

HUDSON VALLEY YOUTH SOCCER LEAGUE

GAMES OPERATING PROCEDURES

Version 2.6 – FALL 2026



Version	Date	Changes
1.0	9/1/2022	Update and consolidation of old Games operating Procedures – new format
2.0	8/4/2023	Update GOP with HVYSL and forfeit procedures Add spring championship set up
2.1	3/23/2024	ENYYSA Coaching Education Requirement
2.2	4/8/2024	Update Slide Tackling based on US Soccer Recommendations
2.3	6/26/2024	Minimum number of players required to start a match Updates for Fall 2024 season
2.4	8/6/2025	Addition of the HVYSL Discriminatory Conduct Policy to the GOP
2.5	3/11/2026	Update Build Out Line rule based on US Soccer Recommendations. Update on forfeit procedures
2.6	8/14/2026	Noise makers, hard casts, changes to Spring Playoffs, updates to roster rules

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US Soccer Policy 531-9 and Match Officials Protection Policy

Eastern New York Youth Soccer Association has instituted a zero-tolerance policy to protect our players, coaches, referees, and spectators. HVYSL expects that all participants will conduct themselves in a sportsman like professional manner and promote the enjoyment of the game benefitting our players. Furthermore, US Soccer Policy 531-9 is in effect for cases regarding referee gross mistreatment, abuse, and assault that are handled by Eastern New York.

To help prevent physical assault and verbal abuse in the leagues and clubs within the Eastern New York Youth Soccer Association (ENYYSA) will strictly follow US Soccer Policy 531-9 (revised May 2026). Hudson Valley Youth Soccer League (HVYSL) has instituted a match officials protection policy (effective August 2026), which can be found on the league website under 'Resources'. All misconducts towards match officials are subject to arbitration by HVYSL and ENYYSA.

Both policies apply to all coaches, players, parents, spectators and other supporters and referees effective immediately. Abusive and obscene language, violent play/conduct, fighting and other behavior (including, but not limited to sarcasm, taunting, etc.) deemed detrimental to the game between the abovementioned groups will not be tolerated. The ultimate responsibility for the actions of coaches, players and spectators resides with the member clubs. ENYYA and / or HVYSL has the right to hold a supervisory or arbitration hearing based on submitted referee reports.

It is the responsibility of the coaches to provide referee support and spectator control, and it is the responsibility of the member clubs to provide instructions to their coaches on how they are expected to carry this out. This policy applies before, during and after the game at the soccer field and its immediate surrounding areas.

Parents & Spectators

No parent or spectator shall persistently address the referee or assistant referees at any time.

This includes, but is not limited to:

- a. Parents and spectators shall not dispute calls during or after the game.
- b. Parents and spectators shall not make remarks to the referee(s) or advise the referee(s) to watch certain players or attend to rough play.
- c. Parents and spectators shall never yell at the referee(s), including criticism, sarcasm, harassment, intimidation or feedback of any kind before, during or after the game.

The only allowable exceptions to the above are:

- a. Parents and spectators may respond to a referee who has initiated a conversation, until such time as the referee terminates the conversation.

- b. Parents and spectators may point out an emergency or safety issues, such as a player apparently injured on the field or observed fighting.

Additionally, parents and spectators shall not make derogatory comments to players of either team.

Penalties (Parents & Spectators)

In the opinion of the referee, depending on the severity of the offense, the referee may take any of the following actions:

- a. The referee may issue a verbal warning to the coach of offending party's team.
- b. The referee may stop the game and instruct the coaches to direct the parent / spectator to leave the field.
- c. The referee may issue a caution (Yellow Card) to the coach of the offending party's team.
- d. The referee may abandon the game if the parent/spectator does not leave the field.
- e. The referee may abandon game if a credible threat is made to any member of the referee team.

Players

The conduct of the players is governed by the Laws of the Game as stated by FIFA and USSF. The Laws themselves describe penalties associated with violating the Laws of the Game. Additional penalties for players who engage in misconduct may be established by the club and/or league but cannot be less severe than penalties established by FIFA, USSF, and ENYYSA.

Coaches, Assistant Coaches & Bench Personnel

It is the responsibility of all coaches to maintain the highest standards of conduct for themselves, their players and supporters in all matches. Failure to do so undermines the referee's authority and the integrity of the game resulting in a hostile environment for players, the referee(s), coaches, assistant coaches, bench personnel and spectators. As role models for all of the participants and spectators, coaches participating in an Eastern New York Youth Soccer Association sanctioned event are expected to be supportive of, and to acknowledge the effort, good play and sportsmanship on the part of ALL players from either team in a contest. By example, coaches, assistant coaches and bench personnel are expected to show that although they are competing in a game, they have respect for their opponent, referees and spectators at all times. Coaches shall not interact directly or indirectly with the coaches or players of the opposing team during the game in any manner that may be construed as negative, hostile or sarcastic either by way of demonstrative actions and gestures or by ill-intentioned remarks.

Coaches exhibiting this type of behavior toward referees, opposing players or coaches will be subject to sanction by the match official. Additional sanctions may be imposed by the club that the coach or assistant coach represents, the league, or Eastern New York Youth Soccer Association after a review of the match report.

Coaches shall not offer dissent to any call made by the referee(s) at any time. Coaches are not to address the Referee(s) during the game except to:

- Respond to a referee who has initiated a conversation.
- Point out emergency or safety issues.
- Make substitutions.
- Ask the referee, “What is the proper restart (i.e. direction and Indirect Free Kick or Direct Free Kick)?
- Ask for the time remaining in the half.

Coaches are allowed to ask a referee after a game or during the halftime interval, in a polite and constructive way, to explain a law or foul, but not judgment calls made in the game. Polite and friendly concern can be exchanged with the referee. If the polite tone of the conversation changes, the referee may abandon the exchange at any time. Absolutely no sarcasm, harassment or intimidation is allowed.

NOTE: *It is recommended that coaches or other team members do not engage in any conversation with the match official once the match has concluded.*

As of the Spring 2024 season, all coaches, assistant coaches, and managers that are registered with HVYSL and Eastern New York Youth Soccer Association (ENYYSA) must have obtained a minimum US Soccer (in person) Grassroots coaching license. Any coach that has not obtained his or her certification will be unable to coach during a match, as the club will be unable to add that coach to the roster. Coaches who have not met the requirements set forth by ENYYSA must sit with the spectators and not enter the technical area. If a coach is found to be coaching from the technical area without fulfilling the requirements set forth by ENYYSA, the team and club will be subject to disciplinary action, including but not limited to forfeits and fines.

Penalties (Coaches, Assistant Coaches & Bench Personnel)

In the opinion of the referee, depending on the severity of the offense, the referee may take any of the following actions:

- a) The referee may issue a verbal warning to the offending coach, assistant coach or bench personnel.
- b) The referee may issue a caution (Yellow Card) to the offending coach, assistant coach or bench personnel.

- c) The referee may eject (Red Card) the offending coach, assistant coach or bench personnel. Once ejected, the individual will be required to leave the field immediately.
- d) The referee should abandon the game, if the coach, assistant coach or bench personnel do not leave the field or any immediate adjoining area after having been instructed to do so.

Additional penalties associated with the ejection of a coach, assistant coach or bench personnel may be assessed by the local club or league which sanctioned the match in accordance with their documented policy. These penalties may be no less stringent than sanctions as may be imposed by ENYYSA following their review, if conducted, of the incident.

All cases of alleged gross mistreatment, abuse, or assault of a referee will be reported to the ENYYSA State Office and State Referee Administrator within 48 hours of the match that engendered said behavior. ENYYSA will then conduct a verification of the complaint and subsequent actions as required by applicable sections of USSF Policy in effect at the time of the incident. Although ENYYSA is continually bound by USSF Policy and its various revisions, definition of referee abuse and referee assault found in USSF Policy 531-9 as of the creation date of this Zero Tolerance Policy is offered by way of information as follows.

- **Referee abuse** is a verbal statement or physical act not resulting in bodily contact which implies or threatens physical harm to a referee or the referee's property or equipment. Abuse includes but is not limited to the following acts committed upon a referee: using foul or abusive language toward a referee that implies or threatens physical harm; spewing any beverage on a referee's physical property; or spitting at (but not on) the referee.
- **Referee Assault** is an intentional act of physical violence on any individual is a crime that could result in an arrest and punishable by fine, imprisonment and/or probation. Assault includes, but is not limited to the following acts committed upon a referee: hitting, kicking, punching, choking, spitting on, grabbing or bodily running into a referee; head butting; the act of kicking or throwing any object at a referee that could inflict injury; damaging the referee's uniform or personal property, i.e. car, equipment, etc. as well as menacing or stalking.

For purposes of this Policy, "intentional act" shall mean an act intended to bring about a result which will invade the interests of another in a way that is socially unacceptable. Unintended consequences of the act are irrelevant.

Teams Eligible for Seeding and Roster Sizes

No team will be accepted for scheduling unless they have enough players registered, and all team fees paid prior to the seeding meeting.

Team Guidelines

Age	Game Length	Goal Size	Field Size	# of Players	Min. # of players for match	Game Day Roster Size	Ball Size
U8 – U10	2-25 Minute Halves	6 x 18 Or 7 x 21	L – 80 Max 70 Min W – 50 Max 40 Min	6 + K	4	15	#4
U11 & U12	2–30 Minute Halves	6 x 18 Or 7 x 21	L – 80 Max 70 Min W – 50 Max 40 Min	8 + K	6	18	#4
U13 & U14	2-35 Minute Halves	8 x 24	L – 130 Max 100 Min W – 80 Max 50 Min	10 + K	7	22	#5
U15 & U16	2-40 Minute Halves	8 x 24	L - 130 Max 100 Min W – 80 Max 50 Min	10 + K	7	22	#5
U17 – U19	2-45 Minute Halves	8 x 24	L - 130 Max 100 Min	10 + K	7	22	#5

Teams may dress all rostered players for games. Match day rosters will print the maximum roster size, even if there are more players then the maximum registered to a team. **Coaches must create their match day roster each week from the players that are registered to their team.** All age groups can register 30 kids in the travel registration event. Field Sizes are based on Federation Guidelines per Laws #1 – Field of Play

Roster rules for playing up are based on the age group that a team is playing in.

- U8: U7 kid can play on a U8 team. (-1)
- U9: U8 and U7 kids can play on a U9 team. (-2)
- U10: U9, U8, U7 kids can play on a U10 team. (-3)
- U11: U10, U9, U8 kids can play on a U11 team. (-3)
- U12: U11, U10, U9 kids can play on a U12 team (-3)
- U13: U12, U11, U10 kids can play on a U13 team (-3)
- U14: U13, U12, U11 kids can play on a U14 team (-3)
- U15: U14, U13, U12, U11 kids can play on a U15 team (-4)
- U16: U15, U14, U13, U12 kids can play on a U16 team (-4)
- U19: U18, U17, U16, U15, U14 kids can play on a U19 team (-5)

Exceptions to the maximum match day size may be granted by the HVYSL Games Chairman

Uniforms

All players on a team must wear the same uniform (except the goalkeeper who must wear a different color from both teams) and be neatly attired with socks pulled up over shin guards.

- a) **Shin guards are mandatory.**
- b) All teams must have an alternate jersey at the ready.
- c) All jerseys must have a unique number on the back that matches the game day roster and have the club badge on the chest.
- d) In case of conflict between uniform colors the **home team must change.**
- e) Metal spike cleats are not allowed to be worn.
- f) Jewelry (bracelets, rings, watches, necklaces, etc.) is not allowed to be worn. Earrings must be removed. Covering earrings with tape is not permitted.
- g) Hard casts are not allowed. Players may only play with a soft cast.
- h) For cold weather, winter hats may be worn. Long sleeves and / or jackets can be worn under jerseys with the hood tucked in. Baseball caps are not allowed to be worn.

Field Information and Setup

It is anticipated that the registered club will use the field dimensions outlined in the ENYYSA recommendations and the guidelines listed on page 9 of this document. All lines described in this document must be painted. All spectators shall sit on one side of the field. Home team players, substitutes, and technical staff must be seated on the same side of the field as the visiting team players, substitutes, and technical staff. It is highly recommended that technical areas be painted on the surface of the field.

Field Safety and Requirements

There are laws in New York State regarding goal safety. The law recommends holding the goals down with at least two stakes or ground-gripping anchors while in use. The guidelines also call for the goals to only be placed on flat surfaces, and for sandbags to be used if the net is on artificial turf or another surface where stakes can't be used. If goals are not properly anchored, the game will be abandoned by the referee, and the home team will be charged with a forfeit. It will be the responsibility of the referee to determine if the goals are secure. The referee is the one who will decide if the game is to be abandoned.

All fields are **required** to have the following:

- Bathroom facilities (can be a 'porta-potty' but must be on the immediate premises)
- Corner flags
- Properly anchored goals with stakes or sandbags
- Visibly painted lines
- Properly cut grass
- Nets in good condition

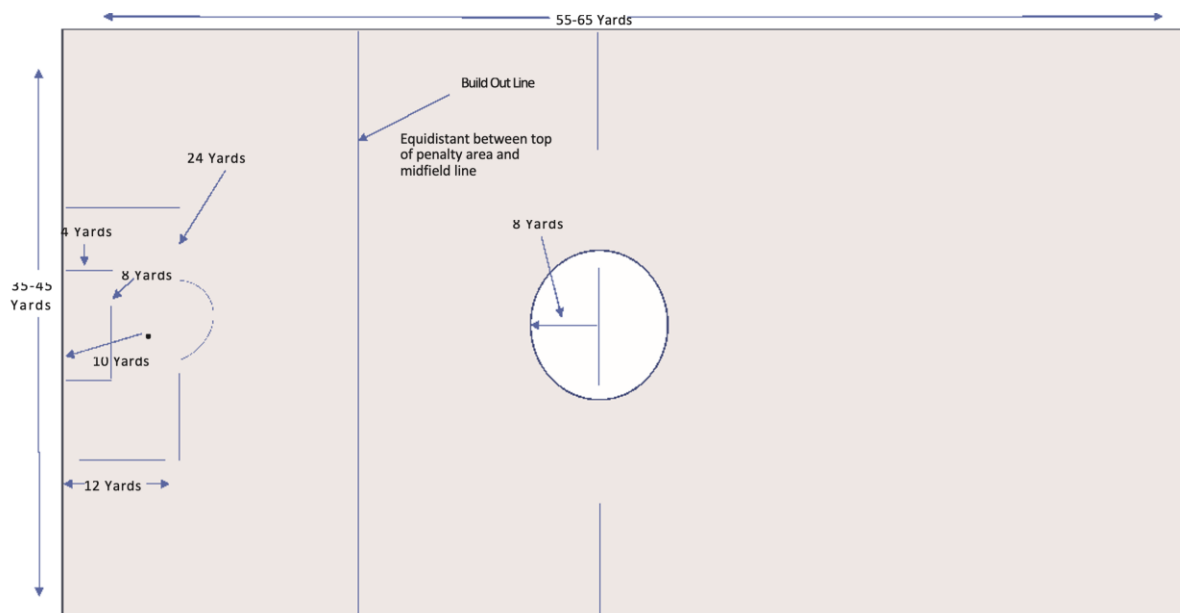
- Safe field conditions including fields free from holes, tripping hazards, rocks, etc.
- AED, with a submitted emergency plan and personnel trained to use the AED
- Artificial noise makers are not to be used on the premises of any field

If an opposing coach goes to a field where one or more of these items are not available, coaches should protest the game, in writing (see below). The Games Chairman has the right to impose fines or not allow future games to be played at the facility until a league official can determine that the problem has been fixed. This could result in forfeits to the club.

Build Out Line (U9 and U10 Teams)

- Build out line is used to denote where offside offenses can be called. Players cannot be penalized for an offense between the halfway line and the build out line. Players can be penalized for an offside between the build out line and the goal line.
- The opposing team must move behind the build out line in the following situations:
 - a. Goal Kicks
 - b. When the goalkeeper has possession of the ball with their hands.
 - 8 seconds begins once opposing team is behind build out line.
- Once the opposing team is behind the build out line, the goalkeeper can pass, throw, or roll the ball into play.
 - **Punts and drop kicks are no longer permitted** - penalty is indirect Free Kick from the spot of the infraction – if the infraction occurs in goal area, an indirect Free Kick is taken on the goal area line parallel to the goal line at the nearest point to where the infringement has occurred.
- The opposing team may cross the build out line when:
 - a) the goalkeeper passes, throws, or rolls the ball into play with his/her hands
 - b) On a Goal Kick when the ball has been kicked and clearly moved.
- The goalkeeper may release the ball into play prior to the opposing team reaching the build out line (quick restart). The opposing team may challenge for the ball once the ball is in play.
- If opposing team crosses the build out line before:
 - **Goal Kick** – Retake Goal Kick
 - **Goalkeeper Possession** – Indirect Free Kick

Field Layout (U9 and U10 Teams)



Heading the Ball and Slide Tacking (U9, U10, and U11 Teams)

Based on USSF and ENYISA rules: players in Under-11 programs and younger shall **not engage in heading**, either in practice or in games. Referees have been instructed by US Soccer of the following rule addition in these age groups: *When a player deliberately heads the ball in a game, an indirect kick shall 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 at the point nearest to where the infringement occurred. If a player does not deliberately head the ball, then play should continue.*

Limited heading in practice for players Under-12 and Under-13 programs. More specifically, these players shall be limited to a maximum of 30 minutes of heading training per week, with no more than 15-20 headers per player, per week.

Clubs should be aware of circumstances in which individual consideration is needed. For example:

- A 10-year-old playing at Under-12 should not head the ball at all.
- An 11- or 12-year-old playing at Under 14 should abide by the heading restrictions in practice
- Referees should enforce these restrictions by age group according to the specified rules. Referees will not be assessing the age of individual players on the field; they will enforce the rules for the age group.

Based on US Youth Soccer Recommendations: players in Under-11 programs and younger shall **not engage in slide tackling**, either in practices or in games. Referees have been instructed by of the following rule addition in these age groups: *When a player deliberately slide tackles an opponent in a game, an indirect kick shall be awarded to the opposing team from the spot of the offense. If the slide tackle occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal at the point nearest to where the infringement occurred.*

Note that sliding (as to save the ball from crossing over the touchline) when *not* making a challenge on an opponent is allowed.

Concussion Protocol

If a player is suspected of having a concussion by the referees, team officials, or league officials, the player will be withdrawn from the game immediately. The referee will make a note of a suspected concussion in his or her post game report and send it to the league. The league will then remove the player from the match day roster. Once the league receives a medical clearance from a Health Care Professional (MD, DO, or athletic trainer who is certified in concussions) the player will appear back on the match day roster.

Game Day Protocols

Match Day Rosters

A printed match day roster with player and coach photos, along with player jersey numbers, must be submitted to the referee 15 minutes before game time. At this time, digital match day rosters are not acceptable. **No player will be allowed to play without appearing on the printed photo match card.** Match day rosters can be printed no earlier than 72 hours (3 days) prior to a match. Coaches must print out match day rosters **with photos** for each game from GotSport. One must be given to the referee, one may be given to the opposing coach, and one should be kept for yourself.

Coaches shall NOT write in players on the match card. Club pass players will be populated on the match day roster in GotSport. Players (and team officials) sitting out a game for a previous infraction (red card or injury) will automatically be removed from match sheets for the duration of their suspension. If a match is forfeited, the player or team official will serve their suspension at the next scheduled match that is played.

Coaches may not use the registration PDF from GotSport as the match day roster. If a team official presents a travel registration PDF to the referee at check in, the referee (crew) must be paid and the game will be ruled a forfeit.

Club Pass Players

No more than 3 players can be used by a borrowing team in a club-pass situation per game. Coaches should remove club pass players from their GotSport match day roster after the game.

Upon club approval, teams will allow their players to play in any division higher (Ex. A BU15-1 player is **not** allowed to play on a BU15-2 team) than their team **within** their age group, or **up one age group** (Ex. A GU13 player can be club passed to a GU14 team) in any division within the same club. If there is no team one age group higher within the club, the player may play up two age groups (Ex. A GU11 player can be club passed to a GU13 team only if the club does not have a GU12 team). Players may **not** be loaned to or borrowed from other clubs for travel league play. Guest players are not allowed. Only players on a team currently participating in HVYSL travel soccer games are eligible.

- Players in other leagues or competitions (EDP, ECNL, WYSL, etc.) are eligible *only* if they also play on a travel team with scheduled Hudson Valley league games within the current season.
- Recreation (in house, LDT) and premier players that do not play on a HVYSL travel team are not eligible to be club passed. It is the responsibility of the borrowing coach to verify that the club pass player they are using is eligible to be used in their game.
- U14 players are eligible for all High School (U19) age groups within their division or higher, if a club does not have a U15 or U16 team.
- If a club has two teams playing in the same division (Ex. Two BU13-1 teams), neither team is allowed to use a club pass player from the other team within that same bracket.
- For divisions that have a late start bracket, a player is not allowed to be club passed to or from another team within that division.
- All roster rules with regards to playing up are still in effect for club pass players. **It is the responsibility of the borrowing coach to verify correct birth years before adding club pass players to their game day roster.**
- Players must be rostered to the youngest team they will play for and cannot be Club Passed to a younger team. (Ex. a GU12 age player who also plays on a GU13 team must be Primary on her GU12 team and then club passed to the GU13 team. She cannot be a club pass player for the GU12 team.

A club administrator or coach must add the club pass player to the GotSport match day roster. The Club Pass player must appear on the game day photo match roster with a photo to be considered a valid player. Club pass players will be printed on the match day roster with the designation “CP” for club pass. **Handwritten Club Pass players will not be accepted.**

Substitutions

All divisions have unlimited substitutions at the referee’s discretion and with their permission. All substitutions must be made from the center mark and again, only with the referee’s permission. A referee may not allow a substitution to occur if the referee suspects that a coach is trying to substitute multiple players individually to run down the clock.

This does not eliminate the requirement that each developmental player (U12 and younger) plays at least half a game (50% of the minutes in a match). A coach may substitute a player who has received a caution (yellow card) before play restarts.

Use of Ineligible Player

If a player that is not rostered with a team or does not meet the proper roster rules as set by HVYSL and ENYYSA plays in a HVYSL game, the coach, player, and club will be subject to fines, suspensions, and other penalties as deemed appropriate by the HVYSL Board of Directors. The minimum fine for the use of an illegible player is \$500. If on game day a coach suspects that an ineligible or non-rostered player is being used by the opposing team, the coach must inform the referee prior to leaving the location of the game. In addition, the opposing coach must notify the games chairman and the appropriate Age Group Coordinator via email within 48 hours of the match.

Standings

Primary Means of Ranking: Three points are awarded for a win, one point for a tie and no points for a loss. The total points accumulated through scheduled games during the regular season of the league will be the primary means of ranking within a division. Match results will be available on the public GotSport website for all matches U12 and higher. Scores will not be public for U9-U11 matches.

Tie Breaking Procedures: If, at the end of the regularly scheduled playing season, 2 or more teams are tied in points, the following tie-breaking procedure will apply. The first means of tie-breaking will be the accumulated points as a result of head-to-head competition between the tied teams. If more than two teams are tied in points or if there are tied teams from the above step, then: If the tie position involves a league award or a possible league imposed team shift between divisions, the following criteria will be issued:

- a) Goal Differential. If a tie still exists, then...
- b) Lowest goals allowed (GA) in games played.
- c) Highest goals for (GF) in games played.

For goal differential, a maximum GD of 7 per game will count toward team standings to avoid intentional running up due to concern about placement for playoffs. Good sportsmanship is expected at all age groups.

If the tie position does not involve a league award or a possible league imposed team shift between divisions, the teams involved will be considered tied in the final standings.

Games Used to Determine Championships

Fall Play

Fall Play is for Spring Seeding Only. **There will be NO Championships awarded for Fall Play.**

- Regardless of the number of teams in a division, ALL games count towards overall team points, seeding, and division Champions (spring only).
- All teams are guaranteed a minimum of 8 games. Teams may play a maximum of 10 games, based on the number of teams in their division.

Spring Play

The Following Divisions will participate in the HVYSL Spring Championship Season:

- BU13 – BHS
- GU13 - GHS
- U9-U12 will remain developmental, and as such, the spring championship rules do not apply to teams in those divisions.

Divisions Breakdown:

- All teams will play a minimum of 8 games in the season. All league games count towards playoff seeding.
- Divisions with an odd number of teams will have TBS matches so that every team has the opportunity to play 8 games. Coaches must be proactive in reaching out to get these games scheduled. If an opposing coach does not respond back, the AGC and / or Games Chairman may decide on a date / time for that game to be played.
- The top 4 teams per division will qualify for the divisional playoffs
- Higher Seeds will host the divisional playoff games (semifinal) at a **predetermined time** set by the league at the start of the season. Reschedules are not allowed.
 - Semi-Finals Weekend – 1st seed vs 4th seed & 2nd seed vs 3rd seed
 - Finals Weekend – Winner (1 vs 4) vs Winner (2 vs 3).
 - Final game will be held at a neutral site at a **predetermined time and date** set by the league at the start of the season. Reschedules are not allowed.
- If a team does not have the minimum number of players to field a team for either a semifinal or championship game, then it shall be deemed a forfeit.

Spring Championship Rules:

- All in-season games must be played by the Tuesday evening prior to HVYSL semi-finals weekend to qualify for the playoffs. ***Games not played will be entered as a 3-0 forfeit at the discretion of the Age Group Coordinator and games chairman.***
- Coaches must be proactive in communicating with each other and their AGC to get any rescheduled matches played.
- Forfeiting games may affect playoff status for the forfeiting team.
- Rosters will be frozen the Thursday morning at 9am prior to the semifinal games. No new players will be approved after this deadline. Club pass players are allowed.
- Referee Fees:
 - Cost will be split by participating playoff teams at check in for semifinal and championship games. Each team will contribute half of the cost towards the referee fees.
- Games played to a draw at the end of regulation will follow the listed parameters:
 - **Semi Finals:** Direct to Penalty Shootout with 5 players per team. If the score remains tied, then sudden death with each team taking a turn until winner is determined. All dressed players are eligible to take a penalty kick. Once a team has gone through 11 players taking a penalty kick, then players may be repeated at the coach's discretion.
 - **Finals:** Two (2) Ten (10) minutes halves (**No Golden Goal**), if the score remains tied, then the game goes to penalty kicks with 5 players per team. If

the score remains tied, then sudden death with each team taking a turn until winner is determined. All dressed players are eligible to take a penalty kick. Once a team has gone through 11 players taking a penalty kick, then players may be repeated at the coach's discretion.

Game Scores and Misconducts

Referees are responsible for submitting the game scores and misconducts in GotSport within 24 hours of the conclusion of the match. Coaches and managers may enter scores in GotSport but **must refrain from entering misconducts**. Any discrepancies in the reported score and/or misconducts by the match official should be addressed via email to your Age Group Coordinator and league games chairman as soon as possible. Coaches and managers can email their AGC and Games Chairman regarding misconducts not entered in GotSport 24 hours after the game. Any games that have been postponed or forfeited should be reported to your Age Group Coordinator as soon as possible so that the game status can be updated.

Running Up the Scores

One of the purposes of the League is to promote good sportsmanship. When teams are mismatched, coaches should consider various score limiting techniques. **There will be no appeal for the following penalties.**

If any Developmental Team (U9-U12) exceeds a goal differential of greater than 7, the following will occur:

- 1st Offense - written warning to club and coach(es)
- 2nd Offense - one game suspension for the coach and \$100 fine to the club
- 3rd Offense - two game suspension for the coach and \$200 fine to the club
- 4th Offense - three game suspension to coach and \$300 fine to club
- 5th Offense – six-month suspension to the coach and \$600 fine to club

Offenses will not carry over from Fall to Spring. If in one season a club has three or more U9-U12 teams engage in an excessive goal differential greater than 7, the club shall be fined \$100.

There are no restrictions on goals for competitive age games (11v11), but good sportsmanship is mandatory at all ages.

Game Day Protests

A written notice must be presented to the referee and opposing coach at the field (It may be written on the match day roster). For a protest involving field conditions, this notice must be presented at the start of the game to the referee. The team official that is protesting the game must email the league games chairman and their appropriate age group coordinator within 24 hours of the scheduled game.

Forfeits

The forfeiting coach must notify the opposing coach as early as possible. The forfeiting coach must also notify the Age Group Coordinator, who will then let the referee assignor know of the forfeit. The forfeiting team / club is required to pay the referee fee if the forfeit is **within a 5-day window** of the scheduled game. (Ex: Any forfeit after Tuesday at 11:59pm for a Sunday game will require referee fees to be paid, since assignments are already made). Referee fees are not owed if notification is provided with more than 5 days' notice (prior to Tuesday at 11:59pm for a Sunday game). Referee fees must be paid within 72 hours, or else the forfeiting club may not be assigned referees for the following weekend. The AGC will enter a score of 3-0 in GotSport and change the game status.

- a) **Any forfeit (regardless of timing or reasoning) will result in a \$50 fine to the forfeiting club for the first forfeit of the season and may impact spring championship status.**
- b) A second or subsequent forfeit (regardless of timing) will result in a \$150.00 fine to the forfeiting club.
- c) Any forfeits with less than 24-hours' notice to the league, other than a club wide postponement, will result in the following fines to the club:
 - First Offense \$150 fine to the club
 - Additional Offenses \$300 fine to the club
- d) If a team does not show up for an officially scheduled game, the team will forfeit the match, the club will be fined \$250, and referee fees must be paid by the club.
- e) Any game that is abandoned by either side shall be deemed the same as a no show for fine purposes.
- f) If a coach abandons a game in the middle of the match that coach shall sustain a minimum 2 game suspension and a fine of \$500 to the club.

Rescheduling of Games and Postponements

For any reason, other than inclement weather and/or if the referee declares the field unplayable, a rescheduled game must be played before the originally scheduled date. Postponements are permitted only when caused by severe weather or adverse field conditions. **Lack of sufficient team personnel, coach unavailability or attendance at a tournament does not justify a postponement.**

Coaches must submit all game change requests in GotSport by Tuesday at 11:59pm, after getting agreement from the opposing coach. The opposing coach must select 'Agree' in response to the change in GotSport before the League will consider the change request. The league will not monitor the chat for verbal agreements. Requests received from anyone besides the coach will be returned to the requesting team to ensure that the request meets the following HVYSL guidelines and fields are available. Any request received after Tuesday at 11:59pm for a Sunday game may not be approved by the league. **Coaches may NOT call the referee assignor or referee directly.**

Scheduling Make-up Games

Make-up games must have an agreed upon scheduled date and time **within two weeks** of the original game date. The rescheduled game must be played within the HVYSL normal season schedule posted to the league website. After the coaches have agreed, the home coach will submit the game change request in GotSport. If the two teams fail to agree on the make-up date and time, the Age Group Coordinator will choose the date and time for the game to be played.

Change of Venue

After the schedule has been published, if there are any changes by a club regarding field location, the club must provide written notice to the games chairman and operations manager before the changes become effective. The league will then notify the opposing team officials of the change. In emergency situations, (less than 72 hours) both coaches involved in a change must contact the Age Group Coordinator to verify the change. In the event of a last-minute emergency change of field, the home team must consider providing persons at the original site to escort the visiting team and referee to the new field in order to guard against forfeit.

Club Wide Postponements

In the event of severe weather or adverse field conditions, a club president or field coordinator may decide to postpone all scheduled home games for a particular day if their venue is closed. For a club wide postponement, the **club president must notify the league president, games chairman, and operations manager by 8am** if the club-wide postponement happens the day of scheduled games. The league president, games chairman, and / or operations manager will then let the age group coordinators know of the club wide postponement. The age group coordinators will update the game status in GotSport accordingly and will let the referee assignor know. Clubs should not contact the referee assignor directly. Club wide postponements can only be called by the club president, and the club president should be the one who informs the league via email of a club wide postponement. It is not up to the coaches to issue club wide postponements. If a coach informs the league that they do not want to play the game but their club has yet to issue a club wide postponement, the game will be entered as a 3-0 forfeit in favor of the opposing team. Once a club wide postponement has been issued, the **coach should communicate that information to the opposing coach. Please do not rely on the GotSport chat.** The coach should call or text the opposing coach to let him or her know of the club wide postponement.

Any un-played games that are due to a club-wide postponement must be rescheduled by the clubs involved and provide the date, time, and locations to the proper AGCs no more than two weeks from the originally scheduled date. The home team is responsible for getting the game scheduled; failure to do so will result in a forfeit to the home club and a score of 3-0. If the home team is having any difficulties getting the game rescheduled, they must contact the appropriate AGC as soon as possible. If there is no agreement as to when a game will be

rescheduled, the AGC will choose a date, time, and location or declare a forfeit and 3-0 score against the club refusing to reschedule the game.

Partial Postponements

When certain games must be postponed because of field or weather conditions that worsen during the day and the referee decides the game(s) can no longer be played, the home team must report on the situation by Monday. The referee will note the incident in his or her report. If a game is suspended by weather or darkness and cannot be resumed on that day, it shall be declared official if half of the game is played. The result at that point shall be the official result. If the game is not an official result, it shall be re-played in its entirety from the beginning.

Referees

Referee No-Show

If an assigned referee fails to show, the League office and Games Chairman must be notified by 9 am Monday morning via email by the home coach.

For developmental teams (all U9-U12 games), both teams **MUST** find and agree upon a substitute to referee the game. The score shall stand and the home coach will report the score in GotSport after verifying the final score with the substitute referee and opposing coach at the end of the game.

For competitive games (U13 and older), the two teams **MAY** agree on a substitute who must officiate the complete game (no splitting the job). If both coaches do not agree, then the game shall be rescheduled on an agreed upon date and time. If both coaches agree on a substitute referee, then the home coach will report the score in GotSport after verifying the final score with the substitute referee and opposing coach at the end of the game.

Once a substitute referee starts the game, he/she cannot be replaced even if the assigned referee shows up late. The substitute referee shall receive the current referee payment from the home team.

Referee Payment

The home team is responsible for paying the referee prior to the referee(s) checking in the home team's match day roster and equipment. The 2026-2027 ENYYSA fee schedule is as follows:

Age Groups	2026 – 2027 Season	2026 – 2027 Season
	Center Referee Fee	Assistant Referee* Fee
U09 - U10	\$70	N/A
U11 - U12	\$80	N/A
U13 - U14	\$106	\$65
U15 - U16	\$116	\$75
U17 - U19	\$126	\$80

*This is the fee for **EACH** Assistant Referee. Best efforts will be made to assign two assistant referees to each game.

State Cup

The Eastern New York State Cup takes priority over League games. However, teams involved must try to play the league scheduled game before the original date. **If a Hudson Valley team is the home team for a State Cup game, that game must be played on Saturday unless there are extenuating circumstances**

Discriminatory Conduct Policy

HVYSL has adopted the following procedure regarding the use of (or allegations of) discriminatory conduct directed towards a player. When officials have heard / seen a derogatory slur or behavior, they are to immediately issue a red card, stop the game, inform both coaches, and the coaches bring their team together to inform them of the incident. When officials haven't heard / seen a derogatory slur or gesture, they are to make sure the player making the allegation is given time and space to explain the situation fully. The referee should stop the game to consult with other members of the referee crew to establish if they witnessed the incident and then inform coaches of the allegation. Coaches should then bring their team together and inform them of the allegation. To report an incident, please email your age group coordinator (found on the HVYSL website) and the HVYSL games chairman within 24 hours of the conclusion of the game. **There is a zero-tolerance policy for racial, sexist, and derogatory comments and gestures. All allegations will be investigated to the fullest extent, up to and including a supervisory hearing at the league and / or state level.**

The Games Operating Procedures for Hudson Valley Youth Soccer League are subject to change with approval by the Games Chairman and League Board of Directors.