

Article 1. RECREATIONAL PROGRAM

- 1.1 The Recreational Program shall be managed by the Board of Directors. The Board of Directors shall follow the VYSO Bylaws and all applicable Standing Rules of the Organization and Board of Directors.
- 1.2 The Board of Directors shall follow STYSA Regulations when determining the following:
 - (a) Age groups that teams may be formed in
 - (b) Team roster sizes
 - (c) Roster modifications
 - (d) Team formation requirements
- 1.3 The Board of Directors shall have the authority to set recreational registration dates and deadlines, along with team roster deadlines. All deadlines shall be at least seven (7) days before any applicable STYSA deadline to allow the registrar adequate time to complete the registration and team activation processes.
 - (a) The Board of Directors shall have the authority to set late registration dates and appropriate late fees. The Board of Directors shall also have the authority to waive the late registration fee if needed by a member due to an actual emergency that caused the member to not be able to register on time.
 - (b) Scholarship players shall pay the full late fee.
- 1.4 The Board of Directors shall have the authority to write standing rules for all aspects of the recreational program not covered in the organization Bylaws or Standing Rules. These standing rules shall be posted on the VYSO website and updated with any changes that occur.
- 1.5 Each adult to be assigned to a REC team (coach, assistant coach, manager, trainer, etc.) or that will be working with a REC team (practices, training, games, etc.) must be approved by the Board of Directors. The Board of Directors shall have the authority to deny any individual for any reason at any time.

Article 2. RECREATIONAL TEAM FORMATION & PLAYER ROSTERING

- 2.1 The Registrar shall supervise and assist the Board of Directors with REC Team Formation. The Registrar is responsible for REC Player Rostering.
- 2.2 REC Team Formation will be conducted by the Registrar and Board of Directors no later than fourteen (14) days following the last registration event. REC Team Formation will take place at a closed Board of Directors meeting.
- 2.3 The Registrar shall provide to the Board of Directors the number of registered players in each division and the number of parents/relatives that have volunteered to coach in each division. The Recreational Program Vice-President shall provide to the Board of Directors a list of additional persons that have volunteered to coach for the season. At the REC Team Formation, the Board of Directors shall determine the number of teams to form in each age division based on the number of registered players and available coaches.
- 2.4 When selecting the head coach for each division: First preference will be given to a parent who has a child playing in that division. Second preference shall be given to any person who has a relative playing in that division. If neither a parent nor relative is available, the Director of Coaching shall assign a coach to a division based on qualifications and availability.
- 2.5 Each coach shall have three (3) days after receiving his team roster to contact all players on his team to notify them of the first team practice and/or team meeting.
- 2.6 Each fall season, all players will be randomly assigned to teams. Teams will not be kept together from the previous spring season. Each spring season, returning players from the previous fall season will be kept on their fall team provided they register on time.
- 2.7 General Player Rostering Rules:
 - (a) Requests that are not allowed:
 - (1) No child may move down to a younger division
 - (2) Requests to play for a specific coach or team will not be honored.
 - (3) Requests for a coach that speaks a specific language will not be honored.
 - (4) A boy cannot play on a girls' team
 - (5) A coach cannot request to have a specific player on his team.
 - (6) A coach cannot request to have a player removed from his team.
 - (b) Requests that are allowed: Players may submit one of the following special requests per season:
 - (1) Siblings shall be allowed to play on the same team, provided that they do not move up more than one age level.
 - (2) A girl shall be allowed to play on a boys' team

- (3) A player shall be allowed to be removed from his/her fall team and placed back in the random player rostering phase.
 - (4) Not play for one specific coach, (must provide the coach's name)
 - (5) Play up request shall be allowed if the player will only move up one age level. (Example: A U08 player can play in the U09 division but cannot play in the U10 division unless U09 and U10 are combined.) A U04 player cannot play up.
 - (6) Buddy Request to play on same team as **one** other player. Both players must request each other or the request will be ignored. If more than one buddy's name is submitted, all will be ignored except for the first name submitted.
- (c) REQUEST REQUIREMENTS: The allowable requests will be honored provided the following:
- (1) The player registers on time by the date posted on the VYSO website. All registration requirements must be met which include a properly filled out registration form (paper or online), payment and verification of birth date.
 - (2) There is an opening on the team the player's request applies to. .
 - (3) No STYSA rules have been violated. (Example of STYSA rule: no recruitment based upon ability.)
 - (4) In the event that there are not enough openings on the team's roster to accept all request players then the players will be rostered according to registration date. If two (2) or more players registered on the same date a random draw will be used.
 - (5) There is a limit of two pairs of Buddy Request players per team. In the event that a third, or more, pairs of Buddy Request players cannot be rostered due to the limit, the two pairs of Buddy Request players that registered first will be rostered together. If pairs of Buddy Request players register on the same date, a random draw will be used to determine the order of Buddy Request players. For this purpose, the registration date for the pair of Buddy Request players will be the date the second player in the pair registers.

2.8 PLAYER ROSTERING FOR EACH DIVISION WILL TAKE PLACE IN THE FOLLOWING MANNER:

(a) INITIAL PLAYER ROSTERING PHASE

- (1) All players that registered on time will be rostered to a team during the Initial Player Rostering Phase.
- (2) Returning fall players will remain on their team.
- (3) All new players, or players that requested to be placed on a different team, will be rostered to a team in the following order:
 - a) Upper age group of the division
 - b) Lower age group of the division
 - c) Players that are playing up a division
- (4) Teams will be randomly drawn to determine the order in which teams will receive players.
 - a) The team with the fewest players will receive the first player(s) until that team is equal to the next team with the least number of players.
 - b) These two teams will take turns, in sequence order, until each team is equal to the third team with the fewest players.
 - c) This manner of rostering will continue until all teams have the same number of players.
 - d) The remaining players will then be rostered in the team sequence order.
- (5) After all players in a division have been rostered to a team, the Registrar will make the appropriate player movements for head coaches' children as follows:
 - a) Head coaches with children playing will be assigned the team in which his/her child was rostered to. In the event that more than one child of a head coach is rostered to the same team, the head coach whose child was rostered first will receive that team. All other head coaches' children on that team will be switched with the player rostered in the same round, or the following round(s), on the next team in the sequence order until each head coaches' child is on a different team.
 - b) Head coaches with relatives playing will be assigned in the same manner as above.
 - c) All remaining head coaches will be assigned by a random draw of the team names.
- (6) After the appropriate player movements for head coaches, the Register will make all other player movements as is necessary in each division in the following order:
 - a) Siblings
 - b) Buddy Requests
 - c) Not playing for a specific coach
- (7) During the Initial Player Rostering Phase, no team shall be allowed to have more than one additional player on the team than any other team in the division.

- (b) LATE PLAYER ROSTERING PHASE
- (1) The following players will be rostered to a team during the Late Player Rostering Phase:
 - a) Players that registered late
 - b) Players that registered on-time but did not complete registration on-time due to one or more of the following:
 - i) Did not send in verification of the player's date of birth
 - ii) Did not pay the registration fee
 - iii) Did not sign the player registration form on paper or during online registration
 - iv) Other reason as notified by the Registrar
 - (2) Starting the day after the Initial Player Rostering Phase is complete, the Registrar shall roster players to teams in order of registration completion date. Registration completion includes the following:
 - a) Signed paper registration form or online registration
 - b) Payment in full of all amounts currently owed to VYSO
 - c) Verification of player's date of birth
 - d) Other items as required and notified by the Registrar
 - (3) The Registrar shall strive to maintain balance among the teams in each division when rostering players during the Late Player Rostering Phase.
- (c) WAITING LIST: After all teams in a division are full, players will be placed on a waiting list and will be contacted if an opening occurs.
- a) Players will be assigned to the waiting list in order of registration. These players will only be placed on the waiting list if the following has been received by the Registrar:
 - i) Signed paper registration form or online registration
 - ii) Verification of player's date of birth
 - iii) Other items as required and notified by the Registrar
 - b) Payment need not be made in order for player to be placed on the waiting list. The Registrar will collect payment when an opening occurs. Payment must be received before a player is rostered to a team.

Article 3. SELECT PROGRAM

- 3.1 The Select Program shall be managed by the Board of Directors. The Board of Directors shall follow the VYSO Bylaws and all applicable Standing Rules of the Organization and Board of Directors.
- 3.2 The Board of Directors shall follow STYSA Regulations when determining the following:
 - (a) Age groups that teams may be formed in
 - (b) Team roster sizes
 - (c) Roster modifications
 - (d) Team formation requirements
- 3.3 The Board of Directors shall have the authority to set select team roster deadlines, including freezing the rosters. All deadlines shall be at least three (3) days before any applicable STYSA, Western District or other organization deadlines to allow the registrar adequate time to complete the registration and team activation processes.
- 3.4 Each select team's head coach and trainer shall hold an "E" coaching license or a U.S. Soccer Grassroots In-Person or Online License for the format he will be coaching (i.e. 9v9 or 11v11)
- 3.5 An individual may only be the head coach of one select team. He can however serve as an assistant coach, trainer or other role on one additional select team.
- 3.6 Each adult to be assigned to a select team (coach, assistant coach, manager, trainer, etc.) or that will be working with a select team (practices, training, games, etc.) must be approved by the Board of Directors.
- 3.7 All select teams shall have a Team Manager in addition to the Head Coach. The Team Manager cannot be the spouse of, or live in the same household as, the head coach. The purpose of this is to give each team two independent representatives of the team that will have access to the team information.
- 3.8 The Board of Directors shall have the authority to write standing rules for all aspects of the select program not covered in the organization Bylaws or Standing Rules. These standing rules shall be posted on the VYSO website and updated with any changes that occur.

Article 4. SELECT TEAM COACH AND PLAYER SELECTION

- 4.1 TEAMS: Teams are formed by the Board of Directors according to STYSA and VYSO regulations. Teams are formed for a period of one year.
- 4.2 COACHES:
- (a) The Board of Directors shall post a notice each spring detailing the deadline in which to submit an application to coach a team. The application shall be posted on the VYSO website.
 - (b) Applications to coach a select team must be submitted online by the deadline posted in the notice.
 - (c) The Board of Directors will approve a coach for each select team. Coaches are approved for a period of one year.
 - (d) Vacancies in coaching will be filled by the Board of Directors, if possible.
 - (e) All individuals that have applied as a select team head coach, and have been approved by the Board of Directors to try to form a team will be informed, by the Select Program Vice-President of the optional select player tryout process. They will also be notified of the player selection process at this time.
- 4.3 PLAYER TRYOUTS:
- (a) Player tryouts are not required. The Board of Directors will not conduct any player tryouts for any select team. If the coach of a select team wants to hold open tryouts, the following will apply:
 - (1) The dates, times and fields available for tryouts will be posted by the Board of Directors. The coach will sign up for the day, time, and field he would like to use for his team's tryouts.
 - (2) The Board of Directors shall send an email including all details about the tryouts and the commitments involved in select teams to all age-eligible registered players. The Select Program Vice-President shall notify the organization's webmaster of the details of the tryouts in order to post the information on the website.
 - (3) The coach is responsible for running the tryout for his team.
 - (4) The coach is responsible for ensuring that all players attending tryouts are registered. The registrar will provide the coach with a list of all players that have registered to try out for that team. Any players not on that list will not be allowed to try out.
 - (b) All adults must have a valid Adult Participation Pass (KidSafe card) in order to participate in the tryout process.
- 4.4 PLAYER SELECTION PROCESS:
- (a) The head coach for each select team trying to form shall submit his list of desired players to the register by the player selection deadline posted on the website.
 - (b) The head coach for each select team trying to form shall be allowed to select players that did not attend tryouts.
 - (c) Minimum number of players:
 - (1) The minimum number of players required in order to form a select team are below.
 - a) For U11—U12 teams: minimum number of players is nine (9).
 - b) For U13—U19 teams: minimum number of players is eleven (11).
 - (2) This minimum number of players must be reached using players that were not selected for another select team.
 - (d) If a team must maintain a core number of players in order to keep a pre-qualified spot for the following season, the head coach of the select team trying to form is responsible for ensuring the core number is reached from returning players. It shall be his responsibility to know the minimum number of players needed to maintain core. It shall also be his responsibility to notify the applicable playing league if the team will not maintain core and will be unable to continue playing in the league.
- 4.5 TEAM FORMATION AND CONTACTING PLAYERS AFTER TRYOUTS
- (a) The Board of Directors will meet, within five (5) days after the player selection deadline, to review the lists of desired players submitted by all approved individuals. The Board of Directors will determine which teams will be allowed to form.
 - (b) The Registrar will give the head coach of all formed teams a list of players, with contact information, within one week of receiving the list of desired players from the coach. The list from the registrar will note all players that were selected for more than one team.
 - (c) The coach must notify all players within seventy-two (72) hours of receiving the list of players from the registrar.
 - (d) If a player was selected for more than one team, the registrar shall send an email or letter to the parents with the following information and instructions:
 - (1) The teams the player was selected for
 - (2) Head coach contact information for all teams the player was selected for
 - (3) Explanation that the parents are responsible for deciding which team the player will play on
 - (4) Instructions for notifying the registrar with the parent's decision
 - (5) The deadline for deciding which team to play on
- 4.6 ADDING OR REPLACING PLAYERS: A coach may add players to the team throughout the year, up to the maximum roster number allowed by VYSO, STYSA, and/or playing league rules. The coach must submit all required documentation to the registrar prior to any applicable deadline including, but not limited to, roster freeze, transfers, and/or additional deadlines.

Article 5. GENERAL RULES OF PLAY

5.1 FIELD OF PLAY

- (a) Field sizes will be determined by the Board of Directors in accordance with STYSA regulations.

5.2 BALL

- (a) The ball size used per division will be determined by STYSA regulations.
- (b) Ball shall not be changed during the game unless authorized by the referee.
- (c) If the ball bursts or becomes deflated during the course of a game, the game shall be stopped and restarted by dropping the new ball at the spot where the first ball became defective. If this should occur during a stoppage of a game (place kick, goal kick, corner kick, penalty kick or throw-in), the game shall be restarted accordingly.
- (d) Home team must provide a ball, which is approved by the referee, and referee shall confirm that a reserve ball is available.

5.3 PLAYER'S EQUIPMENT: VYSO shall follow STYSA equipment regulations in addition to the following.

- (a) Uniform: The standard uniform of a player shall be the jersey, shorts and socks issued by the organization. The application of numbers, lettering, or logos is not be allowed without prior approval of the Board of Directors. In cold weather, players may wear long sleeve shirts and sweat pants or other long-legged pants under their uniforms.
- (b) Shin Guards: Players must wear shin guards, which are commercially produced and specifically designed to provide protection to the shins at all practices and games. Players must wear socks pulled up over the shin guards during all games.
- (c) Cleats or Sneakers: Players must wear sneakers or non-metallic cleats for all practices and games.
- (d) A player will not be allowed to wear anything which could be dangerous to himself or others. Examples of dangerous items include, but are not limited to, sunglasses, sunshades, jewelry, braces (that contain exposed metal or hard plastics) hard casts (padded or otherwise) or any other item deemed dangerous by the game's center referee and/or board member or administrator on duty at the time of the game.
- (e) When, in the sole opinion of the referee, the colors of both teams are so similar as to be confusing, the home team must change colors.
- (f) The goalkeeper shall wear a shirt of a different color to distinguish him from the other players and referees. Upon legal substitution for the goalkeeper, shirts may be exchanged to conform to this new law.
- (g) Goalkeepers may wear headwear, gloves, padded pants and padded shirts.
- (h) For an infringement of this law, the player at fault shall be sent off the field to adjust his equipment, and he shall not return without reporting to the referee when the ball is out of play. If requested or when in doubt, the referee should examine all players' equipment before the game or during half time.

5.4 SUBSTITUTIONS AND PLAYING TIME:

- (a) Substitutions: The prior permission of the referee is required in order to make any substitution at any time, except at the resumption of play after the half time break.
- (1) On a throw-in (by the team in possession)
 - (2) On a goal kick (by either team)
 - (3) After any goal (by either team)
 - (4) After stoppage of play for an injury (by either team)
 - (5) After a caution (the player receiving the caution)
 - (6) An injured player may be substituted with the referee's consent.
 - (7) A goalie may be substituted as any other player after notifying the referee of the intent to do so and receiving consent.
 - (8) A player ordered off the field by the referee may not be replaced.
 - (9) A player being replaced must leave the field of play on his team's side of the field as directly as possible. A player substituting for another player must enter the field of play from the touchline at mid-field after the departing player leaves the field of play.
 - (10) For any infringement of this law, the player or coach involved shall be cautioned. If the game is stopped by the referee to administer the caution, it shall be restarted with an indirect free kick to be taken by a player of the opposing team from the spot where the ball was located when play was stopped.
- (b) Playing Time: For all games except Division I, the coach must make every effort to play each registered player that is present at least one-half of the game unless unable to do so due to player's illness or injury or for disciplinary reasons. In the event that a player is present but will not be playing, the coach must inform the referee and the opposing coach as to the reason that player will not participate.

5.5 COACHES AND SPECTATORS

- (a) All coaches, assistant coaches and players shall remain on the side of the field assigned to them. All fans and spectators shall remain on the opposite side of the field, directly across from their team, and must stay behind the restraining line. It will be the head coach's responsibility to control the behavior of his assistant coaches and his team's fans in this and

all other aspects. The referee has the power to halt play if the coach does not comply.

- (1) Children on the team sideline that are not rostered to the team playing:
 - a) Children age 12-17: To be on the team sideline, he/she must complete all applicable team official registration steps and wear his/her KidSafe card. This individual's team official registration will count towards the maximum number of team officials allowed per team.
 - b) Children age 11 and younger can only be on the sideline if there is no other responsible adult present to watch the child during the game.
 - (2) Fans and spectators are not allowed to enter the team side of the field during the game, including halftime or other game breaks, except to drop off drinks to the players. If a parent is needed on the team sideline, for player injury or any other reason, the coach or referee will ask for the parent to go to the team's side of the field.
- (b) The referee will indicate the home side of the field.
 - (c) Comments from the sideline shall remain positive and encouraging to players.
 - (d) A maximum of two (2) rostered team officials may be on the player's side of the field at any given time during REC games. The applicable select league will determine the maximum number of team officials allowed on the sideline for select games.
 - (e) No one is allowed to be at the ends of fields or behind the goals. This is a distraction to the goalie and players. There are only two exceptions to this:
 - (1) One person shall be allowed to be at the ends of each field/goal area to retrieve soccer balls for the players. The person must stay at least ten (10) yards behind the goal line and must be silent throughout the game.
 - (2) People parked in the parking lot behind the goals may sit in their cars. These people must also stay silent throughout the game.

5.6 REFEREE

- (a) The referee's authority commences as soon as he enters the field of play and is in effect throughout the game.
- (b) The referee shall enforce the laws of the game. His decision on all points of play shall be final.
- (c) The referee is the official score and timekeeper (including lost time to be added due to injuries or other causes). The referee has the power to suspend or terminate the game due to bad weather, interference by fans or other causes. He does not have the power to declare a winner in the event of suspension or termination.
- (d) The referee shall allow no one on the field of play except players and linesmen, except during a player injury in which the referee may allow the coach, parent or medical personal to enter the field.
- (e) The referee may suspend from the game any coach or assistant coach for unsportsmanlike conduct.
- (f) The referee shall not penalize when a penalty would result in an advantage to the offending team. The "advantage rule" does not stop the referee from punishing the offending player.
- (g) The referee shall caution any player guilty of misconduct or unsportsmanlike conduct and if the player persists, shall send him off the field. The referee shall also send off any player guilty of violent conduct, serious foul play or use of foul language. If a player is red carded, his name will be annotated on the score sheet, he will not be allowed to play during the rest of that game and the following scheduled game. A team playing an illegal player will forfeit the games of the infractions.
- (h) The referee shall signal for the start of the game after any stoppages. The laws are intended to cause as little interference with the game as possible; only deliberate breeches of the law shall be penalized. If a player commits two infringements at the same time, only the more serious offense shall be called.
- (i) If the official referee does not appear within fifteen (15) minutes after the scheduled start time, it shall be reported to the Referee Administrator for a substitute or other modification. The referee will not be paid unless he or she turns in the completed game card.
- (j) The center referee should not have a player of interest on either side of the game of which he or she is referee.

5.7 ASSISTANT REFEREE AND USE OF CLUB LINESMEN: VYSO shall utilize USSF, USYS, and STYSA recommendations when determining what games shall be required to have a certified assistant referee and what games a club linesmen can be assigned to.

- (a) One Linesman shall be on each touchline.
- (b) Linesmen should indicate ball out of play and side entitled to throw-in.
- (c) Linesmen should assist the referee in controlling the game.

5.8 DURATION OF GAMES

- (a) The duration of games shall be determined by STYSA regulations.
- (b) Half-time intervals shall not exceed five minutes unless approved by the referee.
- (c) Allowance shall be made in either half for all time lost due to injury or other cause at the discretion of the referee.
- (d) Time shall be extended to permit a penalty kick to be taken at or after expiration of normal time in either half.

5.9 START OF PLAY

- (a) Any team, which fails to field the required number of players within fifteen (15) minutes after the scheduled start time, will forfeit the game. Should neither team have the required number of players, a double forfeit will be declared.
- (b) Choice of ends of the field and the kick-off shall be determined by the toss of a coin. The winning team shall determine which goal it wishes to attack.
- (c) Players must be in their team's half of the field.
- (d) Opponents must be ten (10) yards from the ball with the ball stationary in the center of the field.
- (e) Upon the referee's signal to begin, players shall kick the ball in the opponent's half. The ball must move forward before being touched by another player. A goal may not be scored directly from a kickoff.
- (f) The kicker may not play the ball again until it has been touched by another player. The penalty is an indirect free kick for the other team.
- (g) After a goal has been scored, the game shall be restarted in a like manner by a player of team losing the goal.
- (h) After half time, ends shall be changed and the kickoff shall be taken by a player of the team opposite to that which started the game.
- (i) After temporary suspension, the game shall be started by the referee by dropping the ball at the spot where it was when play was stopped. The ball is in play when it touches the ground. If the ball rolls out of play before being touched, it shall be dropped again in the same manner.
- (j) **INFRINGEMENTS**
 - (1) Kick too short or incorrect: PENALTY=Re-kick
 - (2) Kicked twice by player taking kick-off before ball is touched by another player: PENALTY=Indirect Free Kick
 - (3) Drop ball played before touching the ground: PENALTY=Drop ball again

5.10 CHARGING OF THE GOALKEEPER: There will be no direct charging of the goalkeeper allowed. A goalkeeper may be blocked by a stationary opponent but not touched when he has the ball. This rule applies anywhere within the penalty area. The penalty for violation of this rule is an indirect free kick.

5.11 BALANCE OF RULES: The balance of play shall be conducted in accordance with FIFA and STYSA rules as may be modified and amended.

5.12 U08 AND UNDER GOAL KICK RULE: On a goal kick, the defending team must be on their own half of the field until the ball is put into play. Once the first pass has been made the defending team may enter into the opposition's half to begin play.

Article 6. ADDITIONAL STANDING RULES

6.1 If games are cancelled due to the weather or another unforeseen circumstance, make-up games will be scheduled as follows:

- (a) Partial day of games cancelled: the games will be rescheduled
- (b) Entire day of games:
 - (1) First occurrence during the season: the games will be rescheduled.
 - (2) Second occurrence during the season: all U09 and older games will be rescheduled. U08 and younger games will NOT be rescheduled.
 - (3) Third (or more) occurrence during the season: games will NOT be rescheduled for any age group. Standings will be adjusted in U09 and older divisions.
- (c) Make-up games may be scheduled on any of the following
 - (1) On a Saturday (team may end up playing more than one game that day)
 - (2) On a Sunday afternoon
 - (3) On a weeknight
- (d) All make-up games must be played as scheduled or will be considered a forfeit.

6.2 Protest in writing based only on a rules interpretation may be filed with the president of the Organization and the referee commissioner within forty-eight (48) hours of completion of the game being protested. All protests must be accompanied by a fee of fifty dollars (\$50) which is refundable if the protest is upheld. All protests will be considered by the Disciplinary and Protest Committee as described in the Organization bylaws.

- (a) **NOTE:** The referee and opposing coach must be informed that the game is being protested and the basis of the protest. The referee will note the protest and the time of the protest on the scorecard. Any protest filed by a team of the Organization in Inter-league or Inter-organization contests shall be filed only after approval by the Organization Disciplinary and Protest Committee.

6.3 No recreational team shall meet more than three (3) times per week between the time the first regular season game is played

- and the time the last regular season is played. These three (3) team meetings shall include all practices, scrimmages or games. Team social events or soccer clinics shall be exempt from this provision.
- 6.4 A maximum of three (3) people may be rostered to a recreational team as team officials. This includes coaches, assistant coaches, team parents and assistants. These three (3) team officials are the only individuals allowed to coach or instruct players in practices or games. During practices, all other adults must remain away from the practice area. During games, all other adults must remain in the designated spectator area.
- 6.5 All Organization standings will be determined by the three (3) point system:
- (a) Win=3 points, Tie=1 point, Loss=0 points
- 6.6 A win by forfeit results in 3 points for the winning team with the game scored at 3-0.
- 6.7 The Board of Directors and/or the Executive Director shall determine the method used to determine league standings, division winners, and teams advancing to STYSA Fall Championships each season. If a pure points system is used, and the standings are tied at the end of season play, the following hierarchy will be used to determine final league standings:
- (a) Winner in head to head competition
 - (b) Highest goal difference (goals for minus goals against) and a maximum of three (3) goals per games. (A score of 7-3 would be scored as three points for the winning team and zero points for the losing team.)
 - (c) Total goals allowed (team with fewest goals allowed shall advance).
 - (d) The team with the least penalty points advances
- 6.8 In an effort to discourage violent play and misconduct, this organization has adopted the Progressive Discipline System as outlined in STYSA Rules.
- 6.9 In order to participate in state play-off events, a player or team may not exceed the penalty points allowed as outlined in the Progressive Discipline System.
- 6.10 If a coach wants to reschedule a game within 5 days of that game the coach will be responsible for paying the equivalent of the referee fees.
- 6.11 **NON-VYSO OWNED EQUIPMENT USE POLICY:** Equipment not owned by VYSO may not be used on the VYSO fields or facilities without prior approval of the Fields and Facilities Administrator. The organization is not responsible for theft, loss, damage, or repair of equipment not owned by the organization. Exceptions to this rule must be approved by the Board of Directors prior to the use of the equipment on VYSO premises.

Article 7. AMENDMENTS TO THE STANDING RULES

- 7.1 The VYSO Standing Rules may be amended by the general membership at any properly called general meeting or by the Board of Directors at any properly called meeting of the Board of Directors in the following manner:
- (a) By a two-thirds (2/3) vote or,
 - (b) By a majority vote when notice of intent to make the motion, stating the complete substance of the proposed change, has been given at the previous meeting or in the call of the present meeting or,
 - (c) By a vote of a majority of the entire membership