



Tennessee State League Rules 2017-18 (Updated August 3rd, 2017)

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A. DEFINITIONS



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1. **“Registered”** means having signed a Tennessee State Soccer Association (TSSA) Commitment Letter (per Policy 26) as intent to play the sport of soccer and having paid the fees to become a member of TSSA and United States Youth Soccer Association (USYSA).
2. **“Rostered”** means a registered player has been assigned to a club’s team roster.
3. **“Eligible”** means registered, rostered, and not under suspension or bad standing.

B. INTRODUCTION

1. Name of League

The name of the League shall be the “Tennessee State League” (TSL).

2. Mission

To provide the highest standard of competitive play for youth teams in Tennessee and assure the continued growth and development of our competitive level players.

3. Owner of League

The TSL is owned and operated by TSSA. Participation in the TSL is governed by the rules adopted by the Federation Internationale de Football Association (FIFA), USSF, and USYSA.

4. Management of League

The TSL shall be managed and supervised by the Tennessee State League Commission (TSL Commission). Members of the seven-person TSL Commission shall include: (a) the TSSA VP of Competitive; (b) the TSSA State Administrator; (c) the TSSA Executive Director; (d) two members of the TSSA Board of Directors appointed by the VP of Competition; and (e) two Club Directors of Coaching that have been elected for a year term by the participating clubs in the TSL. Each member of the commission will have one vote except for the VP of competition who will chair the Commission. In case of a tie vote, the VP of Competition will carry the deciding vote.

5. Rules, Policies, and Procedures

The TSL Commission will have authority to promulgate all league rules, policies, and procedures reasonable and necessary for the administration and growth of the TSL.

6. Matters Not Provided For

The TSL Commission shall have final authority in all matters not specifically provided for by the policies or rules.

7. Age Group Management

Each age group will be managed and supervised by the TSL Commission, which will be responsible for, but not limited to, the following:

- (a) Approving venues
- (b) Approving match schedules
- (c) Serving as the liaison with the State Referee Assignors to ensure that match officials are assigned
- (d) Collecting State approved TSL team rosters from teams
- (e) Reviewing the entered scores and yellow and red cards
- (f) Ensuring communication of age group news and information is shared with teams

8. Playing Seasons

The TSL shall operate either one year-long season, or two separate playing seasons. The Fall Season will be played between August and November. The Spring Season will be played between January and May. The TSL



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Commission shall determine the exact start and end dates for each season. The dates will be posted prior to each season.

9. Precedence of Games

US Youth Soccer National League (NL), Southern Region Premier League (SRPL), and Midwest Regional League (MRL) will have priority over TSL matches.

10. Team Rights and Privileges

Team participation in the TSL during the Spring and Fall seasons will abide by the policies outlined by TSSA. Failure to do so could result in fine, disciplinary measures, or expulsion from TSL.

11. Contact Information and Communication

All member teams of the TSL must provide contact information on file with the TSL, including, but not limited to (a) the Team Manager's Name, Address, Phone Numbers and valid e-mail address and (b) the Team Coach's Name, Address, Phone Numbers and valid e-mail address. E-mail and text messaging will be the primary means of communication within the TSL. **It is the responsibility of each team to ensure that accurate contact information has been provided and updated when necessary to the TSL.**

C. TEAM APPLICATION AND ADMISSION

1. Team Eligibility

Any team affiliated with TSSA may apply to the TSL.

2. Good Standing

All teams must be properly registered competitive teams that meet the requirements for participation and are in good standing with TSSA.

3. TSL Approval

All teams applying for membership in the TSL must be approved by the TSL Commission. Teams competing in the TSL must satisfy eligibility requirements for the US Youth Soccer National Championship Series.

4. Recommendations from TSL Commission

A maximum of ten (10) teams per age group per gender may be recommended and then selected by the TSL commission for play at the Division 1 level. At the Division 2 and 3 level there will be no maximum number of teams, but the Commission may split the league if more than ten (10) teams apply to the league in that age and gender category. The TSL Commission will make final selections based on the applications that are submitted.

5. Structure

The TSL will offer competition for Boys and Girls in eight Age Groups, beginning with 12U and concluding with 19U. The TSL Commission will determine the configuration of divisions as well as levels of competition (i.e. Division 1, Division 2, and Division 3).

6. Division 1 State League (D1SL)

- a. Participation in the Division 1 State League (D1SL) is based on the team application and previous year's league and State Cup results.



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- b. The two (2) Division 2 State Champions and State Finalists from the previous year may be promoted up into the D1SL.
- c. The lowest two finishers of the D1SL from the previous year may be relegated down to the D2SL.
- d. Teams that have qualified for the Southern Regional Premier League (SRPL) may not have to play in the D1SL and may qualify for the state cup based on the seeding rules. Promotion to this league must be approved by the TSL Commission and teams must meet any qualifications of the State.

7. Division 2 State League (D2SL)

- a. Participation in the D2SL is based on team application and previous years' league and State Cup results.
- b. The two (2) Division 2 State Champions and State Finalists from the previous year may be promoted up into the D1SL.
- c. Any teams having won the Division 2 State Championship twice in consecutive years **MUST** be promoted to the D1SL.
- d. The TSL Commission is charged with reviewing applications and selecting teams for the D2SL.
- e. The two (2) lowest finishers in the Division 2 State League may be relegated to the D3SL.

8. Division 3 State League (D3SL)

- a. Participation in the D3SL is based on team application.
- b. The two (2) lowest state league finishers from the previous year in Division 2 may be relegated to the D3SL depending on the decision of the TSL Commission.
- c. Any teams having won the Division 3 State Championship twice in consecutive years **MUST** be promoted to the D2SL.
- d. The TSL Commission is charged with reviewing applications and selecting teams for the D3SL.

9. Application Deadlines

All applications for participation in the TSL must be received by the deadline established by the TSL Commission for each playing season. Deadlines for the TSL will be posted on the website and sent to club contacts in a timely manner.

10. Application Process

Team Applications to participate in the TSL **MUST** be completed on-line at www.tnsoccer.org. The application and appropriate fees must be received in the TSSA office no later than midnight, on the published deadline for Fall State League. The Spring State League application shall be received no later than midnight on the published deadline. League fees should be mailed to 2630 Elm Hill Pike, Suite 100, Nashville, TN 37214 if not paid on-line. **ENTRY FORMS MUST BE COMPLETED ON-LINE BY MIDNIGHT ON DATE OF DEADLINE. ALL PAYMENTS MUST BE RECEIVED BY THE APPLICATION DEADLINE.**

11. Acceptance of Teams

Teams will be recommended and accepted into the League via the TSL Commission. Applying to the TSL is NOT a guarantee of acceptance into the D1, D2, or D3 State League.

12. Acceptance of TSL Rules

Any team applying to play in the TSL, agrees to accept, abide by and comply with all rules, policies, and decisions made by the TSL. All teams further agree to pay all fees that are due to the TSL for participation in the TSL and TSSA State Cup. All participating teams further agree to participate in Regional or National Championship events should they qualify. Failure to do so will result in club suspensions and/or fines (non-reimbursement of Bond amount paid by club).

13. Final Authority



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The TSL Commission shall have the final authority and right to refuse admittance of any team based upon the team's prior performance in the TSL. These factors include, but are not limited to: failure to play TSL matches as scheduled; failure to comply with TSL rules; failure to pay TSL referees; and/or failure to pay assessed TSL fees or fines on time.

14. Fees and Other Expenses

Each team playing in the TSL will pay the fees established by the TSSA Board of Directors. A performance bond is required for entry into State League. The performance bond does not have to accompany the entry fee, but is to be guaranteed by executing the TSL Application. Failure to pay bonds could result in expulsion from the league and carry further punishments for the club. The bond fee is based upon the number of teams submitted per season to play in the TSL and is paid for by the club. Clubs that honor this commitment will have bond fees returned to them at the end of the season.

- a. If 1-2 teams your club would pay \$250
- b. If 3-5 teams your club would pay \$500
- c. If 6-9 teams your club would pay \$1,000
- d. If 10 or more teams your club would pay \$2,000

The TSL is not responsible for expenses incurred by teams through travel, housing, coaching, uniforms, and other related team operating costs.

The TSSA Board of Directors shall set the Referee and Referee assignor fees for D1SL, D2SL, and D3SL. Each team shall pay 1/2 of the total Referee and Referee assignor fee for each given match.

14. Return of TSL Fees

The TSL shall return any fees paid to the TSL for any team that is not admitted into the TSL. In situations where a team withdraws following formal admission into the TSL, the team will forfeit its TSL team application fee. Teams wishing to appeal may do so by following TSSA policy 8.

15. State Championship Qualification

Division 1 State League teams can only qualify for the TSSA D1 State Championship and USYS National Championship Series by participation in the D1SL, through participation in the Southern Regional Premier League (SRPL), National League (NL), or Midwest Regional League (MRL).

Division 2 State League teams can only qualify for the TSSA D2 State Championship and Region III USYS Presidents Cup by participation in the D2SL.

Division 3 State League teams can only qualify for the TSSA D3 State Championship by participation in the D3SL.

The TSL is an extension of the State Championship.

D. TEAM ROSTERS

1. Team Rosters

Teams must complete rosters within the state registration system, in a process outlined on a seasonal basis by TSSA. All teams must have an initial official TSL Team Roster of players in the registration system no later than seven (7) days prior to the team's scheduled first game. Additions to the Team Roster or the Club Pass Player Roster must be filed with the TSL no later than 48 hours prior to a game's kick off for players listed on the roster(s) to be eligible to play. **ALL D1SL, D2SL, and D3SL ROSTERS WILL BE FROZEN ONE(1) WEEK PRIOR TO THE START OF EACH DIVISION'S STATE CUP. NO ROSTER CHANGES WILL BE PERMITTED AFTER THAT DATE. Should special circumstances arise after the freeze period and written documentation is submitted to the TSL commission as to why a roster needs to be changed, the TSL commission will review and approve or deny the changes**



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2. Player Eligibility

Player eligibility will be governed by the US Youth Soccer National Championship Series rules. A player may NOT be listed on the Team Roster on more than one TSL team within the current season.

3. Maximum and Minimum Roster Size

AGE	ROSTER LIMIT (Max)	ROSTER LIMIT (Min)
12U	16	7
13U to 19U	22	7

*Note: The opposing team may play at full strength.

4. Member Passes

Valid US Youth Soccer member passes will be used for TSL play. All US Youth Soccer member passes must be valid for the current season, have a current player photo and be laminated. Digital player cards and rosters may be used when they have been approved by the State Administrator.

5. Club Pass

The purpose of the club pass is to allow flexibility within soccer clubs to move players to properly place them in the correct division and to assist teams when they are short on players for games.

1. SRPL (Southern Regional Premier League): Within the SRPL, the rules for Club Pass and the National Championship Series (USYSA) must be followed.
2. State Cup: Within the State Cup, the rules for Club Pass will mirror that of the National Championship Series (USYSA).
 - a. Teams must retain a continuity of 9 players from the TSL roster.
 - b. Once a player has completed all TSL games and their team has NOT advanced to the State Cup, they may be eligible to be club passed provided:
 - The player is in good standing with the club.
 - The player does not show on any other TSL or SRPL roster as a primary player in the same division.
 - The player meets the age requirements for the team.
 - The player makes the Club Pass move prior to the roster freeze date.
3. TSL (Tennessee State League): The Club Pass rules within the TSL may not mirror the National Championship Series (USYSA).
 1. Teams must file a roster with the State (TSSA) prior to their first TSL game.
 2. There will be no club pass movement between teams during the season unless it is an inner club transfer that is done 48 hours prior to the match. A player may move teams within the TSL provided:
 - Roster continuity for the teams remains at 9 players.
 - The club has completed a Club Pass Transfer Form that has been approved by the TSL Commission.

6. Match Check In

Each team must submit the following to the Referee, at least 30 minutes prior to each match. ALL CREDENTIAL VERIFICATION MUST BE COMPLETED BY THE START OF THE MATCH.

1. A USYS laminated pass issued by TSSA for each rostered player and coach. Each pass must have a recent picture and appropriate registrar signature.
2. Three (3) official D1SL, D2SL, D3SL rosters for the team with jersey number for each player. A copy is for the official (to keep for any future game reports), the opponent, and your own team



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- copy. Each roster should have players NOT playing in the game clearly marked. Rosters of 22 should ONLY have 18 eligible players and all players not playing should be clearly marked out.
3. A properly signed medical release form for each rostered player, which will remain in the possession of the coach or team manager. (Not required by Referee at check in but team must have its own in its possession.)
 4. Failure to present items 1 & 2 will cause dismissal of players or forfeiture of the entire match.
 5. Administrative errors that cause forfeiture of the current game will be limited to that game.
 6. Digital player cards and rosters may be used when they have been approved by the State Administrator.

E. FORMATION OF DIVISIONS

1. Formation of TSL Divisions

The TSL Commission is responsible for the placement of teams in divisions (1, 2, 3) within each Boys and Girls Age Group. The TSL divisions in the 13U, 14U, 15U, 16U, 17U, 18U, and 19U age groups are based on previous TSL season results where the concept of Promotion and Relegation is applied. The 13U age group may be based upon participation in the 12U TSL program and results from play during the 12U year of play. Teams that have participated in the Juniors programs WILL be given preference over those that do not. At the Division 2 and 3 levels teams, teams may be placed into various pools (East, West, Central) of play based on geography and total number of applied teams.

2. Placement of Teams—Fall Season (Boys 15U- 19U)

In the Boys 15U to 19U age groups, teams entering the TSL for the Fall Season shall compete for the opportunity to earn a bid to the TSSA State Cup. The final TSL rank will also assist in the seeding of the TSSA State Cup. Teams that qualified for the SRPL in Division 1 MAY be given a bye from participation in the TSL. The TSL Commission shall approve the final placement and acceptance of teams for the fall State Cup.

3. Placement of Teams—Spring Season (Girls 14U-19U and Boys 14U)

In the Girls 14U to 19U and Boys 14U age groups, teams entering the TSL for the Spring Season shall compete for the opportunity to earn a bid to the TSSA State Cup. The final TSL rank will also assist in the seeding of the TSSA State Cup. Teams that qualified for the SRPL in Division 1 MAY be given a bye from participation in the TSL. The TSL Commission shall approve the final placement and acceptance of teams for the TSSA spring State Cup.

4. Placement of Teams- Fall & Spring Season (Boys & Girls 13U)

In the Boys and Girls 13U age groups, teams entering the TSL will compete for the opportunity to earn a bid to the TSSA State Cup. The 13U TSL will be a fall (optional) and spring season where each team plays one another. The exception will be at the 13U Division 1 level where the teams will compete during the fall TSL season for the opportunity to earn a spot in the SRPL. The number of teams playing in the SRPL will be determined by the SRPL Commission. Those Division 1 teams earning a slot will be given an automatic advance to the Spring State Cup and will play in the SRPL spring league. The remaining Division 1 teams will compete again using the results from spring TSL for an opportunity to earn a bid at the remaining spots to the TSSA spring State Cup. The TSL Commission shall approve the final placement and acceptance of teams for the Spring State Cup. Team selection for participation in the 13U TSL will be based upon results from the previous year's participation in the TSL and State Cup

5. Failure to Return to TSL

In situations, whereby a team does not apply for participation for a season where such team had previously earned placement as a Division 1 team, such slot may be filled at the discretion of the TSL Commission.



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F. MATCHES--OPERATIONAL PROCEDURES

1. Scoring Method

The standings of teams within State Leagues are based upon the number of points earned. Teams earn points as follows:

Three (3) points for a win

One (1) point for a tie

No (0) points for a loss

Minus two (-2) points for a forfeit

Match NOT played (0-0 score with not points awarded) *Match report MUST still be completed and officials paid.

2. Forfeits

In the event of a forfeit, the team that forfeits the match will have two (2) points deducted, and the match score will be recorded as 0-3. The opponent will be awarded three (3) points and a 3-0 win. In the event that a team forfeits more than one game, the TSL Commission shall review the impact that such forfeits have on the standings and may consider dropping all results by all teams versus the team that has committed forfeits from the standings. This shall only be done if forfeits have a direct impact on the final placement of teams for the State Tournament or for promotion and relegation purposes.

3. Forfeited Matches

Any team that forfeits a game shall be subject to a \$500 fine, possible automatic demotion to the lower division, and possible expulsion from the league. The club will also be responsible for a \$500 performance bond. Teams wishing to appeal may do so by following TSSA policy 8.

4. Uneven Number of Games

In the event that the teams in a league do not play the same number of games due to unforeseen circumstances (should be approved by the TSL Commission in writing), not including games that teams refuse to play (i.e. forfeits), the final league standings may be determined by using the percentage of points earned versus the maximum points the team could have earned. The TSL Commission will also determine any tie-breaking procedures that may need to be applied.

5. Reporting of Scores

The Home team manager listed in the registration system is responsible for completing and submitting the Match Report to the TSSA office within 48 hours after the match and updating the game scores in the registration system.

6. Tiebreakers

Tiebreakers—Two Teams are Tied

If two teams are tied based on points earned, the team's placement will be determined in accordance with the following sequential criteria:

(a) Winner of head to head competition

(b) Winner of most games (all games)

(c) Goal differential (goals scored minus goals against) in all games with a maximum of plus/minus four goals per game

(d) Fewest goals allowed

(e) Most goals scored

(f) Goal Differential (goals scored minus goals against) in all games with no maximum.

(g) Coin Toss



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Tiebreakers—Three Teams Are Tied

If three teams are tied based on points earned, the final rankings will be determined in accordance with the following sequential criteria. If a criterion creates a situation where the three-way tie is broken, then the tiebreaker for the teams that are tied resorts to the two-team tiebreaker specifically for those teams.

- (a) Points earned in head to head competition among the teams
- (b) Winner of most games (all games)
- (c) Goal differential (goals scored minus goals against) in games among the tied teams with a maximum of plus/minus four goals per game
- (d) Goal differential (goals scored minus goals against) in all games with a maximum of plus/minus four goals per game
- (e) Fewest goals allowed in games among the tied teams
- (f) Fewest goals allowed in all games
- (g) Double blind draw

Tiebreakers—Four Teams Are Tied

If four teams are tied based on points earned, the final rankings will be determined in accordance with the following sequential criteria. If a criterion creates a situation where the four-way tie is broken, then the tiebreaker for the teams that are tied (either two or three teams) resorts to the two or three team tiebreaker specifically for those teams.

- (a) Points earned in head to head competition among the tied teams
- (b) Winner of most games (all games)
- (c) Goal differential (goals scored minus goals against) in games among the tied teams with a maximum of plus/minus four goals per game
- (d) Goal differential (goals scored minus goals against) in all games with a maximum of plus/minus four goals per game
- (e) Fewest goals allowed in games among the tied teams
- (f) Fewest goals allowed in all games.
- (g) Double blind draw

Tiebreakers—Five Teams Are Tied

If five teams are tied based on points earned, the final rankings will be determined in accordance with the following sequential criteria. If a criterion creates a situation where the five-way tie is broken, then the tiebreaker for the teams that are tied (two, three or four teams) resorts to the two, three or four team tiebreaker specifically for those teams.

- (a) Points earned in head to head competition among the tied teams
- (b) Winner of most games (all games).
- (c) Goal differential (goals scored minus goals against) in games among the tied teams with a maximum of plus/minus four goals per game.
- (d) Goal differential (goals scored minus goals against) in all games with a maximum of plus/minus four goals per game.
- (e) Fewest goals allowed in games among the tied teams
- (f) Fewest goals allowed in all games.
- (g) Double blind draw

Tiebreakers—Six Teams Are Tied

If five teams are tied based on points earned, the final rankings will be determined in accordance with the following sequential criteria. If a criterion creates a situation where the six-way tie is broken, then the



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tiebreaker for the teams that are tied (two, three, four or five teams) resorts to the two, three, four or five team tiebreakers specifically for those teams.

- (a) Points earned in head to head competition among the tied teams
- (b) Winner of most games (all games).
- (c) Goal differential (goals scored minus goals against) in games among the tied teams with a maximum of plus/minus four goals per game.
- (d) Goal differential (goals scored minus goals against) in all games with a maximum of plus/minus four goals per game.
- (e) Fewest goals allowed in games among the tied teams
- (f) Fewest goals allowed in all games.
- (g) Double blind draw

Tiebreakers—Not Covered

For any situation not covered within these rules, the TSL Commission will also determine any tie-breaking procedures that may need to be applied.

7. Number of Games

The scheduled number of games shall be determined by the TSL Commission based on the number of teams in a division.

8. Scheduling of TSL Games

Due to scheduling conflicts with Club Tournaments, TSSA has ruled that all scheduling of TSL games will be done by the participating teams and entered into the registration system by the posted date. Teams from within the same club MUST schedule this game as the very first game.

9. Match Schedule and Rest Periods

All matches will be played as the posted schedule guides at the start of the season, unless weather conditions dictate. It is the intent of the league to play only one match per day; however, when circumstances dictate, no more than two matches a day will be scheduled. Every effort will be made to provide for a minimum of three hours rest between matches.

10. Inclement Weather

It is the responsibility of BOTH teams to notify the State Administrator and Referee Assigner as soon as possible if games on scheduled fields are unable to be played due to field closings or inclement weather. When you are unable to reach the State Administrator or Referee Assigner, it is best to email them as well as call them to make sure they have your message on record. Rescheduling of games should be done between both teams and written documentation should be recorded. Both teams should agree to a date, time, and location and report it to the State Administrator. When we can schedule immediately we will per referee availability.

G. RULES OF PLAY

1. Laws of the Game

Games will be played under the applicable rules of US Youth Soccer. Teams are responsible for obtaining and being familiar with the U.S. Soccer Official Administrative Handbook and the FIFA Laws as they govern play subject to the modifications noted herein.

2. Substitutions (UPDATED Spring 2014)

In the 12U-19U age groups, unlimited substitutions will be permitted. The only exception would be the 15U-19U Division 1 play division where a maximum of 7 substitutions for each team shall be allowed in each game during each half of play. After leaving the game during a half of play, the substituted player may not re-



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enter the game during that same half of play. Substitutions may be made with the consent of the referee, at the following times:

1. Prior to a throw-in of your favor
2. Prior to a goal kick by either team
3. After a goal by either team
4. After an injury by either team when the referee stops play
5. At Half-time

3. Age Divisions

Age Group	# of Players	Roster Limit	Length of Half	Halftime	Ball Size
12U	9 v9	16	2 x 30 min	10 min	5
13U	11 v 11	*22	2 x 35 min	10 min	5
14U	11 v 11	*22	2 x 35 min	10 min	5
15U – 16U	11 v 11	*22	2 x 40 min	10 min	5
17U – 18U	11 v 11	*22	2 x 45 min	10 min	5

*NOTE: These age groups may only have a maximum of 18 players dressed out to play in any one match. The roster presented to the Referee at the beginning of the match shall indicate the 18 (maximum) players that will be eligible to play in that match and no changes can be made after the match has started. A player serving a suspension in a match reduces by one the number of players available for that match. For example, a 18U player is suspended in match “A” and the team has 20 rostered players available to play in the next scheduled match “B.” Only 17 players may play in that next scheduled, match “B.” The suspended player should appear on the match report/roster.

4. Field Size

Fields for all age groups should meet the USYS recommendations for full size fields. The TSL recommended field size is 110yards by 70 yards for 11v11. Soccer goals for 11v11 games must meet the 8x24 specifications. The TSL recommended field size is 80 yards by 50 yards for 9v9. Soccer goals for 9v9 games must meet the 7x21 specifications. Other field dimensions may be approved the TSL Commission, but requests need to be placed in writing.

5. Official Match

A match shall be considered official after one full half of play is completed (the second half does not have to start). If less than one half is completed and the match is terminated, the entire match must be replayed, subject to TSL Rules and/or reviewed by the TSL Commission. If a match is terminated in the second half of play due to inclement weather, the final score will be the score at the time the match is terminated. If a match is terminated for any other reason including but not limited to gross misconduct, the TSL Commission will decide the disposition of the match score following review of all information available including but not limited to Referee Game Reports, reports for TSL staff, etc.

6. Forfeits-Lack of Appearance

- A. Teams without the minimum required players will be allowed a fifteen (15) minute grace period from the scheduled kick-off time before a match will be deemed a forfeit and a win awarded to the opponent. **ALL CREDENTIALS MUST BE CHECKED AND VERIFIED PRIOR TO THE START TIME WHILE WAITING FOR ADDITIONAL PLAYERS TO SHOW.**
- B. In the event a team forfeits a match, the opponent will be awarded a 3-0 win. Any team quitting the field of play prior to the conclusion of the match will forfeit the match and their \$500 performance bond. The team will also be fined \$500.



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- C. Teams causing abandonment will be declared the loser by a 3-0 score. When the situation causing the abandonment is such that league commission cannot assign responsibility, both teams will forfeit with no goals scored, a double loss declared (both teams receiving 0 points), and 3 goals will be added to the goals against for each team. A team causing abandonment may also not advance out of TSL play should the TSL commission declare it so. Abandonment would be defined as a team that shows up a match and does not play at least one half the match.
- D. A team failing to appear for a duly scheduled D1SL or D2SL match without a minimum 72 hour notice or a team that abandons a match MAY be subject to the following:
1. The team will be fined \$500 per match and a \$500 performance bond paid to TSSA within 72 hours of the official notice.
 2. The association with which the team is registered/affiliated shall be placed in bad standing until such time that both the performance bond and fine are paid.
 3. The team is barred from participation in the D1SL, D2SL, MRL, SRPL, or PLC for the seasonal year that the forfeit(s) occurred.
 4. The team is barred from re-registering in any other State League or State Championship in the registration year that the forfeit(s) occurred.
 5. A team may appeal the assessment of the penalties if they can demonstrate catastrophic circumstances that precluded the team from participation. Catastrophic means an auto accident in route to the match, severe weather (tornado or flood), or other situations that impacts the entire team or any combination.

7. Anchored Goals

The coaches and match referee should inspect the integrity of the goals to ensure they are secure and suitable for play. Matches shall not begin until both goals have been firmly secured.

8. Player Passes/Rosters/Match Report

Each team must bring their laminated US Youth Soccer member passes (i.e. passes issued by TSSA) signed by State Administrator, a TSL Match Report, and a copy of their Official TSL Roster and Official TSL Team Club Pass Roster to every match. Match Reports are to be given to the Match Referee prior to the start of a match. The Official TSL Team Roster is to be provided to the opposing team upon request. No more than 18 players from a team may appear on the Match Day Roster as eligible to play and play in any single game. Referees are to collect the Player Passes for any non-participating player that is sitting on a team's bench for the match prior to the match to ensure that such players do not participate in the match. Such Player Passes are to be returned to the team following the match.

9. Playing of Ineligible Player

A team that plays an ineligible player shall be subject to disciplinary action including but not limited to: forfeiture of the match, suspension of the team's coach from TSL competition, expulsion of the team from the TSL, fines and performance bonds.

10. Member Passes Presented to Referee

US Youth Soccer Member Passes shall be presented and approved prior to the start of the game by the referee. Players not participating in the match should be crossed off the roster prior to the start of the game.



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11. Players' Uniforms and Equipment

- A. Field players must wear numbers on the backs of their jerseys. Each field player must have a different number that coincides with the jersey number listed for the player on the roster.
- B. The home team will wear light colored jerseys and socks. The visiting team will wear dark colored jerseys and socks. The team in the incorrect color will have to change.
- C. The goalkeeper will wear a shirt of a different color than the goalkeeper's team and opponents, and will have a number.
- D. All player's equipment, including but not limited to braces, casts or splints covered by padding, uniforms, footwear, shin guards, head gear, etc., is subject to Referee's approval per USSF guidelines.

- 12. Team and Spectator Location** The teams will sit on the opposite side of the field from the spectators. Teams will be separated by the table/bench/chairs for the referees or halfway line. Spectators are to remain on the half of the field directly across from their own team's bench.

13. Coaching from Sidelines

Limited coaching from inside the team's respective technical area is permitted. The technical area will be defined as the area 5 feet off the team's sideline and within 10 feet parallel to the touchline but not to cross over into the opponent's half or equal to the area adjacent to the penalty box. Coaches may not leave this technical area or enter the field of play without permission from the Referee.

14. Team Bench Supervision

The Head Coach, Assistant Coach, or Club DOC are the only people listed on a roster who may start the game. Other personnel will not be allowed to start an official match. ONLY rostered personnel may supervise a TSL team at all times at the team bench area. Rostered personnel are required to provide the Referee with a pass, as provided by TSSA certifying that they have undergone registration with the team/club. If by send off or emergency, a team does not have rostered personnel to supervise the team during a TSL game, then the game shall be forfeited and a \$500 fine to be imposed. Should there be an extenuating circumstance that warrants a manager to start or coach a game this may be done with approval from the TSL commission. This approval MUST be attained prior to the start of the match.

15. Team Coaches – Licensing Requirement

Head and Assistant coaches for TSL D1SL games must hold a minimum of a USSF "D" National license. (or NSCAA National Diploma).
Head and Assistant coaches for TSL D2SL games must hold a minimum of a USSF "D" State license.
Head and Assistant coaches for TSL D3SL games must hold a minimum of a USSF "E" license.

16. Overtime

There will be NO overtime for any TSL matches. Matches that end in a tied score will be considered a draw and the scores will be reported accordingly.

17. Conduct

Coaches are responsible for the behavior of themselves, their coaching staff, parents/spectators, and their players. Coaches shall be familiar with the Tennessee State Soccer Coaches Code of Conduct and Ethics, Policy 9H.



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18. Drones

The use of drones during TSL matches is prohibited due to the safety concerns for the players. If you wish to operate a drone during a match you must first provide written documentation of why you wish to use the drone, and further provide documentation of the proper licensing or certification for the operator of the drone to the TSL Commission no less than 5 days prior to the match. The TSL Commission would then provide approval before the drone may be used. TSL Commission may issue a fine for teams/clubs unable to enforce this with membership. The game referee may abandon the game should they feel that the drone poses any risk to the safety of the players and fans.

H. MATCH CONTROL

1. Termination of Matches

Referees may terminate matches for lack of crowd control, poor team behavior or other unsportsmanlike circumstances. Each coach is responsible for the behavior and conduct of his/her players. Upon request by the Game Officials, coaches are responsible to assist in the control of parents, fans, and spectators. The Referee will report the termination of any match to the TSL Commission within 24 hours. The TSL Commission shall ascertain the facts and determine appropriate disciplinary action that may include:

- (a) Reprimand,
- (b) Forfeiture of game as appropriate;
- (c) Suspension from future TSL matches

I. SEND OFFS AND DISCIPLINE

1. Send Offs

Any player (red card), coach (send off) or team official (send off) who is sent off from a match will be suspended for the team's next regularly scheduled TSL match. If a player, coach or team official who is sent off a second time in a season regardless if it is with the same team, the player, coach or team official will be suspended for the next three (3) TSL matches. Any player who is deemed guilty of Violent Conduct due to fighting with another player or coach on or off the field of play shall be suspended a minimum of one TSL match, subject to the above and pending further review by the TSL Commission.

2. Disciplinary Actions

All disciplinary measures imposed by the TSL shall be limited to an individual or team's participation in the TSL. The TSL will record the issuance of all red and yellow cards and other matters involving the conduct of a team, its players, coaches or supporters and distribute this information to the respective clubs.

3. Violation of Rules

Any violation of the rules herein will be subject to disciplinary action by the TSL.

4. Disciplinary/Fine Schedule

Prior to the start of the Fall and Spring Seasons, the TSL Commission may distribute a Disciplinary/Fine Schedule.

J. PROTESTS AND APPEALS



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1. Definition of a Protest

A *Protest* is a formal written objection of any violation of established rules, policies, or procedures related to a specific match. Only those teams directly involved in a match (i.e. the two competing teams) are permitted to protest a game result. Third parties, i.e., coaches from other teams, state administrators, cannot file protests on a specific game.

2. Filing Procedures

A Protest or Appeal must be filed in writing and must include:

- (a) The nature and specifics of the complaint
- (b) A listing of the rules, policies, or procedures that have been violated.
- (c) A statement of the desired resolution
- (d) Copies of all documents relevant to the Protest or Appeal
- (e) The filing fee for a protest or appeal is \$250.00 (certified check or money order – made payable to TSSA.) All Protests and Appeals must be filed with the TSL Commission. The original document of the Protest, along with all supporting documents, must be sent by Registered Certified U. S. Mail – Return Receipt Requested. Please send to Tennessee State Soccer Association office.
- (f) Fees or a portion of the fees from protests may be refunded if the TSL Commission approves.

3. Notification of Parties

The TSL Commission shall notify all parties involved, no later than three (3) business days from receipt of an Appeal or Protest, that an Appeal or Protest has been filed.

4. Protests of Games Played

Notice of intent to Protest activity that occurred during a match must be registered with the TSL Commission within 24 hours after completion of the match. All Protests must be submitted in writing with the appropriate fee to the TSL Commission. The Protest must be postmarked no later than three (3) business days from match completion. All decisions made by the TSL commission are final but may be appealed by following policy 8.

5. TSL Assessed Fines

TSL assessed fines, must be postmarked no later than three (3) business days from notification of an assessed penalty. Any unpaid fines may place the team and club in bad standing.

6. US Youth Soccer Bylaw 704, Section 1

In accordance with USYSA Bylaw 704, section 1 states that: “No member of USYSA, official, league, club team, player, coach, administrative, or referee may invoke the aid of the courts of the United States or of a state without first exhausting all available remedies within the appropriate soccer organizations, as provided within USYSA.” Additionally, for violation of USYSA Bylaw 704, the offending party shall be subject to suspension and/or fines, and shall be liable to the TSL and USYSA for all expenses incurred by the TSL or USYSA and its officers and members of the Board of Directors in defending each court action, including the following: (a) court costs; (b) attorney’s fees; (c) reasonable compensation for time spent by the TSL or USYSA officials and employees in responding to and defending against allegations in the action, including responses to discovery and court appearances; (d) travel expenses; and (e) expenses for holding special meetings by the TSL or USYSA necessitated by court action.