have fewer than 9 players on its roster at any time during the seasonal year.

A team U13 and older may have up to 22 youth players on its master roster at any given time during the seasonal year; and may not have fewer than 11 youth players on its master roster at any given time during the seasonal year. Only 18 players of the 22 players registered may be used for matches. The 18 players must be clearly indicated on the game day roster.

Additional Reference

USYSA Rule 105 and Rule 205

NYSWYSA Rule 1105 and Rule 2205

Rule 306. Assigning Players to a Team

A player between the ages of 8 – 19 must be a member of a team of an equal or higher age group than the player’s true age as defined in Rule 301 Age Groups.

Rule 307. Multiple Rostering

1. A player may only appear on one RDYSL team roster during the season.
2. RDYSL supports the NYSWYSA multiple rostering of players to more than one team providing the teams are in different leagues. However, a player can only be designated a primary player on one team. Any player rostered to more than one team must participate in the game played by their primary team in case of a schedule conflict. The player's first obligation is to the primary team.
 - a. For ages U9 through U15 the team may have a maximum of 3 secondary players on their team roster and 3 secondary players on their game day roster. The 3 secondary players count toward the team roster size.
 - b. For ages U16 through U19 the team may have a maximum of 6 secondary players on their team roster but only 3 of the secondary players on their game day roster. The 6 secondary players count toward the team roster size.

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3. Secondary players must complete the appropriate paperwork on the NYSWYSA Release to Secondary Team form and pay any required fees. A player may become secondary only if he or she is rostered to a team as a primary player. If the player transfers or is released from their primary team, their secondary player pass becomes void. If the primary team is disbanded, the secondary player pass becomes void.
4. Clubs have the authority to restrict the use of secondary players by their teams.

Additional Reference

USYSA Rule 206

NYSWYSA Rule 2206

Rule 308. Guest Players

No guest players are allowed on League rosters or in League games. No tournament only players are allowed in League games.

Rule 309. Player Transfer

1. The League complies with the NYSWYSA voluntary release, involuntary release and transfer of players. All NYSWYSA forms and fees must be completed for the transfer to be official.
2. Player transfers will not be allowed after May 15, 6:00 PM.

Additional Reference

NYSWYSA Rule 2210

Part 4: Game Play

Rule 400. Rules of Play

Except as provided by USYSA and NYSWYSA, the FIFA “Laws of the Game” apply to all competitions sponsored by the League.

Section 1 Exceptions

1. A goal kick for U9-U10 will require the opponents to retreat to their own half of field until the ball is in play. The ball is in play when it is kicked directly out of the penalty area. The attacking team does not have to wait for the opponent’s defenders to retreat and has the option to restart the game before should they choose to.

Additional Reference

USYSA Rule 301

USYSA US Youth Soccer Official U10 Playing Rules

USYSA US Youth Soccer Official U12 Playing Rules

NYSWYSA Policies for U9, U10, U11 & U12 Age Divisions

Rule 401. League Games and Game Days

1. All League games must be played unless the Gender VP approves an exception.
2. The Board will determine regularly scheduled days of the week for games. This will be posted on the website.

Rule 402. Field Dimensions

Age Group	Width (yds)			Length (yds)			Goal Size (ft)	Circle Arc (yds)	Goal Box (yds)	Penalty Box (yds)	Penalty Spot (yds)
	Min	Ideal	Max	Min	Ideal	Max					
U9-U10	35	40	45	55	60	65	6 x 18 7 x 21	8	5	10	8
U11	45	50	55	75	80	85	7 x 21 8 x 24	8	6	14	10
U12	45	50	55	75	80	85	7 x 21 8 x 24	8	6	14	10
U13-U14	60	60	90	95	100	130	8 x 24	10	6	18	12
U15-U16	60	70	90	95	110	130	8 x 24	10	6	18	12
U13-U19	60	80	90	95	120	130	8 x 24	10	6	18	12

The Board reserves the right to review club field dimensions and field conditions.

Goals at each end of the field must be the same size. Goals must have a properly attached net. For player safety the goals must be anchored to the field with mechanical auger fasteners or weighted bags.

Additional Reference

USYSA US Youth Soccer Official U10 Playing Rules

USYSA US Youth Soccer Official U12 Playing Rules

NYSWYSA Policies for U9, U10, U11 & U12 Age Divisions

Rule 403. Length of Games, Halftimes and Overtime Periods

1. The length of games, halftime and overtime for each age group is as follows:

Age Group	Game Length (minutes)	Halftime (minutes)	Overtime (minutes)
U9-U10	Two 25 minute halves	5-10	0
U11-U12	Two 30 minute halves	5-10	0
U13-U14	Two 35 minute halves	5-10	0
U15-U16	Two 40 minute halves	5-10	0
U17-U19	Two 45 minute halves	5-10	0

2. There are no overtime periods. For all competitive age groups ties will stand. This rule does not apply to noncompetitive age groups since they do not keep score.

Additional Reference
USYSA Rule 303

Rule 404. Ball Size

1. The ball size for each age group is as follows:

Age Group	Size	Circumference (inches)	Weight (ounces)
U9-U10	#4	25-26	11-13
U11-U12	#4	25-26	11-13
U13-U14	#5	27-28	14-16
U15-U16	#5	27-28	14-16
U17-U19	#5	27-28	14-16

Additional Reference
USYSA Rule 303

Rule 405. Number of Players on Field

1. The number of players on the field includes the keeper. The minimum number of players is required to start and continue a game. A team that drops below the minimum number of players during the game due to injury documented on the game report will forfeit the game. The incomplete team will not be charged a forfeit fee but will be responsible for the referee fees.

Age Group	Number of Players on Field	Minimum Number of Players
U9-U10	7	5
U11	8	6
U12	9	6
U13-U19	11	7

Rule 406. Player Equipment

1. Field players on the same team must have the same color and style of jerseys. Keepers must have a different color jersey from their team and the opponent jersey color. If the home team jersey colors conflicts with the opponent jersey color the home team must change.
2. Jersey numbers must be unique and must match the game roster.
3. Shin guards are required to be worn by all players.
4. Only soft-cleats (non-metal) are allowed.
5. No jewelry may be worn.
6. Players may not wear any item of equipment that may be dangerous to themselves or others. The referee has the final decision.

Additional Reference
USYSA Rule 304

Rule 407. Substitutions

1. Substitutions shall be unlimited in RDYSL for all age groups. There will be re-entry for all age groups.
2. Substitutions may only be made with the consent of the referee.
3. Substitutions may be made at the following times for U11-U19 teams:
 - a. Prior to a throw-in, by the team in possession
 - b. Prior to a goal kick, by either team
 - c. After a goal, by either team
 - d. After an injury, by either team, when the referee stops the play
 - e. At half time
 - f. High heat related timeout per Rule 411
4. Substitutions may be made by either team at any stoppage of play for U9-U10.

Additional Reference
USYSA Rule 302

Rule 408. Playing Time

1. USYSA rules require that each player in a U10 age division (U9, U10 age group) shall play a minimum of 50% of the total game time.
2. The playing time for U11 – U19 age groups is left to the discretion of the coach and club.

Additional Reference
USYSA US Youth Soccer Official U10 Playing Rules

Rule 409. Use of Ineligible Players

1. Ineligible players shall consist of an unregistered player, a player serving a suspension or an illegal secondary player. A team shall be penalized for each game in which an ineligible player is listed on the game roster. The penalty will be enforced regardless of whether or not the player participated in the game.
2. The penalty for a team participation in games with an ineligible player will be a forfeit from the team's League standings for each game with an ineligible player.

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3. Sanctions will also be imposed against a coach that knowingly uses an ineligible player. Refer to Rule 502.
4. Any dispute of games in which the ineligible player or players are engaged shall be decided by the Board, which may impose additional penalties as it sees fit.

Additional Reference

USYSA Rule 209

NYSWYSA Rule 2209

Rule 410. Forfeits

Section 1 Reasons for Forfeit

This list of forfeit does not preclude other reasons for game forfeits.

1. If a team fails to field a minimum number of players to start the game, said team will forfeit the game.
2. Any team which leaves the field during the game and refuses to play when ordered to do so by the referee, will forfeit said game. All forfeits of this type will be reviewed by the Division Coordinator and the Gender Vice President.
3. Any team not present or ready to play within the 30-minute grace period after the scheduled kickoff time will be considered to have forfeited the game.
4. Any team that fails to provide player passes will be considered to have forfeited the game. Any game played without player passes is a forfeit regardless if the referee plays the game.
5. Any team that fails to provide the RDYSL "Game Day Roster" will be considered to have forfeited. Any game played without the RDYSL "Game Day Roster" is a forfeit regardless if the referee plays the game.
6. If a game is terminated, whether it is in the first or second half, the team that caused the termination will forfeit that game.
7. Failure to meet the requirements of Rule 414.2.a, having an adult present on the sideline with a proper risk management pass during the entire game

Section 2 Which Team Pays the Forfeit Fine

1. Any team forfeiting a game or causing a game to be forfeited is responsible for the paying the appropriate fines as noted on annual schedule of fines.

Rule 411. Playing Conditions

Section 1 Dangerous Field Conditions

1. The home team is responsible for a suitable and safe field, goals and sideline area.
2. If, in the discretion of the referee, a field surface or goal is deemed unsafe the game can be moved to a nearby suitable field if each team agrees. If no alternate field can be found then the game will be rescheduled.
3. The Board or its designee(s) may visit a field and make a decision regarding the size, safety, and condition of the field. If a field is deemed unplayable during the season, the field must be repaired prior to another game or taken offline and all games scheduled on the field moved. The home team is responsible for any fees that occur to move the games. A field remains offline forever or until the problem has been corrected. Once the problem is corrected the home team or club may petition the League to have the field brought back online.

Section 2 Bad Weather

1. If the home team does not have a playable field available due to recent weather, it must try to notify the visiting team and the Division Coordinator prior to game time to avoid unnecessary traveling.
2. The referee will make any necessary decisions at the field regarding dangerous weather conditions. If thunder and/or lightning are observed, the game will be suspended immediately and the field will be cleared allowing people to seek safe shelter. The following steps apply:
 - a. A 30 minute wait period will be started. This wait period will be reset to 30 in the event any additional thunder or lightning are observed. Both teams and referee will wait this time before resuming the game
 - b. Once there is 30 minutes of clear weather the referee shall make every reasonable effort to resume the game with full consideration of site conditions as they affect safety and playing conditions.
 - c. If lightning and/or thunder is observed prior to the start of the game the game will not begin until a 30 minute wait period of clear weather has been observed.
 - d. If both teams and referee have waited 60 minutes for clear weather but are still in a wait period the game can be abandoned if both coaches agree. A game can be abandoned during a wait period if it will be too dark to resume the game when the period ends.
3. If a game is abandoned by a referee due to weather conditions after the game has started, the following prevails:
 - a. If the game is at or beyond the halfway mark the team leading at the time of stoppage of play will be declared the winner. If the game is tied, it stands.
 - b. If a game has not reached the halfway mark, it will be rescheduled and played in its entirety. However, all infractions will stand.

Section 3 Heat

1. Coaches and referees are expected to use common sense in the event of high heat and/or humidity. Player safety must be the prime consideration.
2. In the event of high heat (over 90°F) and/or humidity, the referee should allow a water break approximately halfway through each half of the game. Consent of the coaches is not required. The referee will pick the appropriate time for the stoppage. The maximum duration of the break will be 3 minutes. The 3 minute break time will be added to the end of each half. Players may leave the field to get their water. Unlimited substitutions are allowed at this time.
3. The coaches and referee may mutually agree to shorten the halves of the game.

Rule 412. League Standings

1. No standings or scores will be kept for noncompetitive age groups.
2. Points System
 - a. Three (3) points for a win
 - b. One (1) point for a tie
 - c. Zero points for a loss.
3. Tie breakers. If the total points of 2 or more teams are the same at the end of League competition, the following tiebreaker will determine the winner:
 - 1st Head-to-Head Competition
Head-to-head can only be used for two teams. The team with the best aggregate score record against their tied opponent in League competition will be declared the winner. If a tie remains continue to the 2nd tiebreaker.

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2nd Most Wins

The team with the most wins in League competition will be declared the winner. If a tie remains continue to the 3rd tiebreaker.

3rd Goal Differential

The team with the largest goal differential for the entire League competition will be declared the winner. The goal differential is determined by subtracting the goals allowed from the goals scored for each game of the season. The goal differential maximum is 3 goals for each game, both negative and positive. If the total points are the same, continue to 4th tiebreaker.

4th Goals Against

The team with fewest goals against over the entire League competition will be declared the winner. If the tie remains, continue to the 5th tiebreaker.

5th Shutouts

The team with the most shutouts during League competition will be declared the winner. If a tie still remains, continue to the 6th tiebreaker.

6th Tie Stands

The tied teams will share the rank position in the League standings.

4. Scoring for forfeits

- a. If a team forfeits, the score will be recorded as 3-0. The winning team will be awarded a win and a shutout.
- b. In the event of a double forfeit, the score will be recorded as 0-0. Both teams will be given a loss (not a tie) and no shutout.

Rule 413. Awards and Recognition

The Board will determine on an annual basis the awards and recognition for each age group. Competitive age groups will receive awards for first and second place. Teams will not receive their awards until the season is completed.

Rule 414. Pre-Game Procedures

1. Home team:
 - a. In the event of a uniform conflict, the home team must change.
 - b. Must have nets up and secured and corner flags in position 10 minutes prior to the scheduled start of a game.
 - c. Must provide the game ball (subject to the referee's approval) and must have at least 1 spare ball suitable for game use.
 - d. Will supply the referee with the game fee.
2. Each team:
 - a. Must provide the player passes and the coaches, assistant coaches or club staff Risk Management passes to the referee. No club staff member may coach the team without a completed Risk Management pass (coach's picture affixed to pass, signature and laminated with no photocopies or duplicates of any kind are allowed). A team without player passes, an RDYSL "Game Day Roster" and one valid club staff member with a Risk Management pass at the beginning of the game and throughout the whole game will forfeit. The team must also provide the referee with two copies of the RDYSL Game Day Roster produced through the RDYSL website. Failure to enter your complete roster into the RDYSL website or provide a Game Day Roster for the referee will result in a game forfeit.

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- b. For U9 through U12 age groups provide one lines-man of age 14 years or older and notify the referee who they are prior to kick-off. The duties of the lines man are dictated by the referee and do not include coaching. Where possible the referee unit will supply a 3-man referee system for the U13-U19 age groups. If resources do not allow a 3-man referee system a single referee with a linesmen supplied by each team will be used.
- c. Should bring their medical supplies
- d. It is recommended that teams carry a copy of the RDYSL Rules and Regulations to games to help resolve issues that may occur at the field.
- e. At all League games, unless field conditions make the rule unsafe or unreasonable, the home team and the fans shall be on the opposite side of the field from the visiting teams and its fans. The home team has its choice of sides. If the pitch has stadium seating the teams should sit on opposite sides of the center of the field with reasonable room between the spectators. Referees will be instructed not to begin the game until teams and fans comply with this rule. No players or fans are permitted behind the goals at anytime during the game.
- f. Coaches have the right to question a player's eligibility and the referee will investigate.
- g. If the number of players at the game exceeds the limit of the players for the age group the players on the sidelines that are not participating in the game must wear distinguishing clothing.
- h. Coaches are reminded should a referee fail to show, the coaches may agree upon an official from available personnel, and that the official's decisions and call of play will be binding on both teams. The official is entitled to the referee's payment. The home team will mail the website generated RDYSL Game Roster with game score results to the appropriate Division Coordinator

Rule 415. Post-Game Procedures

- 1. Home team
 - a. In the event of a referee no show a home team representative must contact their Division Coordinator within 24 hours to notify them of the referee no-show and mail a signed home and visitor game report to the Division Coordinator.
- 2. Each team:
 - a. If players choose to shake the opponent's hands it must be done in a calm and orderly fashion. There shall be no punching, hitting or spitting.
 - b. Coach, manager or team representative shall be responsible to collect passes from the referee at the end of the game. The referee will keep the passes of any players or coaches ejected from the game and mail the passes with the game report to the Division Coordinator.
 - c. Should any player on your team be severely injured during the game and require medical attention contact your Division Coordinator that day.
 - d. In the event of fights or police during the game contact your Division Coordinator that day.
 - e. Within 48 hours of the game a team representative is expected to fill out the game evaluation form on the website. More than one representative is allowed to fill out the form.

Rule 416. Referee Payment

1. Unless the game is a forfeit the home team will pay all referee fees and expenses. This also includes the makeup of cancelled or suspended games.
2. The only accepted referee payment will be cash of the exact denomination for each referee. You must also be prepared with the exact cash amount for the referee's travel expenses should the game be cancelled.
3. For a game that is cancelled (the game never started) due to field conditions or weather the referee will get their travel expenses of \$12.
4. If a game is started and then suspended or terminated the referee will receive full payment. Payment varies depending on the age division. The payment amount can be found on the individualized team Game Day Roster produced through the RDYSL website.

Rule 417. Game Changes

Section 1 Pre-season Game Changes

1. After the preliminary schedule is available there is a period for pre-season game changes. Any game can be changed but both coaches must agree to all changes.
2. Changes are limited to date, time and field.
3. The start and end dates for the pre-season game changes are determined by the Board and will be posted on the website.
 - a. For 2015 season we will have a trial allowing games to be rescheduled prior to the start of the season. The allowed date range will be after player transfers end and before the start of the season. Both dates are posted on the RDYSL calendar.
4. No games may be changed by a team to before or after these published season dates.
5. Coaches are expected to accommodate reasonable requests for pre-season game changes and to respond to such requests in a timely manner. The League Division Coordinator will arbitrate disputes between coaches.

Section 2 In-season Game Change

1. After the pre-season game change period ends game changes will be approved by the League as follows:
 - a. No Charge Changes
 - i. New York State West State Cup conflicts
 - ii. Official cancelation by League (e.g. heat)
 - iii. Field owner officially declares the field unplayable or unsafe.
 - iv. Field change at same site
 - b. Chargeable Changes
 - i. The site for a game can be changed. The team requesting the change will be assessed the referee assignor's fee. The amount is included in the Assignor Service Contract.
 - ii. The time for a game can be changed upon agreement by the opposing coach. The team requesting the change will be assessed the referee assignor's fee. The amount is included in the Assignor Service Contract.
 - iii. The date for a game can be changed upon agreement by the opposing coach. The team requesting the change will be assessed the in season game change fee which can be found in the RDYSL annual schedule of

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fines. The in season fee must be paid prior to the game change being completed by the league. A date change must be initiated with the Division Coordinator at least 48 hours prior to kickoff.

2. Coaches are expected to accommodate reasonable requests for in-season game changes and to respond to such requests in a timely manner. The League Division Coordinator will arbitrate disputes between coaches.
3. Any game rescheduled without following proper procedures will be considered invalid and will result in a double forfeit.

Rule 418. Makeup of Cancelled or Suspended Games

All League games must be rescheduled and reported to the Division Coordinator within 7 days of the cancelled games. The rescheduled games must be played no later than 3 days after the end of the League season. If teams are unable to mutually reach an agreement within the required time, the League will reschedule the makeup game, which will be binding to both teams.

Part 5: Conduct and Behavior

Rule 500. Player Misconduct and Violations

Section 1 Yellow Cards

1. Coaches are responsible for maintaining a count of the number of yellow cards a player accumulates during League games and ensuring any resulting sanctions are observed.
2. Any player accumulating 2 yellow cards in one game will be assessed an immediate red card violation. This results in a player send-off from the current game. The red card suspension and fine are noted on the annual schedule of fines. The equivalent red card counts toward the season red card total but the 2 yellow cards do not count in the accumulated season yellow cards.
3. Any player accumulating 3 yellow cards over multiple games will be assessed a suspension to be served at the next League game and fine as noted on the annual schedule of fines. The player is allowed to finish the game in which the third yellow card is received. These 3 yellow cards are not the equivalent of a red card violation but the 3rd yellow card will count in the accumulated season yellow card count. If the 3rd yellow card is received in the last game of the season, the suspension does not carry over to the next season.

Section 2 Red Cards

1. Red cards may not be appealed to the Board.
2. Red cards are divided into the categories of non-fighting and fighting. Penalties are as follows:
 - a. Non-Fighting Red Cards
 - i. First red card: suspension for the number of games and the appropriate fine as noted on the annual schedule of fines.
 - ii. Second red card: suspension for the number of games and the appropriate fine as noted on the annual schedule of fines.
 - b. Fighting Red Cards
 - i. First red card: suspension for the number of games and the appropriate fine as noted on the annual schedule of fines.
 - ii. Second red card: suspension for the number of games and the appropriate fines as noted on the annual schedule of fines. Player must request reinstatement by the Board after suspension is served.
3. Player's pass will not be returned under any circumstances (nor will any copy or replacement be issued) until fine is paid and the first game of the suspension has been served. The player will only be able to participate in NYSW State Cup but unable to participate in other competitions until he/she has served the first game of the League suspension. Player may participate in other competitions (e.g. tournaments) after serving the first game of the League suspension, as follows:
 - a. The appropriate fine must be paid.
 - b. The coach must obtain the player's pass from the division coordinator.
 - c. The coach must return the player's pass to the division coordinator after the other competition. Failure to return the player pass will result in a fine given in the annual schedule of fines.
 - d. The player must serve the remainder of the League suspension. Failure to do so will be treated as use of an ineligible player, with appropriate sanctions (see Rule 409).
4. Any game suspensions must be served at the next League games unless otherwise dictated by the Board.

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5. Any suspension that is not completed by the end of the season will carry over to the next season.

Section 3 Other

1. A player ordered off the field of play for misconduct cannot be replaced with another player and the team must play short for each player sent off.
2. If a game has not reached the half way mark, all infractions received are considered valid and penalties enforced.
3. Any infractions or penalties that occurred during a game with an illegal player are considered valid and will be enforced for both teams. Likewise any infraction or penalties an illegal player receives will be enforced.
4. If the referee terminates a game, all infractions received are considered valid and penalties enforced.
5. If the referee suspends a game, all infractions received are considered valid and penalties enforced.

Rule 501. Team Penalty Points

Section 1 Yellow Cards

1. Competitive teams U11 through U17 that have reached the 10 yellow card threshold will have a point deducted from their team standings. Competitive teams in U19 that have reached the 8 yellow card threshold will have a point deducted from their team standings.
2. After the yellow card threshold is reached every multiple of 5 yellow cards a competitive age group team receives will result in a point being deducted from their team standings.

Section 2 Red Cards

3. Each player Loss of Player Control red card will result in two points being deducted from the team standings in competitive age groups. Non-Loss of Player Control red cards will result in zero penalty points.
4. A player receiving 2 yellow cards within the same game will result in a point being deducted from the team standings in competitive age groups. These 2 yellow cards do not count toward team penalty point yellow cards.

Section 3 Coaching Staff Member Ejection

1. Each coaching staff member ejected will result in one point being deducted from the team standings in competitive age groups.

Rule 502. Coaching Staff Misconduct and Violations

Section 1 Minor Coaching Staff Misconduct and Violations

1. A minor infraction is when the referee indicates unacceptable coaches (or coaching staff) conduct on the game report. The referee must document the violation in detail on the game report.
2. Repeated misconduct may warrant an investigation by the Board and call for additional fines, suspensions or actions.

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Section 2 Major Coaching Staff Misconduct and Violations

1. Send-off during Current Match
 - a. Coaching staff member ejected from the game must leave the field of play and are not permitted to watch the game. They must stay away the remainder of the match. Additionally, coaching staff members are not permitted to communicate with their team staff or players during the remainder of the game. The type of communication prohibited would include but not limited to: cellular, 2-way radios, electronic/digital, written or verbal. Coaching staff members returning to the field of play during or directly following the match are subject to additional sanctions.
2. Coaching Staff Suspension and Restrictions
 - a. Any manager, coach, assistant coach, trainer or other official bench personnel is prohibited from assuming any official duty at or near the team bench while serving a suspension. Any infringement of this rule may result in the forfeiture of the game and will include discipline for each infraction.
 - b. Suspended coaching staff members may not communicate with the team. The type of communication prohibited would include but not limited to: cellular, 2-way radios, electronic/digital, written or verbal. Coaching staff members returning to the field of play during or directly following the match are subject to additional sanctions.
 - c. Coaching staff members serving a suspension may not attend a League game in any capacity including spectator.
3. Penalties
 - a. First offense: suspension for the number of games and the appropriate fine as noted on the annual schedule of fines.
 - b. Second offense: suspension for the number of games and the appropriate fine as noted on the annual schedule of fines. Coaching staff member must request reinstatement by the Board after suspension is served.
 - c. Coaching staff pass will not be returned until fine is paid and the suspension has been served.
 - d. Any game suspensions must be served at the next League games unless otherwise dictated by the Board.
 - e. Any suspension that is not completed by the end of the season will carry over to the next season.
4. Special Conditions Regarding Misconduct
 - a. Verification of violent conduct, even if unreported by the referee, will result in immediate suspension of the coach for at least the remainder of the season after review of the Board.
 - b. At any time, the Board can review the conduct of any coach, player, team spectator, or club to determine whether any disciplinary action is necessary. If any disciplinary action should be taken, those involved will be notified in writing of a hearing and given the opportunity to attend the hearing and bring witnesses on their behalf.
 - c. Any coach, who in the opinion of the Board rosters or plays an illegal player(s), will be suspended for a minimum of one year from the date of the infraction.

Rule 503. Spectator Misconduct and Violations

Spectator misconduct includes but is not limited to verbal abuse (of referee, opposing coach, player or another spectator), unauthorized entry to the field of play, fighting or threats. A team and club are responsible for the conduct of their spectators.

Section 1 Minor Spectator Team Misconduct and Violations

1. A minor infraction is when the referee indicates unacceptable spectator misconduct on the game report.
2. The Board reserves the right to impose additional sanctions on a club for repeated spectator misconduct.

Section 2 Spectator Ejection Incidents and Violation

1. Spectators ejected from the game must leave the field of play and are not permitted to watch the game. They must stay away the remainder of the match.
2. The referee must document the violation on the game report.
3. Fines appropriate for a spectator ejection incident are noted on the annual schedule of fines.

Rule 504. Abuse or Assault of a Referee

Any misconduct or violations towards a referee will not be tolerated. The following applies to a player, coach or spectator:

1. Abuse (including foul language) or physical threats toward the referee will result in fines and suspension. These are outlined in the USSF Referee Administration Handbook.
2. Procedures for handling referee assaults are based on the USSF Referee Administration Handbook.

Additional Reference

USSF Referee Administration Handbook

Rule 505. Club Probation

Clubs with persistent adult misconduct and violations are expected to take actions to improve or face probation and removal from the League.

Section 1 Persistent Adult Misconduct and Violations

1. A club's coach, staff, and spectator ejections and coach, staff, and spectator minor offenses for the season are taken into account to determine a need for action by the League.
2. If the sum of ejections and minor offenses exceeds the limits as described in the annual Model and Leadership Awards then the club probation process takes effect.

Section 2 Probation Process

1. If a club exceeds the allowable number of ejections and minor offenses as described in Section 1, that club will be issued a warning to improve for the following season and placed on probation.

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2. If a probationary club exceeds the allowable number of ejections and minor offenses for a second consecutive season, the club will be required to pay a \$1,500 bond to League. Failure to pay such bond will result in the club not being allowed to register teams for the upcoming season.
3. If a probationary club exceeds the allowable number of ejections and minor offenses for a third consecutive season, the club will be removed as a member of the League for the following season, and the League will keep the bond. A club removed in this fashion may reapply for membership in the League after one year of nonparticipation.
4. If a probationary club is below the allowable number of ejections and minor offenses for the current season, the club will be returned to good standing and the bond will be returned.

Part 6: Protests and Appeals

Rule 600. Protests and Appeals

1. Acceptable subjects for protest consideration:
 - a. Only violations of the By-Laws and playing rules (which shall be the “Laws of The Game”) shall be subject to consider for protest.
 - b. Only violation of the League and playing rules and misapplication of the “Laws of the Game”, as published by FIFA, will be subject to consider for protest.
 - c. Any person, team, or club that receives a sanction of 12 (or more) League games suspension, a 1 (or more) calendar year suspension or a fine of \$150 or more may apply to the League by filing a protest to reduce the term and/or amount of the sanction.
2. Unacceptable subjects for protest consideration:
 - a. The referee’s judgment, with regard to the physical condition of the field and its acceptance of play, to the actual happenings and occurrences related to the conduct of the game and those prerogatives granted to him by the “Laws of the Game” as published by FIFA, shall not be challenged.
 - b. Player, coach or spectator ejections cannot be appealed but the sanction may be appealed if it exceeds the minimum amount and the amount meets the requirement above.
3. Procedure
 - a. All protests must be lodged in writing within 7 days of the decision being posted on the website or email being received by a club member and must be accompanied by a \$100 protest fee. The protest letter must describe the date, game number, gender, age, team names and a statement to the basis of the protest including specific reference to any rules, regulations and bylaws. This material must be sent to the League President by registered mail. A protest cannot be sent via email.
 - b. Protests will be heard by the RDYSL Appeals Committee consisting of three RDYSL Board members designated by the RDYSL President. The president or a designee will act as chairperson of the RDYSL Appeals Committee. No person can serve on the RDYSL Appeals Committee if there is a conflict of interest.
 - c. A protest may be heard upon written submissions unless the appeal chairman calls for an evidentiary hearing. A hearing is not guaranteed.
 - d. If a hearing is necessary the Appeals Committee will schedule the hearing in a timely manner. All parties will be notified of the date, time and place of the hearing and be provided with a copy of the appeal and any related documents. You are entitled to a copy of the referee game report during your appeal. Any party notified will be responsible for bringing their witnesses to the hearing.
 - e. All parties involved will be given a reasonable opportunity to be heard.
 - f. The person(s), Club, or Association filing the appeal or protest will be responsible for the expenses incurred. If the Appeals Committee rules in favor of the claimant, the League will assume the costs.
 - g. At the conclusion of the hearing the RDYSL Appeals Committee will take any action deemed appropriate including increasing or decreasing the sanction if so warranted. The RDYSL Appeals Committee may depart from the minimum sanction as stated in the RDYSL Rules if circumstances deem it is in the best interest of the League.
 - h. If the protest is upheld, the protest fee will be refunded. An upheld protest is one where the sanction is reduced or eliminated.

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- i. A suspension remains in effect during the appeal process.
- j. Should any team wish to appeal the decision of the RDYSL Appeals Committee, the line of authority is as follows:
 - i. New York State West Youth Soccer Association
 - ii. US Soccer Appeals Committee

Additional Reference

NYSWYSA Adjudication Manual

Part 7: Miscellaneous

Rule 700. Coaching Ethics

1. Coaches and their assistants are representatives of the USYSA and the League. They must conduct themselves in accordance with the Rules and Regulations of this organization.
2. Every team, club or association is responsible for the action of its players, officials, and spectators and is required to take all necessary precautions to prevent spectators threatening or assaulting officials or players before, during or after all games.
3. It is the responsibility of the club, coaches and players to know and abide by the RDYSL Rules and Regulations and the FIFA Laws of the Game.
4. Coaches and their assistants must remain in the technical area or coaching box at all times during the game. The coaching area is defined as 10 yards to either side of the center line and may be marked by a cone or pinnie provided by the team.

Rule 701. Duties of the Referee

1. The referee will be the sole judge on the field and the decisions of the referee on the laws of the game will be final. Complaints about referees may be directed to the Referee Unit using the Referee Evaluation Form. However, if after an investigation, the complaint is found to be groundless or trivial, the complaining team will be dealt with, as the League may deem fit. The referee must supply verification of player eligibility to coaches on request.
2. The fees and traveling expenses of the referee will be set by mutual agreement between the Referee Unit and the Member Clubs for the season in which the games are played.
3. The referee, upon arrival at the playing grounds, will inspect the field of play and will be the sole judge as to its fitness. If the referee finds the field to be unplayable, the game will be postponed and the home team will pay the referee the minimum fee.
4. In case the appointed referee fails to appear, a registered referee present at the grounds will conduct the game. If a registered referee is not present, any other person capable of conducting the game will be appointed by mutual consent and agreement of the teams concerned. The substitute referee is entitled to the regular fee. The substitute referee must complete the game reports and mail it to the Division Coordinator. Any passes of ejected players or coaches should also be mailed to the Division Coordinator if a referee fails to appear.
5. Should a referee become incapacitated during the progress of the game from any cause that would prevent their officiating, the referee will turn control of the game over to any registered referee present, or to another person mutually agreed upon, who will conduct the game to its conclusion.
6. If a referee is assaulted or caused bodily harm due to the neglect of a team to provide adequate protection, that team will be fined at the discretion of the League. Said team will be liable to the referee, upon proven evidence, for any consequences of such an assault.
7. The referee must wear the official uniform at all games they officiate.
8. The referee must complete the official League paperwork as follows:
 - a. The online referee's game report must be completed within 50 hours from the start of the game.

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- b. Any passes from ejected players or coaches must be mailed to the Division Coordinator and postmarked within 24 hours after the game.

Rule 702. Matters Not Provided For in Rules and Regulations

All matters not provided for in these Rules and Regulations shall be determined by the Board and decisions shall be final and binding.

Part 8: Fees and Fines

Rule 800. Applicability

Fees and fines apply to both competitive and noncompetitive age groups.

Rule 801. Payment Responsibility

The club is responsible for the payment of all fees and fines generated by the club, teams, coaching staff, players and spectators. Failure to do so will put the club in bad standing with the League and NYSWYSA.

1. Clubs in bad standing with the League will be unable to register teams in the upcoming League season until they are placed back in good standings.
2. A club will have a 30 day grace period from the published payment due date. If the League fails to receive payment before the end of the grace period a 5% late payment penalty will be added.

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Rule 802. Annual Schedule of Fees and Fines

The suspensions and fines listed for the infractions below are minimum values. If the severity of the infraction warrants the Board may impose higher values.

INFRACTION	MINIMUM DOLLAR FINE
1. League game forfeit (plus normal referee fees)	150.00
2. Withdrawal of team from League (refer to the calendar of events for specific dates):	
• Between team registration (dates listed on calendar) and team placement (February RDYSL Board meeting)	75.00
• After team placement (day after February RDYSL Board meeting) but before preliminary schedule (the day before the coaches meeting in March)	150.00
• After preliminary schedule (coaches meeting in March) but before final schedule (when the schedule is turned over to the ref unit for scheduling, approximately 3 weeks prior to the opening day)	250.00 for first week + 100.00 per week or partial week thereafter until final schedule
• After final schedule (and fees for forfeit)	500.00
3. Player yellow card infraction	
• Three cards over multiple games (1 league game suspension)	25.00
4. Player red card infraction	
• Non-fighting (non-violent conduct)	
o First card (minimum 2 league game suspension)	50.00
o Second card (minimum 6 league game suspension)	300.00
• Fighting (violent conduct)	
o First card (minimum 4 league game suspension)	200.00
o Second card (minimum 12 league game suspension)	500.00
• Combination (non-fighting and fighting)	
o One fighting and one non-fighting (minimum 8 league game suspension)	400.00
• Failure to return player pass when taken for tournament	50.00
5. Coaching staff and manager misconduct	
• Minor offense	25.00
• First ejection (minimum 3 league game suspension)	150.00
• Second ejection (minimum 12 league game suspension)	500.00
6. Spectator misconduct	
• Minor offense	25.00
• Ejection incident (repeated incidents by spectator or team will result in higher fines)	150.00
7. Club not having representative at League meeting	250.00
8. Club password reset	25.00
9. Team not having representative at Division Coordinator meeting	100.00
10. Inappropriate game procedures or game report	
• Failure of team representative to sign game day roster	25.00
• Late kickoff	25.00
• Missing or incorrect information on game day roster	25.00
• Fans on same side of field	25.00
11. In season game date change fee	75.00
12. Failure to reschedule game in 7 days	25.00
13. Improper maintenance or marking of field	10.00

Part 9: Document History

- 19-Oct-2003 A reformatting of the old rules to include rule numbers.
Rule 203: Added communication between League and clubs via email and website with documents created in Microsoft Office, PDF and WinZip.
Rule 204: Added more detail in the rule for teams playing up.
Rule 303: Updated for 2004 player registration fees.
Rule 402: Collected the existing field dimension information and placed data into a table.
Rule 405: Changed minimum number of players required on field for U9-U10 to 5 and U11 to 6.
Rule 408: Included USYSA playing time requirement of 50% for U9 and U10.
Rule 412: Changed the standing tiebreakers to include 2nd breaker of most wins and 6th breaker of tie stands.
Rule 414: The U17 and U19 age groups will use a 3-man referee system.
Rule 417: Added the ability to change a game during the season after the payment of an "in-season game-rescheduling fee".
Rule 500-503: Heavily modified all player, coach and spectator sanctions. This includes the addition of red card categories for non-fighting and fighting plus the introduction of team penalty points.
Rule 600: Corrected and modified protest and appeal process. Increased appeal fee to \$100.
Rule 700: Added reminder that coaches must coach a game from the technical box.
- 6-Nov-2003 Rule 501: Added that when a player receives a red card due to 3 yellow cards across multiple games that the 3 yellow cards no longer count toward the team penalty point.
Rule 500, 502,503: Cleared up ambiguity that suspensions do carry into the next season.
- 3-Mar-2004 Rule 303: Fixed math error in tournament only player cost (\$14 not \$13).
Rule 500: Removed that tournament yellow cards count toward player total.
- 8-Sep-2004 Changes for 2005 season
Addition of a true U8 age group affecting many rules.
Rule 306: Any player may be a member of a team equal to or greater than their age. Removed the restriction involving non-competitive players.
Rule 402: Added goal must be properly netted and fastened to field.
Rule 411: Updated lightning rule to 30/30.
Rule 415: Added behavior required for handshake after game.
Rule 502: Minor coaching misconduct must now be documented on the game report.
Rule 503: Simplified spectator misconduct.
Rule 600: Modified to also allow appeals of sanctions of \$150 or more.
Fines: Simplified and reduced fine for spectator misconduct.
- 12-Nov-2005 Changes for 2006 season
Rule 204: Teams playing up can now be placed in Division 1 or 2.
Rule 305: U12 can now have a maximum roster of 22.
Rule 414: No longer necessary to contact visiting team 3 days prior to game.
Rule 414: A game is a forfeit if passes are not available at start of game.
Rule 414: Suggestion that each team carry copy of RDYSL rules to games.
Rule 414: Teams sit on opposite ends of benches at fields with stadium seating.

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- 2-Feb-2007 Changes for 2007 season
Rule 303: Removed NYSW fees and referred to NYSW website for costs.
Rule 310: Addition of Player Call Up rule.
Rule 402: Adjusted U11 field width minimum to 50 yards. Previous 60 yard minimum was more than full size field minimum.
- 27-Aug-2007 Changes for 2008 season
Rule 204: The League may allow first year teams to play up.
Rule 302: Adjusted last day to add or release players.
Rule 310: Call up players are now allowed from the same age group but a lower division.
Rule 412: Head-to-head is now only valid for two teams.
Rule 500: Three yellow cards over multiple games is now a 1 game suspension and a fine. It is no longer a penalty point.
Rule 503: Added Spectator Minor Offense and fine. Increased the Spectator Major Fines for first and second offense to \$300 and \$500.
Rule 600: Protest must be received within 5 days (not 3 days).
- 18-Aug-2008 Changes for 2009 season
Rule 204: Added fields must be playable for entire season.
Rule 204: Added seven teams in Division 1 and multiple teams from same club allowed in same division.
Rule 303: RYDSL will send player registration bill that must be paid before any players can be registered.
Rule 305: U12 maximum roster size is 18.
Rules 307: Clubs may restrict the use of secondary players.
Rule 310: A player may be called up a maximum of 4 times during the season.
Rule 405: A team falling below minimum number of players will not be charged a forfeit fee.
Rule 411: League has right to take a field offline due to safety or condition of field.
Rule 411: Modifications to thunder and lightning rule to suspend game immediately.
Rule 412: Head-to-head tie breaker applies to two or more teams.
Rule 417: Game change dates only during published season period. No in-season game changes allowed within 48 hours of game time.
Rule 600: Added that a hearing is not guaranteed for a protest.
Rule 600: Protest must be received within 7 days (not 5 days)
Rule 801: Added 5% penalty if club bill not paid by grace period.
Rule 802: Added a \$100 per week fine increase for a team withdrawal during the preseason game change period.
- 14-Dec-2009 Changes for 2010 season
Rule 200: Added requirement that Club name changes and legal entity changes be treated as new clubs and requirement that new clubs use fields within defined boundaries.
Rule 201: Eliminated use of bond to pay fines and subsequent increase in bond.
Rule 204: Modified division size for U19.
Rule 301: Added statement to disallow "playing down".
Rule 402: Changed field size to be consistent with U12 small-sided game.
Rule 405: Changed number of players to be consistent with U12 small-sided.
Rule 411: Added section on heat-related safety.
Rule 412: Changed to use aggregate score as 1st tiebreaker.
Rule 500: Added process to allow player to participate in other competitions after serving first game of suspension.

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Rule 802: Added fines for multiple ejections; added fines for not providing game report or envelope.

- 20-Oct-2010 Changes for 2011 season
Rule 100: Added definition of fighting.
Rule 200: Existing clubs cannot add new fields outside geographic boundaries without board approval.
Rule 200: Probationary clubs that don't enter the minimum number of teams will still be allowed to play with restrictions.
Rule 305: Minimum roster size increased for U8-U10 and U11-U12.
Rule 310: U16 can now call up players and U15 can now participate in the call up.
Rule 310: No authorizing signature required on call up form.
Rule 401: Gender VP can approve exception for a game not being played.
Rule 409: Use of ineligible player does not deduct 3 points from standings.
Rule 411: Heat breaks will be a maximum of 3 minutes and the clock will be stopped. Players may leave field and unlimited subs allowed.
Rule 412: Clarify that 1st tie breaker is only valid for two teams.
Rule 600: Sanctions may only be appealed if it exceeds minimum amount and is \$150 or more.
Rule 802: Coaching first offense sanction decreased to \$150 and suspension increased to 3 games.
Rule 802: Spectator misconduct changed to incident based and fine decreased to \$150. Repeat offenses will be higher.
- 20-Jan-2011 Rule 200: Corrected the east and west directions on the home field bounding box.
- 11-Nov-2011 Changes for 2012 season
Rule 200: Clubs that are members of the League 2010 and prior may not add new sites outside boundaries unless approved by the league.
Rule 202: Reflect the mandatory or optional nature of League meetings.
Rule 204: Div 1 will have 7 teams where numbers and team competitiveness allows. Noncompetitive teams may play one age group above their true age if the League determines they will be competitive
Rule 302: A team may replace a player that has suffered a season ending injury.
Rule 407: Both noncompetitive teams are allowed substitutions on all throw-ins and corner kicks.
Rule 410: Clarify teams that fail to produce passes will forfeit. Clarify that teams not having an adult with a Risk Management pass on the sideline will forfeit.
Rule 414: U8 through U15 will provide linesman. U16-U19 will have a three man ref system.
Rule 500: Players accumulating 3 yellow cards sit out the next League game. Suspension does not carry over to the next season for accumulated multiple game third yellow in last game of season
Rule 501: 8 yellow cards equal a penalty point for U19.
Rule 502: Removed review the conduct of the ref.
Rule 505: New club probation rule.
Rule 802: Set fine for no rep at AGM to \$250 for 2013.
Rule 802: Removed fee for missing game envelope.
- 1-Nov-2012 Changes for 2013 season
Rule 100: Added definitions for Player Add and Player Transfer.
Rule 203: The League will use Microsoft Office Version 2007. Club password resets will be accessed a fee if outside the defined time.
Rule 303: Tournament registration fee in now \$2.50.

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Rule 310: Callup player needs to be 15 years or older by July 31st of the current season. Added clarification to rule that a suspended player is ineligible for callup.

Rule 402: Added goals 7ft x 21ft for U11-12 to the already 8ft x 24ft.

Rule 410: Proper risk management pass has picture affixed, signature and laminated. No photocopies allowed.

Rule 414: U15 will have a three man referee system.

Rule 416: Referees will be paid in cash; exact denomination for each ref required.

Rule 501: Two points deducted from team standings due to Loss of Player Control red card. Zero points for Non-Loss of Player Control red card.

Rule 802: Added specified dates for team withdrawal and fee for club password reset.

- 15-Nov-2013
- Rule 200.3: Field touching bounded lines are considered valid.
 - Rule 200.4: Added website address,
 - Rule 204.3.5: No longer necessary to have a .500 record
 - Rule 302.4: Clarify wording around replacing an injured player
 - Rule 307.2: U16-U19 can have 6 secondary players on team roster and 3 on game day roster.
 - Rule 310: Removed call up rule
 - Rule 410.2: Added Forfeits to be reviewed by DC and Gender VP.
 - Rule 411.2: Clarified that game can be played or rescheduled if field is unsafe.
 - Rule 411.3.2: Heat break time added to end of half instead of clock stopped.
 - Rule 414.2: No roster entered into RDYSL website will result in fine.
 - Rule 414.2: Adjusted which age groups have 1 and 3 man ref systems.
 - Rule 417.2: Clarified who pays when games are changed.
 - Rule 500.2.3: Failure to return player pass after tournament will result in fine.
 - Rule 501.3: Added section that has coach staff ejection is a penalty point.
 - Rule 503.2: Major spectator misconducts are now Spectator ejection incidents.
 - Rule 600.3: Added phrase that during appeals is the only time a team is entitled to referee game report.
 - Rule 802: Adjusted in-season game changes to \$75 and removed time/site changes to refer them to Referee Assignors Contract
- 13-Oct-2014
- Removed references to U8 throughout rules since this age group is now merged with U9.
 - Rule 305: Split U11-U12 roster sizes into separate U11 and U12. U11 roster size is now 16 players.
 - Rule 400: Added section 1 requiring U9-U10 opponents to retreat to midfield during a goal kick.
 - Rule 402: Field dimensions for U11
 - Rule 405: Split U11 from U12. U11 now has 8 players on field with 6 minimum.
 - Rule 407: U9-U10 substitutions at any stoppage of play.
 - Rule 410.1.5: No RDYSL Game Day Roster given to the referee at the field is a forfeit.
 - Rule 414.2.g: Players on the sideline not participating in the game must have distinguishing clothing.
 - Rule 417.1.3.a: Trial season allowing games to be rescheduled prior to start of season but after player transfer end,
 - Rule 502.1.2: Removed DC warning of coach first offense,
 - Rule 503.1.2: Removed DC warning of spectator first offense.
 - Rule 802.10: Removed \$25 fine for no game day roster given to ref. No game day roster is now a forfeit.

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10-Feb-2015 Removed \$100 fine for failure to enter complete roster into RDYSL system. It is a forfeit with all the associated fees as per Rule 410.1.5.