



Registration Rules

Rules for Player and Team Eligibility and Registration

South Dakota State Soccer Association

Updated January 2010

I. Definition of Teams:

A soccer team roster is in effect for one soccer year only. A soccer year is defined as August 1 - July 31. At the conclusion of each soccer year, all rosters become null & void & new rosters must be assembled in accordance with the following SDSSA rules.

a. Club (Competitive) Division:

- i. the use of tryouts, invitations, recruiting, or any similar process to roster players selectively to any team on the basis of talent or ability, is permitted;
- ii. one or more league rules restrict the manner in which players may be rostered to participating teams;
- iii. teams may be organized as "age pure", that is U11, U12, U13, U14, etc., rather than two-year age brackets typically used in recreational (U6, U8, U10, U12, U14, U16, U19);
- iv. teams compete in designated competitive tournaments within South Dakota and may travel to tournaments outside of the state;
- v. a player may be rostered on one Competitive team and on one Recreational team;
- vi. a player may be allowed to "guest" with another Competitive team, provided the proper State procedures for guesting are followed and the specific tournament rules allow for guesting of players.

b. Recreational ("B") Division:

- i. the use of tryouts, invitations, recruiting, or any similar process to roster players to any team on the basis of talent or ability is prohibited;
- ii. the club administering the league accepts as participants in the league any eligible youths (subject to reasonable terms on registration);

- iii. a system of rostering players is used to establish a fair or balanced distribution of playing talent among all teams participating;
- iv. players are assigned to teams in accordance with the above, with no more than 7 players continuing from a previous program year (August 1 - July 31) roster; (This provision would not apply to teams from associations that do not have enough players to comply with the requirement. The Recreation Committee will determine whether the exception will be applied.)
- v. league rules require that each player must play at least one-half of each game except for reasons of injury, illness, or discipline;
- vi. teams may participate in Competitive tournaments;
- vii. teams are eligible to compete in the Midcontinent Recreational Tournament;
- viii. a player may be rostered on one Competitive team and on one recreational team;
- ix. a player may not be rostered on more than one Recreational team, but may be allowed to "guest" with another Recreational or Competitive team, provided the proper procedures for guesting players are followed and the specific tournament rules allow guesting of players.

c. Recreational "A" (Classic) Division:

- i. the use of tryouts, invitations, recruiting, or any similar process to roster players to any team on the basis of talent or ability may be used;
- ii. the club administering the league accepts as participants in the league any eligible youths (subject to reasonable terms on registration);
- iii. league rules require that each player must play at least one-half of each game except for reasons of injury, illness, or discipline;
- iv. teams may also participate in competitive tournaments;
- v. teams are eligible to compete in the Midcontinent Classic Tournament;
- vi. a player may be rostered on one Competitive team and on one Recreational team;
- vii. a player may not be rostered on more than one recreational team (either A or B), but may be allowed to "guest" with another recreational or Competitive team, provided the proper procedures for guesting players are followed and the specific tournament rules allow guesting of players.

II. Registration and Rostering of Players:

All players must be registered and rostered to a team to be covered by SDSSA insurance and eligible to participate in SDSSA-sanctioned events.

a. Recreational Roster Sizes (Midcontinent Recreation and Classic Tournament)

Maximum roster sizes for Midcontinent Recreation and Classic Tournament competition are as follows:

- U10 – 10 players
- U12 – 14 players
- U14 – 18 players
- U16 – 25 players
- U19 – 25 players

Minimum roster size for U10 teams is 6 players, all other age groups - minimum roster size is 7 players.

b. Competitive Roster Sizes

Maximum roster sizes for Competitive teams are as follows:

- U10 or younger - 10 players (must play 6v6)
- U11/U12 – 14 players (must play 8v8)
- U13/U15 - 18 players
- U16-U19 - 22 players (only 18 can play in any given game)

Minimum roster size for U10 teams is 6 players, all other age groups - minimum roster size is 7 players.

Note: Teams that play outside of South Dakota must abide by the rules of the Host State. SDSSA and US Youth Soccer recommend that U10 players are developmental only and that travel be limited and close to home. Each association may form their own rules related to players moving up in age group.

c. Guest Players Rules for Midcontinent Recreation and Classic Tournaments:

- i. Recreational teams may guest up to a maximum of six (6) guest players providing they do not go over the allowable age group roster size. These guest players must be rostered to Recreational (B) only teams. No State Cup players may play as guests on any team in the recreational division. The Recreational Committee may consider exceptions to this on a team-by-team basis.
- ii. Classic Cup teams may guest up to a maximum of six (6) players allowed on any provided they do not go over the allowable age group roster size. No State Cup Teams are allowed to play in the Classic Cup. No more than three players participating in the State Cup will be allowed to play on any team playing in the Classic Cup as either regular rostered or guest players. The Competitive Committee upon petition from affected teams may consider exceptions to these restrictions in rare circumstances.

iii. Additional Guest Player Rules

The following additional guest player rules apply:

1. A rostered player cannot be removed from a team's roster to make room for a guest player.
2. A guest player must have been registered with the SDSSA by May 1 and must be rostered on a recreational team for the spring season. Each rostered player must have

played in at least four league games during the season with his team in order to be eligible for the Midcontinent Recreation and Classic Tournament.

3. If more rostered players can attend the tournament than first thought, the number of guest players that can be added must be adjusted accordingly.
4. While some U16 and U19 teams are allowed to have up to 25 rostered players on its regular roster, these teams would not be able to add a guest player unless the number of rostered players who could attend the tournament falls below 18 players.

d. Player Removal

Players may be removed from a team only if they have violated rules of the SDSSA, US Youth Soccer, USFF, USSF, have moved beyond a reasonable travel distance to continue to participate, or have been injured and will be unable to participate for the remainder of the season, or if they choose to leave the team. Coaches may not remove players from a team roster for any other reason. Competitive players may be added at any time provided the roster has not reached its maximum size. Recreational program players must follow registration deadlines (refer to Registration Deadline section). No more than 5 transfer players may be added to any state cup team and roster size as described above must be maintained. Players must play in their respective age group or in an older age group and must abide by individual association rules for playing up. Players may not play in a younger age group. Failure to comply with this rule will result in the forfeiture of any games played with an over age player. The birth date cutoff for every age group is August first. These age restrictions do not apply to Top Soccer players.

e. Registration Deadlines

Rosters must be completed by April 10 and September 10 of the respective seasons. Player registration and insurance fees are due to the Operations Director by April 1 and September 1 of the respective seasons. Any roster changes or additions made after the filing deadline must be filed with the registrar within seven (7) days of the change. Failure to provide this information will result in a certified letter to the offending league informing them that they have been placed in bad standing with the SDSSA. A letter will also be sent to each of the other SDSSA leagues informing them of the status of the offending league, and instructing them that they are not to play any games with said league until such time as they have been notified that the league is once again in good standing. If a league is put in bad standing at any time, their insurance coverage is invalid, all previously approved travel papers are rescinded, and no new travel papers will be approved.

f. Roster Changes

No roster changes may be made to recreational teams after May 1 in the spring and September 15 in the fall. A penalty of \$50 will be assessed against leagues for each player they fail to register with in the above stated timelines.

g. Player Passes

All rosters and player passes must be generated by League One software. All competitive players will be issued a player pass. Recreational players only need player passes when attending tournaments.

h. Dual Registered Players

Players registered to both Competitive and Recreational teams will have their Competitive team listed as their primary team, unless the local association has rules differently. Competitive coaches wishing to pick up recreational players as guest players must get permission from that player's recreational coach. Players are to fulfill their responsibilities to the team for which they are primarily rostered unless released by that coach. Guest forms must be filled out for any player at www.thetournamentcenter.com. A separate form is required for each tournament. There should not be any writing on the official rosters, except for the League and Director of Operations' signatures. Both the state certified roster and the guest player form should be submitted at the team check-in at tournaments.

i. Non-Sanctioned Teams

SDSSA teams are only allowed to play other USSF sanctioned teams. Playing non-sanctioned teams will void insurance coverage. Teams that play non-sanctioned teams may be placed in bad standing with the SDSSA. Playing a non-registered player on a team will cause a team to be in bad standing. This will also forfeit a team's right to participate in the State Tournament and travel to out of state tournaments. All games played with an ineligible player must be forfeited.

j. Player Citizenship

All players who are not US citizens must fill out paperwork to participate in any SDSSA activities. The paperwork can be downloaded from the SD State Soccer Website at www.southdakotasoccer.com under Registrars. State certified birth certificates are required when registering players to leagues.

k. Player Rostering on Multiple Recreational Teams

No player may play on more than one team in the Midcontinent Recreational and Classic Tournaments. Local associations may allow players to guest play on more than one team during league play but players must be rostered on one team only for tournament play.

l. Team Creation outside of League Play

No coach shall put together teams outside of the league scheduled seasons of spring, summer, fall, & indoor unless they are rostering a competitive team. The soccer year begins on September 1 and ends on August 31 each year.

m. Player availability after quitting a team

Once a player quits a recreational team he/she will not be allowed to rejoin that team or any other after the cut-off date is in effect.

n. Youth players rostered on Adult Teams

Youth players that choose to play with an adult team may do so only if registered through the Adult Amateur Association and with written permission from the State Board. The player's youth coach must also be informed if the player is rostered to a youth team at the time he/she intends to play with an adult team. Refer to the registration information and guidelines for the adult amateur association for more details.

III. Player Passes

- a. All tournaments will require the use of player passes unless they are inter-league only.
- b. Player passes will also be required at all high school games during the fall high school season. High school player passes are not valid after the SD State High School tournament.
- c. Player passes may only be signed by authorized persons when proof of age is provided.
- d. Proof of age shall consist of a State Certified Birth Certificate, a Uniformed Services Identification and Privilege Card (DD form 1173) issued by the uniformed services of the United States, birth registration issued by an appropriate government agency, drivers license, Board of Health records, passports, alien registration card issued by the US Government, or certificate issued by the Immigration and Naturalization Service attesting to age or certification of an American citizen born abroad issued by an appropriate government agency. Hospital, baptismal, or other religious certificates will not be accepted. (rule 4033 of US Youth Soccer).
- e. Player passes must have an attached picture, players signature, be verified by one of the documents listed in #III.d and presented for signature. They may be signed by the State Registrar, the Assistant Registrar, a Member of the Board of Directors, District Commissioner, or alternate District Commissioner. Once completed and signed, all player cards must be laminated.

IV. Red Cards

- a. A red-carded player or coach must leave the playing area for the remainder of the game and sit out the next scheduled game for that team.
- b. Only games on the regular schedule, as established by the league prior to the beginning of the season, shall count towards the game penalty.
- c. Scrimmage games cannot be scheduled to substitute for the penalty game.
- d. All red cards received during the last game of the season will carry over to the first game of the Midcontinent Recreational and Classic Tournament or the next season, whichever comes first.
- e. Each coach and/ or association is responsible for reporting red cards to the tournament staff at check in. Failure to report red cards causes players to be ineligible and therefore all games played with said player will be forfeited.

- f. Red cards go with players on whichever team they were playing for at the time the card was issued. Red cards issued during National Competition such as SD State Cup or Regionals may only be satisfied at a National Competition.

V. Notification of ODP Tryouts

Dates for ODP will be posted at www.sdodp.com

VI. Travel Papers

All teams intending to travel to tournaments outside of South Dakota must submit travel notification to the State Registrar prior to the start of the tournament. Coaches/team managers are encouraged to complete and submit travel notification at the same time they submit tournament applications. Travel notification information may be found at www.thetournamentcenter.com. There is no cost for submitting travel papers.

VII. Hosting Games and Tournaments

- a. Teams and/or Associations wishing to host tournaments or friendly games must submit them online at www.thetournamentcenter.com. This agreement must appear on the application form. It may be reduced in size but is required to verify that the tournament is a US Youth Soccer event. The cost for the tournament hosting fee is \$50 if team entry fees are \$99.99 or less and \$100 if team entry fees are \$100 or more.
- b. The first full weekend in June is designated for the Midcontinent Recreational and Classic Tournament competition. The location will alternate between East River and West River sites every two years.
- c. Leagues that drop teams from the Midcontinent Recreational and Classic Tournament after the pairings have been completed, will be fined as follows:
 - **\$100 Penalty:** when notice that an Entered Team plans to drop out of the tournament was given up to 15 days before the start of the tournament.
 - **\$200 Penalty:** when notice that an Entered Team plans to drop out of the tournament was given on or after 14 days before the start of the tournament and up to twenty-four hours before the time was set for the start of the Entered Teams first scheduled tournament game.
 - **\$300 Penalty:** when no notice was given of the Entered Team's intention to drop out of the tournament or to forfeit one or more tournament games, provided the penalty may be reduced for each tournament game the Entered Team played, as follows: \$75 for the first tournament game and additional \$75.00 for the second game, and additional \$100 for the third tournament game played.
 - **\$300 Penalty:** when (1) no notice was given of the Entered Team's intention to drop out of the tournament or to forfeit one or more tournament games, and (2) by tournament rule, the Entered Team was eliminated from the tournament for missing one or more scheduled games, and (3) the Entered Team did not play in any tournament game, even if at some point after being eliminated from the tournament, it wanted to.

- **\$100 Penalty:** for each tournament game an Entered Team forfeits provided (1) that notice was not given of the Entered Team's intention to forfeit one or more games and (2) the Entered Team did not forfeit any games except those for which notice was given, and (3) the Entered Team played at least one scheduled tournament game.
- **\$50 Penalty:** Irrespective of whether notice is given or not, for each tournament game an Entered Team forfeits when, solely as a result of tournament play, it becomes impossible for that team to play. Further, if a game is actually played and later declared forfeited by application of tournament rules, no penalty will be assessed under this rule.

d. South Dakota State Cup Date:

The South Dakota State Cup tournament is the first full weekend in May for 2010. Any Local Association wishing to host this tournament may submit a request to do so. Any Competitive team in good standing with SDSSA may play. Winning teams are expected to represent SD at the Region 2 Tournament. The cost of attending the Region II Tournament is entirely the responsibility of the team. Fines will be assessed for teams that drop from the tournament according to Regional rules.

VIII. Risk Management

All volunteers (coaches, assistant coaches, referees, board members) in direct contact with players must fill out a Volunteer Disclosure Form online at <https://onlinereg.leagueone.com/rm/RmDisclosure.aspx?O=2306&I=24>.

These forms are due to be submitted by April 10 or September 10 of the respective seasons.

Important Note: The State Risk Management Coordinator (SRMC) will mail a certified letter on the 11th of the respective month to those Associations that have not complied. This letter will inform the Association that if the online forms are not completed by the 17th of that month, they will be placed in Bad Standing and fined \$500 without any further notice. From that point, it will be the responsibility of the local Association to verify and correct their Bad Standing status with the SRMC.

Refer to information regarding bad standing status in #II.4. Anyone with holding this information will not be allowed to be involved in the SDSSA or work with our players. Supervision of the disclosure forms, deadlines, etc. will be handled by the Risk Management Committee. Once an Association is in bad standing, their teams will not be allowed to play until fines and forms are received by the SRMC.

IX. Insurance

Insurance claim forms may be obtained from the SD State Soccer Office, 3701 E. Freda Circle, Sioux Falls, SD 57103. This is a secondary insurance with an additional \$500 deductible with 80/20 co-pay after the primary insurance has covered their portion. This insurance is intended to help primarily with catastrophic injuries. Once payment has been received from the primary insurance, the injured party must submit copies of the payments and complete the claim form. All paperwork must be sent to the Operations Director at the

State Office. The Operations Director will sign off on this paperwork only after verifying that the player has been properly registered through SDSSA. It is critical that all rosters are exact as only those listed players are covered by insurance. The soccer insurance is good only when playing in sanctioned soccer games or tournaments. Playing in non-sanctioned tournaments voids the insurance and the coach is responsible for telling the parents about the lack of coverage for that specific tournament.