



Youth Rules and Regulations

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Lack of knowledge of these rules will not relieve any coach, team official, parent or player of a team participating in or seeking entry into these programs from the responsibilities and possible penalties herein. All member affiliates, teams, team officials, parents and players, by their participating in Georgia Soccer youth program play, agree that they are bound by these rules.

Georgia Soccer Youth Rules and Regulations

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Table of Contents

100.	Administration.....	3
	110. Housekeeping.....	3
	120. Georgia Soccer Programs - Youth.....	3
	130. Season.....	4
	140. Participation.....	4
	150. Administrative Procedures.....	4
	160. Team Assignments.....	5
	170. Age Classifications.....	5
	180. Team Registration.....	6
200.	Member Affiliate Responsibilities.....	6
	210. Team Selection.....	6
	220. Coach Selection.....	7
	230. Referees.....	7
	240. Concussion Protocol and Heading Restrictions.....	10
300.	Participation.....	10
	310. Registrations, Transfers & Releases.....	10
	320. Tryouts and Advertising.....	12
	330. Recruitment for Select.....	13
	340. Adult Program.....	13
	350. Professional in Georgia Soccer Youth Programs.....	13
400.	Playing Rules.....	14
	410. Practices.....	14
	420. Select & Recreation Programs Inter-affiliate Scheduled – Passes.....	14
	421. Club Pass System.....	15
	430. Team Obligations: Spectating and Field Set-up.....	15
	440. Scoring.....	16
	450. Awards.....	16
500.	Rules of US Youth Soccer Affecting Game Play and Youth Modifications to the Laws of the Game.....	17
	510. Law #1: The Field.....	17
	520. Law #2: The Ball.....	18
	530. Law #3: The Players.....	19
	540. Law #4: The Players' Equipment.....	20
	550. Law #5: The Referees -- Recreational Division.....	21
	560. Law #6: The Other Match Officials.....	21
	570. Law #7: The Duration of the Match.....	21
	580. Law #8: The Start and Restart of Play.....	22
	590. Law #9: The Ball In and Out of Play – No Modifications.....	22
	600. Law #10: Determining the Outcome of a Match.....	22
	610. Law #11: Offside.....	22
	620. Law #12: Fouls and Misconduct -- 10U and Under Modifications.....	22
	630. Law #13: Free Kicks.....	22
	640. Law #14: The Penalty Kick.....	23
	650. Law #15: The Throw-in.....	23
	660. Law #16: The Goal Kick.....	23
	670. Law #17: The Corner Kick.....	23
700.	Sportsmanship.....	23
	710. Conduct.....	23
	720. Match Terminations, Suspensions, Forfeits, and Reschedules.....	24
	730. Misconduct.....	25
	731. Coach Misconduct.....	25

Georgia Soccer Youth Rules and Regulations

732.	Player Misconduct.....	26
733.	Parent and Spectator Misconduct.....	27
740.	Misconduct -- Penalties for Players, Coaches, Teams and Member Affiliates (Athena and Classic Programs).....	28
750.	Georgia Soccer State Cup Competition (Athena and Classic).....	29
760.	Discipline and Protest (D&P) and Ethics and Grievance (E&G).....	29
800.	Glossary.....	30
810.	Club Pass.....	30
820.	Select.....	30
830.	Playing Season.....	30
840.	Recreational.....	30
850.	Registration.....	30
860.	Release.....	30
870.	Roster.....	31
880.	Seasonal Year.....	31
900.	Transfer.....	31
910.	Transfer Process.....	31
920.	Illegal Recruiting.....	31
930.	Active Status.....	31
940.	Inactive Status.....	31

100. ADMINISTRATION

- 110. Housekeeping:** Georgia Soccer staff has the authority to renumber the Georgia Soccer Youth Rules & Regulations and to update nomenclature that has changed because of sponsorship change or division/program name change.
- 120. Georgia Soccer Youth Programs:** The Georgia Soccer Youth Select Programs Divisions (Athena plus Academy girls and Classic plus Academy boys), Recreational Programs, Region III Premier Program, and Southern Premier League are the responsibility of the respective Georgia Soccer Representatives. Each representative will appoint a committee, subject to approval of the Georgia Soccer VP Youth, to administer their program. The Representative shall serve as the program chairman. A list of each committee's membership stating name, age group represented, position, and contact information shall be available for all member affiliates. Each Committee shall be given wide discretionary authority to administer the program as long as same is consistent with the rules and policies set by member affiliates and directives from the Georgia Soccer Board of Directors in the operation of their duties. Each Committee shall be directly responsible to the Georgia Soccer Board of Directors in the operation of their duties.
- 120.1 Recreational:** The Recreational Program is a developmental soccer program for all youth players. The member affiliate accepts as participants any eligible youths, without regard to skill level (subject to reasonable terms of registration).
- The use of tryouts, invitations, recruiting or similar process to roster players to any recreational team on the basis of talent or ability is prohibited. Recreational players may not be “cut” from the team.
- A system for rostering players to teams must be used to establish a fair and balanced distribution of playing talent among all teams participating in the same age group within the member affiliate.
- 120.1a** To further enhance the Recreational Program, Georgia Soccer supports US Youth Soccer's teaching philosophy with respect to small-sided soccer in 04U, 06U, 08U, 10U, and 12U. This philosophy allows the game to be the teacher by maximizing each player's touches on the ball and encourages all the players to develop their skills in all positions. Further, the philosophy discourages intense competition until the older age groups.
- 120.1b** Types of recreational games
- In-House** Single affiliate internal teams play each other. Scheduling of games is done by the affiliate.
- Inter-affiliate** Two affiliates play each other. Scheduling of games is done by the affiliates.
- RIAS (Recreation Inter-affiliate Scheduled)** All affiliates are scheduled by Georgia Soccer.

Georgia Soccer Youth Rules and Regulations

- 120.2 Athena:** The Athena Program is the select program for girls' teams, as girls' teams are defined by US Youth Soccer.
- 120.3 Classic:** The Classic Program is the select program for boys' teams, as boys' teams are defined by US Youth Soccer.
- 120.4 Academy:** The Academy Program is the select developmental program for boys' and girls' teams from 09U through 12U.
- 120.5 Region III Premier League:** The Region III Premier League Program is the Region III East regional select program for 13U, 14U, 15U, 16U, 17U and 18U boys' and girls' teams.
- 120.6 Non-Traditional:** A non-traditional program is one that does not meet the normal parameters of youth play within Georgia Soccer. Teams playing within a school, church or other such group could meet the definition of being non-traditional. If an affiliate offers non-traditional type play, none of the teams within that affiliate may play in any of the other Georgia Soccer youth programs, nor may they play in any Georgia Soccer sanctioned tournaments which are geared toward traditional teams. Georgia Soccer will not administer non-traditional play.
- 120.7 Home Team:** Team listed first on a schedule
- 130. Season**
- 130.1** The US Youth Soccer Seasonal Year runs from September 1 through August 31 of the following calendar year, and shall comprise two seasons of play: Fall and Spring.
- 130.2** The Fall season of play commences with the first league game of the Fall season and terminates with the end-of-season date published by Georgia Soccer.
- 130.3** The Spring season of play commences with the first league game of the Spring season and terminates with the end-of-season date published by Georgia Soccer.
- 130.4** Select: The number of games and length of the playing seasons shall be determined by the select committee. The select committee shall provide for play in both Fall and Spring. The select committee will not schedule matches in conflict with the Georgia Soccer President's Cup or the Georgia Soccer State Cup - Youth where applicable.
- 140. Participation**
- 140.1** Each member affiliate participating in Academy, Athena or Classic play must have a minimum of one registered recreational player for every registered select player. Member affiliates not in compliance will be subject to review and/or sanction by the Georgia Soccer Board of Directors which could include: suspension of affiliate, probation of affiliate, Georgia Soccer youth tournament play restrictions and fines.
- 140.2** Teams must meet published "Team Declaration" deadlines. Failure to meet the deadline may result in non-acceptance of a team. If a team is accepted by the Playing Division Chair, a late fee will be applied.
- 140.3** Select Programs: A condition of entry of a team is field and referee availability in proportion to the number of teams entered. Teams for which member affiliates are not able to provide the required fields and referees may not be admitted. Failure to provide fields and referees may result in the removal of teams from the select program.
- 150. Administrative Procedures**
- 150.1** Any questions on rules, policies, and procedures of select divisions should be addressed to that division's committee for resolution.

Georgia Soccer Youth Rules and Regulations

- 150.2** Recreational: All RIAS (recreational inter-affiliate scheduled) scheduling functions shall be performed under the auspices and subject to the approval of the Georgia Soccer Director of Youth Recreation and/or the Youth Recreation Committee.
- 150.3** District Recreational Program Committees will ensure that all member affiliates have the ability to inter-schedule in a practical manner and will be subject to final review and approval of the Georgia Soccer Recreation Program Director – Youth to guarantee participation.
- 150.4** Scheduling and other administrative duties required for the coordination of each Select Age Group will be performed by the respective Age Group Coordinator.
- 160. Team Assignments**
- 160.1** Team assignments into playing divisions and age groups by the respective committees shall be final and are not subject to appeal.
- 160.2** A team may request to play in an older age group, but not in a younger one. This request must be approved by the Select Committee.
- 160.3** The Select Committee will assign teams to appropriate playing divisions at the start of each season (i.e. - Fall & Spring), according to the following guidelines:
- 160.3a** The number of teams in each division will be determined by the Select Committee and cannot be appealed.
- 160.3b** Placement for 13U and 14U select teams will be determined by points accumulated during the previous season (i.e., either Fall or Spring). For these teams, relegation and promotion between divisions will occur twice a year and will be based upon the points standings from the previous season.
- 160.3c** Placement for 15U and older select teams will be determined by points accumulated during the Fall. For these teams, relegation and promotion between divisions will occur once a year and will be based upon the points standings from the Fall season.
- 160.3d** Select teams must maintain a majority of players from the previous season to maintain their slot unless their roster has like players to maintain the majority.
- 160.3e** The Select Committee can modify these requirements where, in its judgment, compelling considerations justify it. (One example: Region III Premier League or National League teams returning to state competition)
- 160.3f** If one member affiliate merges with another in its entirety, the slot(s) assigned to that member affiliate's Select team(s) will not be vacated, but retained by the merged entity if the team or teams meet all other Rules and provisions.
- 170. Age Classifications**
- 170.1 Team Age Classification**
- 170.1a RECREATIONAL:** Age groups will be: 04U, 06U, 08U, 10U, 12U, 14U, 16U, 18U, and 19U.
- 170.1b ATHENA:** Age groups will be: 13U, 14U, 15U, 16U, 17U, 18U, and 19U.
- 170.1c CLASSIC:** Age groups will be: 13U, 14U, 15U, 16U, 17U, 18U, and 19U.
- 170.2 Player Age Classification**
- 170.2a** Member affiliates must register all their players with Georgia Soccer. Player classification for the soccer year shall be determined based on the official age group chart of Georgia Soccer-Youth.
- 170.2b** A player may play on an older age team, but may not play on a younger age team.

Georgia Soccer Youth Rules and Regulations

- 170.2c** Proof of age must be presented if deemed necessary. Proof of age shall consist of a birth certificate, a Uniformed Services Identification and Privilege Card (DD Form 1173) issued by the uniformed services of the United States, a birth registration issued by an appropriate government agency or board of health records, a passport, an alien registration card issued by the United States Government, a certificate issued by the Immigration and Naturalization Service attesting to age, a current driver’s license, an unexpired federal, state, or local government identification card (if documentation of date of birth is required), or a certification of a United States citizen born abroad issued by the appropriate government agency. Hospital, baptismal, or religious certificates will not be accepted.
- 170.2d** For regular-season play, once rostered to a team, a player is considered to be the age of that team.

180. Team Registration

- 180.1** Only teams properly registered with member affiliate of Georgia Soccer Youth may be entered in the select programs or recreational divisions.
- 180.2** Players may be registered with only one team at any given time, except where specifically allowed by Georgia Soccer Youth Rules and Regulations.
- 180.3** Any team with a player on its roster who is overage, who is a member of another team's roster of players (except where these regulations specifically allow for dual rostering of players or when using the Georgia Soccer Youth Club Pass System) or who utilizes a player not on the official state roster in violation of Georgia Soccer Youth Rules and Regulations, shall forfeit each game in which that player takes part and the coach may be suspended from all Georgia Soccer Youth participation for up to 1 year.

180.4 Restrictions

180.4a Roster Size

	<i>13U to 19U</i>	<i>11U to 12U</i>	<i>09U to 10U</i>	<i>04U to 08U</i>
Maximum Roster	22	18	14	8
Minimum Roster	11	9	7	4
Maximum on Field	11	9	7	4
Game Day Roster	18	18 ⁶	14 ¹²	8 8 ⁸ 8

- 180.4b** No indoor team shall be allowed with less than 5 registered players at any given time.
- 180.4c** All Select Program teams may add players who are younger than 8 years old if they are evaluated by the affiliate’s Academy coaches and deemed to be talented enough to play in the Academy program.

180.5 Electronic Registration: All affiliates must submit registrations electronically to Georgia Soccer no later than the date designated and published by Georgia Soccer. Failure to meet the published deadlines may prevent the teams from participating in the coming season.

200. MEMBER AFFILIATE RESPONSIBILITIES

210. Team Selection

- 210.1** Each individual member affiliate will be responsible for selecting its teams for play in the Select Division Programs.
- 210.2** Team formations shall comply with all rules of Georgia Soccer Youth as amended.

Georgia Soccer Youth Rules and Regulations

220. Coach Selection

220.1 Each member affiliate is responsible for the selection of coaches for its teams.

220.2 It is recommended that all recreation program coaches meet a *minimum* coaching license as follows:

220.2a	<u>Age Group</u>	<u>License Level</u>
	04U to 08U	G Certificate
	10U to 12U	F Certificate
	14U to 19U	Recreational E Certificate <u>or E Certificate</u>

220.3 All head coaches must meet a *minimum* coaching license requirement as follows:

<u>Program Division</u>	<u>License Level</u>
Athena Division C, D, E & F	State "E"
Classic Division III, IV & V	State "E"
Athena Division A & B	State "D"
Classic Division I & II	State "D"
Academy	State "E"

220.4 When coaches move from one program division level to another they have a one-year grace period to attain the required level license. [Example: Recreational to Classic IV or Athena D, Athena C to Athena B, Classic III to Classic II].

220.4a Coaches found to be in violation will be suspended from coaching until such time as they obtain the proper license. Member affiliates shall not designate an individual with the proper license as the coach simply to circumvent the intent of this rule. It is the responsibility of the member affiliate to insure that its coaches are properly licensed. Clubs/Associations shall provide a list signed by a club/association official of select teams and their coaches and trainers and license level of each on the date select team declarations are due. Failure to do so may result in the member affiliate's not being allowed to participate in the select programs.

220.5 All coaches and assistant coaches of a Georgia Soccer youth select program team will be required to have current US Youth Soccer coach passes provided through Georgia Soccer; these must be either paper or digital. No more than four such cards will be issued per team. The card shall indicate the current license level of the holder, if appropriate. The card shall be presented to the referee with the player cards so as to properly identify the coach(es) of the team.

220.5a To be valid, paper passes must have a recent picture of the individual permanently affixed and must be laminated.

220.5b To be valid, digital passes must be accessed through Affinity Sports (ADG) and have a recent picture of the individual.

220.5c In the absence of a credentialed coach, an adult 18 years old or older with a photo ID may assume the duties as game-day coach.

220.5d Any individual dismissed from a team technical area will be treated as a coaching official for that team.

230. Referees

230.1 Every team has the right to a neutral referee and assistant referees.

230.1a No referee or assistant referee shall officiate a game in which a relative is coaching or playing unless both coaches provide their specific prior consent by signing both game cards. (04U, 06U and 08U are exempt from this rule.)

230.1b No referee or assistant referee shall officiate a game where they were a recent (within 1 year) member or coach of either team unless both coaches provide their specific prior consent by signing both game cards. (In-house recreational games/play are exempt from this rule.)

Georgia Soccer Youth Rules and Regulations

- 230.1c** No Grade 9 referee shall act as Center Referee in any match 15U or older.
No Grade 9 referee shall act as Center Referee in an 11v11 select match under any circumstances.
- 230.1d** No Grade 9 referee shall act as an Assistant Referee in any match (select or recreational) of 15U or older unless working in capacity as a club line. It is recommended that when choosing the club line person, the visiting team be given first right of refusal. Both coaches must provide their specific consent by signing both game cards before kickoff.
- 230.1e** In cases where a team has protested and won the game based upon the violation of any of the rules 230.1a – 230.1d, the Playing Division Committee shall make a determination on the outcome of the game based upon the recommendation of the Discipline and Protest Committee. Outcome decisions will be that the game stands as played, is replayed in its entirety, or is charged as a forfeit. If the game is ordered to be replayed, the Playing Committee Division has the authority to determine where the game will be played and which team will bear the cost of the referees.
- 230.2** The individual member affiliates are responsible for providing referees, playing fields and times.
- 230.2a** In the event the appointed referee fails to appear within 30 minutes of the scheduled kick-off time, and where assistant referees are present, one of the assistant referees shall take charge if he/she feels capable of refereeing the game and both coaches mutually agree.
- 230.2b** In the event that neither assistant referee agrees to take charge, the coaches may agree upon a volunteer referee.
- 230.2c** If no such agreement is reached, the game will be postponed.
- 230.2d** In the event a referee becomes ill during the game, the above procedure shall be followed.
- 230.2e** If the game is postponed, both coaches should notify their age group coordinator and division chair.
- 230.3** The dual system (i.e., two referees) of refereeing is not approved for Georgia Soccer youth games.
- 230.4** Reporting violations rests with the visiting coach, and should be referred in writing to the appropriate Division Committee or for Recreational games, to the home member affiliate.
- 230.5** The referee(s) is in complete charge of the field and adjacent areas from the time the referee arrives at the game site until the referee departs. The referee is empowered to:
- 230.5a** Rule on what equipment or accessories are considered dangerous (casts are not allowed at any time – reference rule **540.3**).
- 230.5b** Issue cautions, send offs, and dismissals for the entire period.
- 230.5c** Terminate a game for coach, player or spectator misconduct.
- 230.5d** Refuse to allow the game to be played if in the referee's judgment, the field is unplayable due to length of the grass, inadequate lines, or other impediments.
- 230.5e** The referee may depart the area certain of receiving his/her fee.
- 230.6 Recreational Programs**
- 230.6a** 04U through 19U: Each member affiliate reserves the right to determine whether to use certified referees, club linesmen, coaches or parents for in-house games or games not scheduled by Georgia Soccer.
- 230.6b** 08U: For in-house & inter-affiliate games, it is recommended there be a certified referee provided.

Georgia Soccer Youth Rules and Regulations

- 230.6c** 10U: Each member affiliate shall provide at least one certified referee for each game scheduled at its own fields.
- 230.6d** 12U: For RIAS (Recreation Inter-affiliate Scheduled) games, each member affiliate shall provide at least one certified referee, and it is strongly recommended that two certified assistant referees be utilized as well.
- 230.6e** 14U through 19U: For RIAS (Recreation Inter-affiliate Scheduled) games, each member affiliate shall provide at least one certified referee, and it is strongly recommended that two certified assistant referees be utilized as well.

230.7 Academy Programs

- 230.7a** 09U and older: Each member affiliate shall provide at least one certified referee for each game scheduled on its own fields.
- 230.7b** 09U and older: Member affiliates are encouraged to provide assistant referees for all games.

230.8. Select Programs Divisions

- 230.8a** Each member affiliate shall provide three currently certified USSF referees for each home match.
- 230.8b** The referee (center official) will be a minimum of 1 year of age above the maximum eligible playing age of the age group to be officiated (except for those young referees who have been placed on a fast track for upgrade by the State Referee Committee).
- 230.8c** Subsequent to the third reported violation of a member affiliate's using an underage referee (i.e., center official), the home member affiliate will be assessed a penalty for each violation that has occurred during the playing season (except for those young referees who have been placed on a fast track for upgrade by the State Referee Committee).
- 230.8d** At the conclusion of each playing season, each member affiliate shall pay a fine per official for each occasion in which (a) a game was played but a registered official was not used as a referee or assistant referee, or (b) a game was postponed, but not in accordance with the rules of the appropriate division.
- 230.8e** Member affiliate fines due under this provision shall be paid before any of that affiliate's teams shall be registered in the select programs divisions for the following season.
- 230.9.** If a member affiliate knows in advance that 3 certified and qualified referees will not be available for a select game, the game may be rescheduled with approval of the appropriate program committee. This approval will require appropriate communication with the member affiliate's referee assignor.
- 230.9a** If a game is postponed for failure to provide required officials within the time limit for a Georgia Soccer Youth Select Program Division game, the following criteria will apply.
- 230.9b** The game will be replayed at the home field of the original visiting team.
- 230.9c** In addition, the original home member affiliate will be provided by email the cost of the referees & assignor fees by the original away member affiliate. With an email agreement from the original home member affiliate to pay for the referees, the AGC will rescheduled the game. The original home member affiliate is required to make payment prior to the game starting on match day. Failure to pay prior to game being played, the original home member affiliate will "forfeit" the game.
- 230.9d** A game cannot be played under protest due to the lack of the required number of certified referees. If a coach agrees to play/continue play once they become aware of the number and types of referees (certified versus club), the coach gives up the right to protest the game based on the number and types of referees. It is recommended that when choosing the club line person, the visiting team be given first right of refusal. Both coaches must provide their specific prior consent by signing both game cards prior to play continuing. This does not eliminate the right to protest other misapplications of the rules.

Georgia Soccer Youth Rules and Regulations

240. Concussion Protocol and Heading Restrictions

- 240.1** Per U.S. Soccer's Concussion Initiative, if a player is suspected to have a head injury the referee is instructed to stop play to allow for treatment/evaluation as needed
240.1a If there is no referee in 4v4, this responsibility falls to the coaches and parents involved.
- 240.2** Per Georgia Soccer Youth Rules, the player must leave the field of play for additional evaluation; a substitution may be made in that moment.
- 240.3** The player with the suspected head injury may not return to the game unless a Health Care Professional (HCP) or Certified Athletic Trainer (ATC) has cleared the player
- 240.4** Any coach or parent insisting on returning the player to the game without approved clearance will result in the referee ending the game.

240.5 Heading

240.5a Deliberate heading is not allowed in 4v4 games. 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.

240.5b Deliberate heading is not allowed in 7v7 games. 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. If the 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.

240.5c Deliberate heading is not allowed in 11U games. 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. If the 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.

240.5d Heading is allowed in games 12U and older without limitations.

300. PARTICIPATION

310. Registrations, Transfers, and Releases

310.1 Recreation Programs:

- 310.1a** Once a recreational player has registered with a member affiliate, the player is bound to that member affiliate for the specified playing season (fall or spring).
- 310.1b** Once a recreational player is rostered to a team, and the team has been activated, an approved transfer is required to move a player to another team during the playing season. A transfer is not required when changing to another member affiliate after the playing season, between the fall and spring playing seasons, or between the spring and fall playing seasons
- 310.1c** For tournament purposes, a recreational player may play with another team as a guest player within the rules of the given tournament. Invitations to players listed on valid rosters for out-of-league play, such as indoor or guest player, must be initiated by the requesting coach through the player's current coach.

310.2. Select Programs

- 310.2a.** Once a select program player has registered with a member affiliate, the player is bound to that affiliate until the end of the year for which the registration applies.
- 310.2b** Once a select program player is registered with an affiliate and rostered to a team, a transfer is required to move to a team in another member affiliate (inter-affiliate) during that seasonal year; however, a player who is released from his/her team may not transfer to a team in another member affiliate until his/her team's full year commitments are completed, including State Cup, unless the transfer request has been approved by all parties.

Georgia Soccer Youth Rules and Regulations

- 310.2c** A player may be released from his/her team at any time and will be put on inactive status with Georgia Soccer. In order to be returned to active status during the same seasonal year, the player must go back to his/her original member affiliate and re-register or initiate a transfer request with that member affiliate.
- 310.2d** Once a select program player is registered and rostered to a team, that player's financial obligation as published by the member affiliate and accepted by the player must be satisfied before a transfer will be approved. (See Rule 850 Definition of Registration.)
1. Select players are limited to one transfer to another Select team per seasonal year. The Georgia Soccer Registrar may approve an additional transfer in order to allow a Select player to participate when otherwise the player may not have the opportunity.
- 310.2e** If a player believes he/she has an extraordinary reason to transfer outside of the parameters stated in Rules 310.2b, 310.2c, 310.2d & 310.2d1, then the player must submit written notification of appeal with the rationale for consideration to the Georgia Soccer Registrar's Committee. Extraordinary circumstances could include but are not limited to unethical behavior by any party (to be determined by Georgia Soccer Ethics and Grievance- Youth) or significant change of address.
- 310.2f** Requests for transfers between teams in the same member affiliate (intra-affiliate transfers) will be processed at any time and require a transfer form. (This rule does not override Rule 310.2d.1.)
- 310.2g** For tournament purposes, a select program player may play with another team as a guest player within the rules of a given tournament. Invitations to players listed on valid rosters for out-of-league play, such as indoor or guest player, must be initiated by the requesting coach through the player's current coach or it is considered illegal recruiting. Once a coach has been contacted, he/she has the option to approve or deny the request. No player may guest play with another team without his/her current coach's and member affiliate's permission.
1. If a member ascertains that another member of the association has violated Rule 310.2g, that member is entitled to seek redress by filing a grievance with the Georgia Soccer Ethics and Grievance Committee - Youth.
- 310.2h** **Unless approved by current club of record, no** team shall be allowed to transfer from one member affiliate to another member affiliate during the seasonal year.
- 310.2i** Teams may not disband during a fall or spring playing season. If a team disbands during a fall or spring playing season, the member affiliate may be sanctioned as the playing program committee deems appropriate.
- 310.2j** The team coach and member affiliate may request that a player be released involuntarily from a team only if a player is unable to play for one of the following reasons:
1. Player had violated US Youth Soccer rules or state disciplinary rules.
 2. Player has moved beyond a reasonable travel distance.
 3. Player is injured in such a manner that he/she will be unable to participate for the remainder of the seasonal year.
 4. Player has abandoned team (i.e. been absent without excuse for four or more weeks). To request the release, the coach must submit a written request to the member affiliate's registrar.

310.3 Dual Rostering of Players

- 310.3a** All recreational and select players may be rostered to an outdoor team and an indoor team during the same seasonal year.
- 310.3b** True 14U select program players playing up one or more age groups during the fall season will be permitted to dual roster for the spring season with a 14U select team that participated in the fall season. The secondary team (see rule **310.3d**) must participate in the same program and the same or higher division within that program (Classic I, Classic II, Athena A, Athena B etc.) as the primary team, or the equivalent thereof (subject to rule **310.3h**).

Georgia Soccer Youth Rules and Regulations

- 310.3c** Any select program player whose true playing age group is 15U and above and whose primary team does not participate in a spring season may dual roster with another team, either with its member affiliate or with another member affiliate, that is participating in the spring season (subject to rule **310.3h**).
- 310.3d** The player's fall season team will be considered the primary team, and the spring season team will be considered the secondary team. Primary team games will take precedence over all other games.
- 310.3e** If a player is rostered with both teams, that player may only participate in the Georgia State Cup with the primary team.
- 310.3f** A team that adds players through dual rostering, as in Rule #310.3b, may have its spring season record discounted by the playing program committee when it decides promotion and relegation of teams.
- 310.3g** A player registered in a non-traditional youth program may also register with a team in a Recreation, Classic, Athena or Academy program. In such instances, events related to the Recreation, Classic, Athena or Academy team will take preference over events of the non-traditional team.
- 310.3h** Before a player is dual rostered, the primary coach must be given a minimum of five days written notice of intent to dual roster. The original player ID number and profile must be used by the secondary team.
- 310.3i** Any player found to be playing for a team on which that player is not eligible to participate will be deemed an ineligible player and a forfeit will be charged against the team with which the player participated. The D&P Committee has the right to add additional sanctions against either or both the player and the coach after a hearing to determine intent.

320. Tryouts and Advertising

- 320.1** Player tryouts for Academy, Classic and Athena may not be held before the approved and published date.
- 320.2** All member affiliates shall have open tryouts for all select teams. Clubs/Associations may advertise their tryout schedules in the media of their choice at any point after the tryout dates have been set by Youth Representatives to the Georgia Soccer Board of Directors.

Advertising includes marketing your association, team, camp, tournament, tryout, or event through the public media, newspapers, radio outlets, mass mailings, etc. An e-mail distribution list put together by an individual or association that includes players/families that are registered with another club does not constitute a mass mailing and is prohibited at all times even during the open recruiting period.

Mass mailing is provided to Georgia Soccer youth members by using Georgia Soccer's data base, with that data base sent to a certified mailing house, and the content kept confidential from the individual or association using it.

1. Coaches' data is available to all entities so that clubs can market their tournaments to coaches and teams.
2. Player data is not available to be purchased by youth clubs for any reason at any time. Player Data will be available to colleges for the purpose of marketing their team camps but will still be kept confidential via the mail house.
3. Clubs can mass mail to their own in-house mail list which is available to them through the registration program.

- 320.2a** The announcement/advertisement must be limited to the following: tryouts must be open to all players, the name of the club/association must be clearly stated, its business address, and telephone number, complete dates, times, places and coaches for tryout sessions may be included if available.

Georgia Soccer Youth Rules and Regulations

320.2b No language can be incorporated which would deny the right or ability of any youth soccer player of the correct age to participate; or which would restrict eligibility for the team to any arbitrary prerequisites such as particular school, church, housing, subdivision, etc.; nor can the advertisement serve in any way, directly or indirectly, to coerce or threaten players to try out for a particular member affiliate's team versus another.

320.2c A member affiliate may advertise for unregistered players at any time.

320.2d No select program player may register with a member affiliate and be rostered to a team prior to the signing date approved and published by Georgia Soccer.

330. Recruitment for Select Program

330.1 Once a youth player has signed a Georgia Soccer registration form or registered online, and that registration information has been submitted to Georgia Soccer by the member affiliate's registrar, no person may directly or indirectly induce or attempt to induce that player to leave the team for which he/she has registered during the seasonal year, until the Tuesday following Memorial Day or fourteen days prior to the allowed start of tryouts for that age group, without fourteen days' written notice to the player's coach, or without an approved release on file in the electronic registration system. For Academy players in the 09U through 12U age group, no person may directly or indirectly induce or attempt to induce that player to leave the team for which he/she has registered until the Tuesday following Memorial Day.

330.2 No registered player may directly or indirectly contact any other team during the current seasonal year, until the Tuesday following Memorial Day or fourteen days prior to the allowed start of tryouts for that age group, without fourteen days' written notice to his/her present coach, or without an approved release on file in the electronic registration system. For Academy players in the 09U through 12U age groups, no registered player may directly or indirectly contact any other team until fourteen days before the Tuesday following Memorial Day.

330.2a If a member ascertains that another member of the association has violated the recruiting rules, that member is entitled to seek redress by filing a grievance with the Georgia Soccer Ethics and Grievance Committee - Youth.

330.3 Recruitment Sanctions: If a coach, team official, player, parent of a player, or anybody acting on behalf of the team is found guilty of illegal recruiting, the sanctions may include, but are not limited to the following: warning, coach suspension, tournament play restrictions, team advancement restrictions, coach dismissal, and team suspension.

340. Adult Program

340.1 A player may register with Georgia Soccer Youth and Georgia Soccer Adult during the same seasonal year.

340.2 Youth games take preference (US Youth Soccer).

340.3 The player retains youth eligibility so long as youth registration is maintained.

340.3a Suspensions or other disciplinary actions must be honored by both member affiliates.

350. Professional in Georgia Soccer Youth Programs

350.1 In keeping with the amateur nature of Georgia Soccer, and to reduce the potential for conflict of interest and abuse, Georgia Soccer prohibits all professional sports persons from participation as players in Georgia Soccer youth programs.

350.2. A professional sports person is defined for this purpose as anyone who derives a significant portion of their income from involvement in professional sports.

Georgia Soccer Youth Rules and Regulations

400. PLAYING RULES

410. Practices: After the season of play starts, no team will be normally allowed to practice more than 3 times per week.

410.1 04U through 08U: After the season of play starts, no team will be allowed to practice more than 2 times per week.

410.2 Players 11U and younger shall not engage in heading.

410.3 All 12U and 13U players shall be limited to a maximum of 30 minutes of heading training per week, with no more than 20 headers per player, per week.

420. **Select and Inter-Affiliate Recreation Games – Passes and Game Day Rosters**

420.1 All teams will be required to have US Youth Soccer player and coach passes provided through Georgia Soccer; these must be either paper or digital. For games played in-house, including Academy games, and games not scheduled by Georgia Soccer, player and coach passes will be required at the discretion of the participating Affiliates.

Affiliates choosing to not schedule their recreation inter-affiliate play through the Georgia Soccer programs must disclose that they understand that the failure to use player passes may affect the ability to defend the providing of insurance coverages.

420.1a To be valid, paper passes must have a recent picture of the individual permanently affixed and must be laminated.

420.1b To be valid, digital passes must be accessed through Affinity Sports (ADG) and have a recent picture of the individual. It is recommended that teams presenting digital passes have backup paper passes available.

420.2 A team that does not present its passes to the referee prior to the beginning of the match shall forfeit that match unless, in the Division Committee's discretion, valid extenuating circumstances were present.

420.2a A team shall present two pre-printed Game Day Rosters to the referee prior to the beginning of the match; if the match has been rescheduled, the rosters must reflect the new date.

420.2b A team must have the player jersey numbers pre-printed on the Game Day Roster.

420.2c Failure to do this will result in a "negative" one point per game assigned to your team totals. This "negative" one point per game shall be returned to the team if the team demonstrates to GSSA that they have fixed the issue within 72 hours (Wednesday) following the weekend games.

420.3 Referees must check the paper or digital passes and pre-printed Game Day Rosters before each game and report any discrepancies to both coaches. If the referee fails to perform this duty properly, discovery after the fact of players who played in the game but were not listed on either Game Day Roster will result in the replay of the game at the away team's venue and at the home team's expense.

420.4 Any player without a proper pass shall not be permitted to play in the match.

420.5 All RIAS (Recreation inter-affiliate scheduled) teams must be issued new player passes each season. Referees will only accept passes for the current playing season (fall or spring).

420.6 Select teams that change division of play between the fall and spring seasons are required to have new player passes printed in the spring showing the correct division of play.

421. Club Pass System

- 421.1** During regular season play, a player may club pass to another team, under the rule as defined in 421.3, within the same member affiliate.
- 421.2** Club-pass play is permitted for 12U and older Recreational players; Athena Classic and Academy 12U players.
 - 421.2a** Club pass play from Athena to Classic is allowed but not Classic to Athena.
 - 421.2b** Club pass play from Recreational Girls to Recreational Boys is allowed but not Recreational Boys to Recreational Girls.
- 421.3** Academy 12U and Select 13U and older players may club pass (1) to a team at the same age but a higher competitive level, and/or (2) to a team at an older age group at the same or higher competitive level. Academy 12U players may club pass to an affiliate's first and/or second team(s) only. Recreational players may club pass to an older age recreational team. The determining age is the age at which the player is rostered rather than the player's true age.
 - 421.3a** Academy 11U players may club pass to any level 13U Select Team.
- 421.4** A player may play with the team on which he is registered and one other team on a given day. A player may not play in more than two games in any one day. 13U – 16U teams may use a maximum of three club-pass players in any one game. 17U – 19U teams may use a maximum of five club-pass players in any one game.
- 421.5** Any player found to be playing for a team on which that player is not eligible to participate will be deemed an ineligible player and a forfeit will be charged against the team with which the player participated. The D&P Committee has the right to add additional sanctions against either or both the player and the coach after a hearing to determine intent.

430. Team Obligations: Spectating and Field Set-up

- 430.1a** Team representatives will be responsible for contacting the opposing team representative the Saturday prior to a Saturday/Sunday scheduled game for any game cancellations other than unplayable fields (see rule 430.2).
- 430.1b** The Home Team representative will be responsible for notifying their member affiliate officials, which may include field and referee assignors, of any game cancellations. This applies to all regularly scheduled and make-up games.
- 430.2** The Home Team representative will be responsible for contacting the opposing team representative as early as possible if their game should be canceled due to unplayable field conditions.
- 430.3** The Home Team is to provide the game ball, a properly lined and cut field, nets and corner flags.
- 430.4** All spectators, coaches, and sidelined players must stay clear of the touchline between the corner and the 18-yard extension of the penalty box.
- 430.5** When at all possible a LINE should be placed three to five (3 to 5) yards behind the touchline to keep coaches, spectators and substitutes back from the field and out of the assistant referee's way.
 - 430.5a** All coaches, spectators and substitutes should remain three to five yards behind the touchline when physically possible.
 - 430.5b** The referee or assistant referee may, at any time, restrict the sideline movement of coaches, players and spectators.
- 430.6** A member affiliate representative may judge fields under their responsibility unplayable. It shall be their responsibility to notify the opposing coaches, referees, and other parties as soon as possible after a field closure.

Georgia Soccer Youth Rules and Regulations

440. Scoring

- 440.1** Scoring is used by Athena and Classic for regular league play. Scoring is used by Recreation at the discretion of the Recreation Committee. Academy does not record scores for regular league play at 10U and 11U. Scoring may be necessary for 12U Academy in order to seed teams.
- 440.2** Athena, Classic, and RIAS teams are required to electronically submit the game scores into the ADG Scheduling / Gaming system within 72 hours of the match. Electronic game scoring for Select and RIAS teams consists of the following information:
1. Scores of both teams
 2. Yellow Cards for both teams
 3. Red Cards for both teams
 4. Head Coach / Assistant Coach / Team Manager ejections for both teams
 5. Spectator ejection must be submitted via Coach Incident Report
 6. Game Forfeit
 7. Game Termination must be submitted via Coach Incident Report
 8. Team removed from field by coach must be submitted via Coach Incident Report
- 440.2a** Additional information can be supplied in the comments section and with the required Coach Incident Report.
- 440.2b** Failure of EITHER TEAM to report any of the above incidents in ADG may result in an E&G ethics investigation of the person or persons involved in omitting this information.
- 440.2c** The referee will send a written report to Georgia Soccer for all send-offs, dismissals, injuries and game terminations.
- 440.2d** After review of all game misconduct reports and any ruling by the Discipline & Protest Committee, the electronic scheduling / scoring system will be updated to reflect any sanctions levied to a team official or player.
- 440.3 Athena and Classic Scoring:**
- 440.3a** Win 5 points
- 440.3b** Tie 2 points
- 440.3c** Loss 0 points
- 440.3d** The maximum number of points a team may obtain in a match is five.
- 440.3e** Standings will be based on accumulated points, adjusted by penalty points.
- 440.3f** Games decided by forfeiture will be recorded as a 4-0 score.
- 440.3g** To determine divisional standings, in case of a tie in total points within any Division or Sub-division thereof, the following tie-breaking procedure will apply:
1. Results of head-to-head competition. This criterion is not used if more than two teams are tied.
 2. Largest difference in goals scored versus goals allowed (maximum 4 per game)
 3. Fewest goals allowed
 4. Fewest accrued penalty points
 5. Coin Toss

- 450. Awards:** All select programs' youth awards for seasonal play shall be appropriate medals.

Georgia Soccer Youth Rules and Regulations

500. RULES OF US YOUTH SOCCER AFFECTING GAME PLAY AND YOUTH MODIFICATIONS TO THE LAWS OF THE GAME

500.1. The Rules of Play used will be the "FIFA Laws of the Game", as modified by the US YOUTH SOCCER Official Administrative Rulebook and those modifications contained herein.

500.2 In case of conflict, the appropriate Division Rules shall apply.

510. **LAW #1: THE FIELD**

510.1 Outer Dimensions (Yards)

<u>Age Group</u>	<u>Minimum L x W</u>	<u>Maximum L x W</u>	<u>Recommended</u>
04U to 06U	25 x 15	35 x 25	25 x 20
08U	25 x 15	35 x 25	35 x 25
09U-10U	55 x 35	65 x 45	60 x 40
11U-12U	70x 45	80 x 55	75 x 50
13U to 19U	100 x 50	130 x 100	110 x 70

510.2 Inside Dimensions (Yards)

<u>Age Group</u>	<u>Penalty Area</u>	<u>Goal Area</u>	<u>Penalty Kick Mark</u>	<u>Center Circle</u>
04U to 08U	None	None	None	3
09U-10U	24 x 12	8 x 4	10	8
11U-12U	36 x 14	16 x 5	10	8
13U to 19U	44 x 18	20 x 6	12	10

510.3 Maximum Goal Size (Feet)

<u>Age Group</u>	<u>Maximum Height</u>	<u>Maximum Width</u>
04U to 08U	4	6
09U-10U	6.5	18.5
11U-12U	7	21
13U to 19U	8	24

510.4 No one (spectators or participants) shall be allowed behind the end lines during the course of a game.

510.4a The referee shall halt the game, if necessary, to enforce this rule.

510.4b Further action by the referee shall be considered, if necessary, under provisions of Law #5 and Law #12.

510.5 Field size will not be a matter for protest.

510.6 A technical area, as defined in the Laws of the Game, shall be marked in the area designated by the host member affiliate for players' seating, unless such marking is not feasible due to the layout or arrangements of the particular field. The technical area shall not be marked nearer to the touchline than one yard. There are no other specific dimensions required for the technical area. Guidance for markings can be found in the Laws of the Game. In situations where no bench is provided, it is recommended that the technical area not exceed twenty yards in length (parallel to the touchline) and that the two technical areas be defined on the same side of the field equidistant from the halfway line. If on the same side of the field, the technical areas should begin 10 yards from the halfway line and extend 20 yards toward the goal line.

Georgia Soccer Youth Rules and Regulations

510.7a The build-out line promotes playing the ball out of the back in a less pressured setting. Build-out lines should be equidistant from the penalty area lines and halfway line OR Build-out lines should be 8 yards from halfway line.

510.7b When the goalkeeper has the ball in his or her hands during play from the opponent, the opposing team must move behind the build-out line until the ball is put into play

510.7c Once the opposing team is behind the build-out line, the goalkeeper can pass, throw or roll the ball to a teammate. Punts and drop kicks are not allowed.

510.7d After the ball is put into play by the goalkeeper, the opposing team can cross the build-out line and play resumes as normal.

510.7e The opposing team must also move behind the build-out line prior to a goal kick and may only cross the build-out line once the ball has left the penalty area.

510.7f If a 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 drop 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.

510.7g The build-out line will also be used to denote where offside offenses can be called.

510.7i Players cannot be penalized for an offside offense between the halfway line and the build-out line.

510.7j Players can be penalized for an offside offense between the build-out line and the goal line.

510.8 Build Out Line Practical Applications

510.8a Ideally, the goalkeeper will wait to put the ball into play once all opponents are past the build-out line.

510.8b 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.

510.8c To support the intent of the development rule, coaches and referees should be mindful of any intentional delays being caused by opponents not retreating in a timely manner or encroaching over the build-out line prior to the ball being put into play.

510.8d Coaches are responsible for addressing these types of issues with their players.

510.8e Referees can manage the situation with misconduct if deemed appropriate.

510.8f Referees should be flexible when enforcing the 6-second rule and counting the time of possession should only begin when all opponents have moved behind the build-out line.

520. LAW #2: THE BALL

520.1 04U through 08U shall use a #3 ball.

520.2 09U through 12U shall use a #4 ball.

520.3 All others shall use a #5 ball.

Georgia Soccer Youth Rules and Regulations

530. LAW #3: THE PLAYERS

530.1 The following shall be the number of players for each age division to take part in a match, the minimum required to begin a match, and the minimum required to continue a match once started:

	<u>04U to 08U</u>	<u>09U to 10U</u>	<u>11U to 12U</u>	<u>13U to 19U</u>
Maximum number on the field	4	7	9	11
To Start Match	3	5	6	7
To Finish Match	3	5	6	7

Any Academy 12U program has the option to schedule 11v11 games during the fall and spring playing seasons.

530.2. Prior to the start of a match, a complete team roster shall be prepared by each team coach and presented to the referee, except in the 04U to 06U program.

530.2a The referee shall not allow a match to take place unless a game-day roster is presented by each team, showing correct date of game and listing all of that team's players, including any Club Pass players who may participate in the game.

530.2b For Select (13U and above) and RIAS teams: The roster (i.e., electronic game card) shall be prepared on-line using the ADG system. Any player not listed on the roster at the start of the game, or whose name is handwritten and not preprinted on the game card, shall be ineligible to play in that game. Game officials may, however, add handwritten names of players from the opposing team, provided those names appear on the opposing team's own preprinted roster as presented before the game, making those players eligible to play in that game.

530.2c For Academy and in-house recreational games: If an electronic form is not available, the team roster shall be written on a member affiliate /club/state provided official game day roster and shall include the name and jersey number of each registered player on the team, including any Club Pass players if playing.

530.3 LAW #3: The Players -- All Programs

530.3a Whenever the referee authorizes a coach/parent to enter the field to attend to an injured player (excluding the goalkeeper or field player who has been injured in a collision with the goalkeeper, and both are injured), the player must leave the field. The injured player may only re-enter the field after the match has restarted and with the referee's permission.

530.3b Players being substituted must exit the field of play prior to players coming on the field.

530.3c All players should enter the field at the middle of the field.

530.3d In playoff matches, subs may be made at the beginning of any overtime period at the discretion of the coach. Compulsory substitution need not be followed.

530.3e Recreation: Each player must play a minimum of half of each half of a match, if he/she meets practice participation requirements set by their club/association.

1. 04U – 12U: Half of each half is the mandated playing minimum per player. It is recommended that whenever possible all players should play three-fourths of each game, unless the player is unwilling or unable.

530.3f Select: Each eligible player must play a minimum of half a match, if he/she meets reasonable practice participation requirements set by their club/association. For 15U and older teams, this will not apply at the Classic I and Athena A levels.

530.3g 19U teams are not required to have all registered players of the team who are present at match site play at least one half of the match.

Georgia Soccer Youth Rules and Regulations

530.3h It is the responsibility of the team coach, employing the unlimited substitution procedures, to assure that this policy is carried out.

530.3i No player shall leave the field of play prior to the expiration of the game without the consent of the referee.

530.4 LAW #3: The Players -- For Teams Ages 04U through 08U (4v4)

530.4a Substitutions shall be unlimited and can occur at any time with the consent of the referee.

530.4b Goalkeeper Participation:

1. 04U through 08U: There is no goalkeeper.

530.5. LAW #3: The Players -- For Teams Ages 09U through 12U (7v7 and 9v9)

530.5a Substitutions are unlimited and can occur at any stoppage with the consent of the referee.

530.5b 09U and 10U Goalkeeper Participation: In recreational play, the goalkeeper must be given at least as much time in each game as a field player as he/she plays as goalkeeper.

530.6. LAW #3: The Players -- For Teams Ages 13U and up

530.6a Substitutions shall be unlimited except where specified otherwise in the Rules and Regulations.

530.6b Select competitions may specify substitution policies.

530.6c Substitutions may be made, with the consent of the referee, at the following times:

1. Prior to a throw-in in your favor.
2. Prior to a goal kick, by either team.
3. After a goal, by either team.
4. After an injury, by either team, when the referee stops the play. Substitutions shall not be limited to only the injured player or his team.
5. At half time.
6. After a caution or sending off, by either team.

530.6d A player who is sent off may not be substituted.

540. LAW #4: THE PLAYERS' EQUIPMENT

540.1 All players on the same team shall wear the same color uniforms.

540.1a They will be individually numbered and legible.

540.1b The number on the shirt must correspond to the player number for that player as shown on the game card.

540.1c The goalkeeper shall wear a shirt of a different color from his teammates, the referee, and his opponents, and does not require a number.

540.2 The referee shall determine if there is a conflict of team colors.

540.2a In the event of a conflict of team colors, the Home Team shall be required to change to alternate jerseys.

540.2b Alternate jerseys may be T-shirts of contrasting colors.

Georgia Soccer Youth Rules and Regulations

540.2c If a team is required to change to alternate jerseys, numbers on the jerseys shall be required.

540.2d Playing in "skins" shall not be allowed.

540.3 Players shall not play with a cast.

540.4 All players must wear shin guards covered with socks.

540.4a Shin guards must be a commercially manufactured product specifically designed for the purpose.

540.4b Home-made products such as newspapers or bandages will not be allowed.

540.4c Players may not participate with improper equipment.

540.5 Any screw-in cleat that is broken or damaged in any way so as to expose any internal structure or present surface deformations with sharp edges or projections that might endanger any player coming in contact with it is prohibited and must be removed and/or replaced before that player is allowed to play.

540.6 The use of improper equipment does not in and of itself create an illegal player; however, fines and suspensions may be imposed on the coach or the player or both by the D&P committee.

550. LAW #5: THE REFEREE -- Recreational Division

[Note: Inter-affiliate Recreational and Select Programs' referee requirements are at 230. – Member Affiliate Responsibilities, Referees]

550.1 In the event a referee is not present at a league match, the coach of each participating team shall each referee one-half of the game, the halves to be selected by mutual consent or by a third person agreed upon by both coaches.

550.2 In any event, the game must be played.

550.3 In any games whose outcome is protested by one of the coaches of the participating teams, the referee will see that the entire game is played and then submit a report to the home member affiliate.

560. LAW #6: THE OTHER MATCH OFFICIALS -- No modifications

570. LAW #7: THE DURATION OF THE MATCH

Length of Games, Overtime Periods, and Ball Specifications

570.1 The length of games, ball size, ball-weight, ball dimensions, and match tie breaking rules for each age group shall be as follows

	Group	Game Length	Ball Size	Ball Circumference	Ball Weight
570.1a	19U	Two 45-min. halves	#5	27-28	14-16 oz.
570.1b	17U	Two 45-min. halves	#5	27-28	14-16 oz.
570.1c	16U	Two 40-min. halves	#5	27-28	14-16 oz.
570.1d	15U	Two 40-min. halves	#5	27-28	14-16 oz.
570.1e	14U	Two 35-min. halves	#5	27-28	14-16 oz.
570.1f	13U	Two 35-min. halves	#5	27-28	14-16 oz.
570.1g	12U	Two 30-min. halves	#4	25-26	11-13 oz.
570.1h	11U	Two 30-min. halves	#4	25-26	11-13 oz.
570.1i	10U	Two 25-min. halves	#4	25-26	11-13 oz.
570.1j	09U	Two 25-min. halves	#4	25-26	11-13 oz.
570.1k	08U	Four 10 min. qtrs.	#3	23-24	11-12 oz.
570.1l	06U	Four 10 min. qtrs.	#3	23-24	11-12 oz.
570.1m	04U	Four 8-10 min. qtrs.	#3	23-24	11-12 oz.

Georgia Soccer Youth Rules and Regulations

- 570.2** All matches of 09U age group teams and above shall have a 10-minute half-time interval. All other age groups shall have a 5-minute half-time interval.
- 570.3** For league championship or playoff games, if no team has won the match at the end of regular play, overtime periods may be modified or nullified.
- 570.4** If the game is still tied after overtime periods, FIFA "Kicks from the Mark" rules will apply in order to determine the winner.
- 580. LAW #8: THE START AND RESTART OF PLAY**
- 580.1** If a team cannot field the required minimum number of players within 15 minutes after the scheduled kick-off time, that team will forfeit the game. In the event that neither team is able to field the required minimum number of players, then both teams will forfeit the game.
- 580.1a** For extenuating circumstances, the appropriate program Committee shall have the right to waive this rule.
- 580.2** Each team shall be represented at the field of play by a coach or assistant coach or a parent appointed in his/her place for the duration of the game. A team not so represented shall forfeit the match.
- 580.3** The referee shall make the final decision, at the field of play, as to whether or not to begin the match, based upon his/her judgment of the condition of the field of play, the weather, or any other factor he considers pertinent.
- 590. LAW #9: THE BALL IN AND OUT OF PLAY -- No Modifications**
- 600. LAW #10: DETERMINING THE OUTCOME OF A MATCH**
- 600.1.** All forfeits shall result in a score of 4-0 against the team being penalized.
- 600.2.** In the event of a forfeit, the 4 goals shall not be credited to any one member of the winning team, but to the team as a whole.
- 610. LAW #11: OFFSIDE**
- 610.1.** 08U and below: There is no off-side.
- 620. LAW #12: FOULS AND MISCONDUCT -- 12U and Under Modifications**
- 620.1** PENALTY: For any infringement of these 12U and under modifications to Law #12, an indirect free-kick shall be awarded at the spot of the infringement given the overriding provisions of Law XIII.
- 620.2** 04U through 08U: It is recommended that the game official explain ALL infractions to the offending player.
- 620.3** Harassing the Goalkeeper: When the goalkeeper has taken possession of the ball within his own penalty area, opposing players are required to move away and to the side so as not to interfere with the goalkeeper putting the ball into play.
- 620.4** Opposing players shall not play or touch the ball until it has left the penalty area.
- 620.5** For all games in programs 11U and younger, players shall not deliberately head the ball.
- 630. LAW #13: FREE KICKS**
- 630.1** 04U to 08U: All free kicks will be indirect.
- 630.1a** 04U to 06U: All fouls shall result in an indirect free kick with the opponents three yards away.

Georgia Soccer Youth Rules and Regulations

630.1b 08U: All fouls shall result in an indirect free kick with the opponents six yards away.

630.2 04U to 06U: No kicks shall be taken by the attacking team within 3 yards of the defenders' goal.

630.2a 08U: No kicks shall be taken by the attacking team within 6 yards of the defenders' goal.

640. LAW #14: THE PENALTY KICK

640.1 04U to 08U: No penalty kicks are to be taken during games.

650. LAW #15: THE THROW-IN

650.1 04U to 08U: A second throw-in must be allowed if the player makes an improper throw-in on the initial attempt. The second throw-in takes place after the game official explains the proper method.

660. LAW #16: THE GOAL KICK

660.1 04U to 06U: The kick may be taken within three (3) yards from the goal line and the opponents must be three (3) yards away from the ball.

660.2 08U: The kick may be taken within three (3) yards from the goal line and the opponents must be six (6) yards away from the ball.

670. LAW #17: THE CORNER KICK

670.1 04U to 06U: Throw-ins may be taken in place of corner kicks. If corner kicks are used, the opponents must be three (3) yards away from the ball.

670.2 08U: Opponents must be six (6) yards away from the ball.

700. Sportsmanship

710. Conduct

710.1 All that is dishonorable and unsporting is particularly and expressly condemned.

710.1a All persons in authority will conduct themselves in a manner that will not contribute to the delinquency of minors.

710.1b Georgia Soccer encourages moral and social responsibility.

710.2 Any player, coach, or parent guilty of such violations will be subject to disciplinary action by their respective member affiliates or by Georgia Soccer or by both.

710.3 Rules of conduct to be adhered to by participants at all Youth Soccer events are:

710.3a Offensive, insulting, and abusive language will not be tolerated, either on field of play or in field's general area.

710.3b Unsporting conduct will not be tolerated.

710.3c Respect for referee, either on field or in field's general area, must be shown by all.

710.3d Punctuality by both teams and referee must be practiced out of courtesy for others.

710.3e Dangerous play must not be taught or encouraged. All players must be taught to "play the ball" and not the "man".

710.3f Proper respect for opposing teams and spectators must be exhibited by all.

710.3g Alcoholic beverages will not be permitted in the general area of the field.

Georgia Soccer Youth Rules and Regulations

- 710.4** Coaches are responsible for the conduct of their players, team representatives and spectators.
- 710.5** Physical violence, foul and abusive language, harassment of players or referees WILL NOT BE TOLERATED.
- 710.6** The use of noise-making or amplifying devices is PROHIBITED.
- 710.7** Such conduct will be reported by the referee even in situations where cards were not awarded.
- 720. Match Terminations, Suspensions, Forfeits, and Reschedules**
- 720.1.** Games played short time as a result of any weather-related conditions or other conditions affecting the field of play shall be considered completed if at least one full half of play has been completed. All other games shall be replayed in their entirety providing neither team is at fault.
- 720.2** Should one of the teams be adjudged at fault by the D&P Committee, it shall be at the discretion of the Division Committee as to whether the game is to be replayed or declared a termination. Terminated games carry a four-point penalty assessment.
- 720.3** Coaches who feel that their players are receiving an excessive number of cards, or that the referee has lost control of the match, are cautioned against using these reasons to justify removing their team from play.
- 720.4** If a coach removes his team from the field of play without proper justification, his team will forfeit the match and the coach will be suspended from his team's next match. Further D&P action may result.
- 720.5** Teams that do not show for scheduled games (i.e., failure to notify the opposing team within seven days of the scheduled match) will be charged with a forfeit at the discretion of the playing division committee. Should the game be rescheduled, at the discretion of the playing division committee, the cost of the referees for the reschedule shall be borne by the team that was responsible for the match not being played. The referee fees must be paid to the home association prior to the game being rescheduled.
- 720.5a** In the event that neither team is able to field the required minimum number of players, then both teams will show a 0-4 (forfeit) loss.
- 720.6 Forfeits and Reschedules**
- 720.6a** Games, once scheduled, will be played as scheduled except in extreme extenuating circumstances and cannot be changed until approved by the Division Committee or its representative. Teams involved in reschedules must present a game day roster that indicates the correct rescheduled date of the game.
- 720.6b** Rainouts or unplayable field conditions will be determined by the referee at the field or the official of each home member affiliate. In cases where games are canceled by the member affiliate official or referee, a staff member of the Home Team shall notify a staff member of the Opposing Team of the canceled game.
- 720.6c** Both teams shall agree to a reschedule date, time, and field within 7 days of the agree date to cancel the game, and shall report to the AGC for website update.
- 720.6d** The Division Committee shall set the date if the two opposing coaches cannot mutually agree on an acceptable date.
- 720.6e** The Division Committee will resolve any disputes or conflicts regarding scheduled or rescheduled games.
- 720.6f** Both teams involved in every forfeit will file a report with the appropriate Division Director. A team that forfeits three (3) or more games in a playing season will be prohibited from

Georgia Soccer Youth Rules and Regulations

participating in that seasonal year's State Cup or any other Georgia Soccer hosted youth state championship tournament. A team that forfeits three (3) or more games in a playing season will be denied travel permission for out-of-state competition for a period of one year from the date of the last forfeit. Additional sanctions may include but are not limited to the following: warning, coach suspension, additional tournament play restrictions, team advancement restrictions, coach dismissal and team suspension.

720.6g Any team that forfeits a game due to travelling distances will forfeit all games against that particular team during the playing season.

720.6h Penalty points acquired will accrue and will be applied to the standings points at the end of the season.

730. Misconduct

730.1 Referees must submit written reports of all game misconduct, with the exception of players cautioned, directly to Georgia Soccer electronically—or postmarked—within 48 hours after the game.

730.1a Coaches should submit a written incident report to the Georgia Soccer D&P Committee - Youth regarding all game misconduct issues within 72 hours of the game.

730.1b Coaches who elect not to submit a written incident report within 72 hours of the game forfeit their right to request an administrative review of all sanctions of three games or less.

730.2 Games forfeited and then played as scrimmage games will not count for the game suspension(s).

730.3 All outdoor suspensions apply to outdoor, and all indoor suspensions apply to indoor.

730.4 Any player or coach who participates in a game while ineligible will cause that game to be charged as a forfeit. Additional sanctions or suspensions may be assessed at the discretion of the D&P Committee after a hearing. This includes failure to serve a mandatory suspension for a red card or a coach dismissal, for yellow card accumulation, for handwriting a player's name on a game card, for illegal club pass use, for illegal rostering of a dual registration, or for any other reason that a player participates who is not eligible to do so. Findings of ineligibility and the sanctions levied by the Select or Recreational Committees, the D&P or E&G Committees are not subject to time restrictions. A protest is not required for the D&P Committee to act on issues of player or coach eligibility.

731. Coach Misconduct

731.1 Any coach dismissed from a game shall be automatically suspended from the next game scheduled and played under US Youth Soccer affiliation and competition. The coach shall not be present at the field or in the parking lot or any adjacent area to the field of play.

731.1a Any coach dismissed for using racial or ethnic slurs or offensive language that includes derogatory comments about gender, sexual orientation, physical ability or religion shall serve a minimum of a two-game suspension. The Georgia Soccer – Youth Discipline and Protest Committee retains the right to increase the suspension.

731.2 Any coach dismissed by the referee from a game must immediately leave sight and sound of the field and cannot return to the field of play until the referee crew has left the field after the completion of the game.

731.3 Failure to leave sight and sound after a dismissal may result in the game being terminated by the referee. Coaches are not permitted to have any contact with players, team management or other coaches during the course of the game from which they are dismissed.

731.4 Once dismissed from the game, coaches may not approach the referee crew during or after the match.

731.5 As Academy teams may play multiple games in a given day, all suspensions for Academy coaches shall be day specific for that age group, not game specific for that age group.

Georgia Soccer Youth Rules and Regulations

- 731.6** Game suspension(s) will apply to the team for which the coach received the dismissal.
- 731.7** Any incident of referee abuse or assault reported by the referee must be considered by the Georgia Soccer D & P Committee - Youth before that coach will be allowed to coach at a regularly-scheduled game.
- 731.8** In the event the team is disbanded or has played its last game, the sanction will be served at the next game coached by this individual accordingly.
- 731.9** When a coach is dismissed for a second time for the same team (equivalent to a second red card) in a seasonal year, he is suspended until the Discipline & Protest Committee receives an application for a hearing from the suspended coach, holds such hearing with the coach present, and approves the coach's reinstatement.
- 731.9a** When a coach has been reinstated after the second dismissal, coach must request a reinstatement for each additional dismissal in that seasonal year. Coach may receive additional sanctions.
- 731.10** Any coach who coaches subsequent games without serving the mandatory suspension will be deemed an illegal coach and will cause any games in which he coaches to be forfeited.
- 731.10a** Also, a coach will be indefinitely suspended until the Discipline & Protest Committee receives an application for a hearing from the suspended coach, holds such a hearing with the coach present, and approves the coach's reinstatement.
- 731.10b** Standings will be adjusted accordingly, as if the team decided to forfeit.
- 731.10c** Points, if appropriate, accrue.
- 731.11** Failure to adhere to the above rules in section 731 (Coach Misconduct) may result in additional sanctions being imposed upon the coach by the Georgia Soccer – Youth Discipline and Protest Committee.
- 731.12** If the team or coach would like to request an exception to the above rules in section 731 (Coach Misconduct), the request must be submitted and approved by the Georgia Soccer – Youth D&P Committee.

732. Player Misconduct

- 732.1** Any player sent off during a game shall be automatically suspended from the next game scheduled of the team in which he/she is rostered and played under US Youth Soccer affiliation and competition. Player is also ineligible for participation in the Georgia Soccer Youth Club Pass System until the suspension is served.
- 732.1a** A player who plays up one or more age groups in the fall and received a red card on the last game played, and who wishes to dual roster in the spring because his/her primary team does not play a spring season, may serve the D&P suspension with the secondary team in the spring.
- 732.1b** Any player sent off for using racial or ethnic slurs or offensive language that includes derogatory comments about gender, sexual orientation, physical ability or religion shall serve a minimum of a two-game suspension. The Georgia Soccer – Youth Discipline and Protest Committee retains the right to increase the suspension.
- 732.2** A player who is sent off may remain on the bench for the remainder of the game provided he/she causes no disruption to the game. Only if the player causes a disruption is he/she to be removed from sight and sound of the game and may not return until the referee crew has left. In such an event a team official or parent must escort the player from the game.
- 732.3** In the event the team is disbanded or has played its last game, the sanction will be served at the next game(s) to be played accordingly.

Georgia Soccer Youth Rules and Regulations

732.4 During the suspension, the player must be present at each game, dressed in street clothes and sitting on the player's bench throughout the game.

732.5 Players serving a suspension shall be identified on the game-day roster with an "SUS", an "R," or an indication by the referee showing the suspended player's ineligibility. Any indication of ineligibility marked by the referee must be marked on both teams' game day rosters. The player serving a suspension must be included as one of the maximum number of players allowed on the game card, not as an additional name.

732.6 The referee shall acknowledge the player serving his/her suspension by signing next to the name. The referee should also, as a courtesy, notify the opposing team.

732.7 As Academy teams may play multiple games in a given day, all suspensions for Academy players shall be day specific for that age group, not game specific for that age group.

732.8 Any player who plays subsequent games without serving the mandatory suspension will be deemed an illegal player, and will cause any games in which he plays to be forfeited.

732.8a Standings will be adjusted accordingly, as if the team decided to forfeit.

732.8b Points, if appropriate, accrue.

732.9 Any player receiving 4 cautions in a playing season will sit out the next scheduled and played game for the team that he/she is rostered to under US Youth Soccer affiliation and competition. Player is ineligible for participation in the Georgia Soccer Youth Club Pass System until the suspension is served. Failure to serve the mandatory suspension will result in a forfeiture of any and all games played while the player was ineligible. Additional sanctions to the player or the coach may be assessed by the D&P Committee if deemed appropriate after a hearing.

732.9a In addition, the player shall sit out the next scheduled and played game when 2 more cautions are received. The player will then sit out the next scheduled and played game each time an additional caution is received. Player is ineligible for participation in the Georgia Soccer Youth Club Pass System until the suspension is served.

732.9b Sanctions for yellow card accumulations end when seasonal play has been completed. Sanctions do not carry over into the next seasonal year.

732.10 Two yellow cards received in the same match by a player will count as zero (0) cautions for the purpose of this rule and as a red card as per rules 740 and 760.

732.11 When a player receives a third red card in a seasonal year, he is suspended until such time as he arranges for a hearing and appears before the Georgia Soccer Discipline & Protest Committee - Youth to hear cause for reinstatement.

732.11a When a player has been reinstated after the third red card in a seasonal year, player must request reinstatement for each additional send off in that seasonal year. Player may receive additional sanctions.

732.12 If the team or coach would like to request an exception to the above rules in section 732 (Player Misconduct), the request must be submitted and approved by the Georgia Soccer – Youth D&P Committee.

733. Parent and Spectator Misconduct

733.1 Misconduct of parents and spectators will be handled by the Georgia Soccer – Youth D&P Committee using the same standards of conduct and behavior and sanctions as those used with players, coaches or administrators.

Georgia Soccer Youth Rules and Regulations

733.2 Parents, spectators are not allowed to verbally question, address or critique (criticize) any game official's judgment during or after the match.

* The first instance that any Parent/Spectator violates this rule the game official will ask the appropriate coach to address the situation.

* If there is a second instance, a second warning will be given to the coach.

* If there is a third instance, the game official will ask the coach to remove the offending Parent/Spectator(s).

* If the parent/spectator is using "offensive vulgar language" at any game official during or after the match, that parent/spectator will be instantly removed on the first instance.

* If the offending Parent/Spectator(s) refuse to leave the coach will be dismissed.

* If the offending Team coach refuses to address the parents when asked by the official, the coach will be dismissed.

* Any further instance by parents/spectators the game will be terminated

733.3 Any parent or spectator removed from a game shall be automatically suspended from the next game scheduled and played under US Youth Soccer affiliation and competition. The parent or spectator shall not be present at the field or in the parking lot or any adjacent area to the field of play.

733.4 Any parent or spectator removed from a game must immediately leave sight and sound of the field and cannot return to the field of play until the referee crew has left the field after the completion of the game.

733.5 Failure to leave sight and sound after a removal may result in the game being terminated by the referee. Parents and Spectators are not permitted to have any contact with players, team management or other coaches during the course of the game from which they are removed.

733.6 Once removed from the game, parents and spectators may not approach the referee crew during or after the match.

740. Misconduct -- Penalties for Players, Coaches, Teams and Member Affiliates [Athena, Classic and RIAS Programs]

740.1 Points will be deducted from standing points as the result of player and/or coach misconduct during games played during the regular season in the following manner:

740.1a Player caution (yellow card) 0 points

740.1b Player send-off (red card) 2 points

740.1c Coach dismissal 3 points

740.1d Game termination (team responsible) 4 points

740.1e Game forfeiture 4 points

740.1f If at the end of the playing season, a team has 5 penalty points or less, no deductions from the standings will be charged to the team.

740.1g No team will be assessed more than 5 penalty points in one match.

740.1h Penalty points from forfeiture are not subject to 740.1f and are assessed to the team regardless of other penalty point accumulations.

740.2 The Division Committee will be responsible for verifying all game incidents and adjusting the standing points accordingly.

740.2a Member Affiliate Presidents will be notified in writing of any team in their member affiliate with a penalty points accumulation of 8 points.

740.3 If a team receives 10 penalty points during a season, the member affiliate is fined \$250.00 and the coach is suspended until such time that a Discipline & Protest hearing is held and cause for re-instatement is heard.

Georgia Soccer Youth Rules and Regulations

- 740.4** If a team receives 13 penalty points during a season, the team is suspended until an in-person hearing takes place, within 14 days of the accrual of 13 penalty points, where the suspended team may argue why suspension is not warranted.
- 740.4a** After the team's suspension and the in-person hearing, the coach may be subject to additional sanctions for that specific team within Georgia Soccer youth programs.
- 740.4b** The member affiliate is placed on probation for one year and fined \$500.00.
- 740.5** Players transferring to another team carry accrued penalty points with them to the new team for the remainder of the playing season. However, even if a player with penalty points transfers, all penalty points assessed to the team during that player's participation remain with the first team as well. When using a Georgia Soccer Youth Club Pass Player, penalty points accrued during the game remain with that team as well.
- 750. Georgia State Cup Competition (Athena and Classic)**
- 750.1** Any member suspended under provisions of Georgia Soccer or the respective committee shall be suspended from Georgia Soccer State Cup Competition - Youth.
- 750.2** Any team that forfeits three (3) matches during the Fall or Spring playing season shall be suspended from Georgia Soccer State Cup Competition - Youth.
- 750.3** The players and coach(es) of the suspended team shall also be suspended from Georgia Soccer State Cup Competition – Youth except in extenuating circumstances.
- 750.4** Red Cards that are received during a National Championship Series (NCS) event such as State Cup require a standard one-game suspension that will apply only to the next NCS scheduled game.
- 760. Discipline and Protest (D&P) and Ethics and Grievance (E&G), and Appeals**
- 760.1** All questions as to discipline, protests, appeals, or grievances will be directed in writing as appropriate to the Georgia Soccer Adjudication Committee(s) –Youth.
- 760.2** All protests must be submitted electronically, postmarked (metered mail not accepted), or hand-delivered by 1:00 p.m. Friday of the week following the alleged incident, and accompanied by the appropriate protest fee. The protest fee is refundable if the protest is upheld.
- 760.3** Appeals must be submitted in writing within 10 days after the receipt of notice of adverse decision of protest.
- 760.4** The Ethics and Grievance Committee will accept grievances within 30 days of the occurrence. Grievances do not require submittal fees.
- 760.4a** Ethics and Grievance Sanctions: If a coach, team official, member affiliate official, player, or parent of a player is found guilty of an ethics or grievance violation, sanctions may include, but are not limited to, the following: a warning, a fine, community service, suspension of the guilty party, tournament play restrictions, team advancement restrictions, coach dismissal, team suspension, or recommendation to the Georgia Soccer Board of Directors that the member affiliate be placed in bad standing.
- 760.5** The Georgia Soccer Discipline and Protest Committee - Youth will meet regularly during the playing season.
- 760.5a** The State Referee Committee (SRC) will compose a group of at least four senior referees to act as rules interpreters for Discipline and Protest hearings. The D&P Chair will contact the SRC when an under-18 referee will be involved in a D&P hearing so the SRC can offer assistance.
- 760.5b** The D&P Committee shall make decisions regarding protests and forward those decisions to the Playing Division with its recommendations for sanctions based upon its findings.

Georgia Soccer Youth Rules and Regulations

760. 6 The D & P Committee will notify the appropriate member affiliate President of any matters to be considered. Fines and Fees approved by general membership

Protest Fee	\$100.00
Appeal Fee	\$150.00

Fines:

- | | |
|--|----------|
| 1. Underage official (per occurrence after 3rd reported violation) | \$ 50.00 |
| 2. Unregistered official (per occurrence) | \$ 10.00 |
| 3. Improperly postponed game | \$ 10.00 |
| 4. Team forfeiting match as no-show | \$100.00 |
| 5. Academy team no-show (per scheduled league or district match) | \$100.00 |

In addition, the team which failed to show must pay the referee fees for the missed matches directly to the home member affiliate.

760.6a Discipline and Protest Sanctions: If a coach, team representative, player, or spectator is found guilty of a disciplinary issue, sanctions may include, but are not limited to the following: a warning or suspension of the guilty party.

800. Glossary

- 810.** Georgia Soccer Club Pass System – Process that allows a player to play up in age group and/or up in competitive level within the same member affiliate.
- 820.** Select -- Programs that do allow tryouts.
- 830.** Playing Season -- The period of time, Spring or Fall, during which league games are played.
- 840.** Recreational -- Programs that do not allow tryouts.
- 850.** Player Registration – Execution (via electronic or manual means) of an intent to play the sport and the paying of fees (as defined by the affiliate member) with a registered member affiliate of Georgia Soccer or member affiliate of a State Association of US Youth Soccer.
- 860.** Release -- Member affiliate-authorized removal of a player from a team roster, which puts the player in inactive status. The player’s player pass must be returned to the member affiliate office upon the release. In order to be returned to active status during the same seasonal year, the player must go back to his/her original member affiliate and re-register or initiate a transfer request with that member affiliate.

A player may be involuntarily removed from a roster by a coach or club for one of the following reasons:

- 860.1** A player may be involuntarily removed from a roster by a coach or club for one of the following reasons:
 - 860.1a** Player has violated US Youth Soccer Association’s rules or state disciplinary rules.
 - 860.1b** Player has moved beyond a reasonable travel distance.
 - 860.1c** Player is injured in such a manner that he/she will be unable to participate for the remainder of the season.
 - 860.1d** Player has abandoned team (i.e. been absent without excuse for four or more weeks).

To request an involuntary release, the coach must submit a written request to the member affiliate’s registrar.

Georgia Soccer Youth Rules and Regulations

- 870.** Roster -- The Georgia Soccer official list of youth players registered to an individual team.
- 870.1** Rostered Player – A registered youth player that has been assigned by the member affiliate to a team and appears on an official Georgia Soccer roster.
- 880.** Seasonal Year -- September 1 to August 31
- 900.** Transfer -- Georgia Soccer authorized movement of a rostered youth player during the current seasonal year onto another roster.
- 900.1** Intra-affiliate Transfer – Georgia Soccer authorized youth player movement from one member affiliate roster to another roster within the same member affiliate. This transfer is processed by the member affiliate’s Registrar in the ADG system.
- 900.2** Inter-affiliate Transfer – Georgia Soccer authorized youth player movement from one member affiliate roster to another member affiliate roster.
- 910.** Transfer Process – The process used to track player movement from one youth team/member affiliate to another youth team/member affiliate. All transfers are processed electronically in the ADG system. A second Select player transfer (Select team to Select team) during the seasonal year requires approval by the Georgia Soccer State Registrar before final acceptance by the receiving member affiliate. The process may be initiated by the player’s parent/guardian or by a member affiliate administrator. The releasing member affiliate must respond to a transfer request within 7 business days or Georgia Soccer may take authority to review the transfer request.
- 910.1** Primary team is that designation given to a player’s first team, when a true 14U player is dual registered. A player must give consideration to his primary team’s games and functions, and a player may only participate in state cup play with his primary team.
- 920.** Illegal recruiting is defined as any contact with a signed player or parents of a signed player except as permitted in these Rules.
- 930.** Active Status – a youth player is considered to be on active status if he/she is rostered to a team that is registered with Georgia Soccer for the current seasonal year.
- 940.** Inactive Status – a player is considered to be inactive if he/she executes a release from a team, and remains inactive until he/she transfers to another team or registers for the next seasonal year.