



2024-25 KPL GAME DAY PROCEDURES

1) Game Day Required Items:

- a. Game Day Card with any Club Pass/Trapped Players Indicated on the Form
- b. KYSA Roster – Should include entire roster and photos on one document or roster + player cards.

2) **Schedule:** Host teams should strive to make fields available to teams no less than a half hour prior to scheduled kickoff time. Rosters and all passes should be reviewed by Referees prior to kickoff.

3) **Team Responsibilities:** The Host team is defined as the team whose home club is the site being used for the games. The Home team is defined as the team who appears first on the official schedule, the away team is listed second.

- a. The home team must wear a white/light color jersey and the visiting team must wear a dark color jersey. If the referee determines the uniforms are too similar and may cause confusion, the offending team must change their jersey to comply with the color requirements.
- b. The host team is responsible for the condition of the field and the field markings. Properly anchored goals, goal nets and corner flags are required. Nets and corner flags must be in good condition.
- c. Where neutral venues are involved, neither team will be held responsible for the condition of the field; however, both teams will be responsible for checking the anchoring of the goals.
- d. The home team shall be responsible for providing a minimum of one (1) official size Game Ball.
- e. In the event the host club cancels a match due to unplayable field conditions, the host team is responsible for notifying all visiting KPL teams in sufficient time to avoid travel concerns.
- f. In the event of a referee declaring a field unplayable due to dangerous surface conditions, excluding weather-related cancellations, improper markings, missing corner flags or missing nets, the game will be rescheduled. The host team will pay the referee fees for the cancelled game(s). The referee fees for the rescheduled game will be shared by both teams. The rescheduled game will take place at the home field of the original visiting team, unless mutually agreed to by both parties.
- g. Each team should print out and bring a copy of their final Game Day Roster to the field before the start of every KPL game. The form must have every player that will participate in the game listed on the Game Day Form, this will INCLUDE BOTH TRAPPED AND CLUB PASS PLAYERS WITH APPROPRIATE INDICATION ON THE ROSTER. **Playing an unrostered player will result in a forfeit and fines.**
- h. Within 48 hours of the completion of the game, either team may submit the score electronically via the provided online system. New to KPL this year is the QR code that will appear on your Game Day Card. You can simply scan this card to access and report the score for your game. The PIN # to access the score submission page is: 2025
- i. You may also indicate number of cards and goals, but this is not required. Please, however, send an e-mail if there is an ejection during your game. Team managers should meet after the game to confirm all statistical information is correct.
- j. Failure to submit the match report in a timely manner or submitting an incomplete Match Report may result in fines set forth by the League.

4) KPL Game Formats:

Age	Halves	Ball	Game Form	Substitution Policy	Roster Range
17U/19U	2x45 Minutes	Size 5	11v11	Limited 7 – No re-entry per half	7-22
15U/16U	2x40 Minutes	Size 5	11v11	Limited 7 – No re-entry per half	7-22
13U/14U	2x35 Minutes	Size 5	11v11	Unlimited	7-22
11U/12U	2x30 Minutes	Size 4	9v9	Unlimited	10-18
10U(9v9)	2x30 Minutes	Size 4	9v9	Unlimited	10-18
9U/10U	2x25 Minutes	Size 4	7v7	Unlimited	7-14



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- 5) **Laws of the Game:** The rules of play shall be the current Laws of the Game, as published by FIFA. All contests sanctioned by the KPL shall abide by the Laws of the Game with following exceptions:
- a. 9U through 14U group matches will employ unlimited substitution with the consent of the referee at the following times:
 - Prior to a throw-in in your team's favor
 - Prior to a goal kick by either team
 - After any goal
 - At half-time
 - After an injury by either team if play has been stopped.
 - After a caution or ejection by either team.
 - If a team has a substitute player ready on their own possession as described above and the opponent also has a player ready for substitution, both teams may substitute when signaled by the referee.
 - b. Substitution Policy - 15U through 19U Divisions
 - i. Premier Divisions - In the Premier Division of all 15U-19U age groups, games will be played under the limited substitution policy. Substitutions may occur on any stoppage of play with the approval of the referee. 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-enter the game during that same half of play. After leaving the game during overtime play, the substituted player may not re-enter the game.
 - ii. First & Second Divisions – In lower divisions for the 15U-19U age groups, teams will be allowed to play under the unlimited substitution policy, as defined above.
 - c. Referees may add extra time in accordance to the FIFA Laws of the Game
- 6) **Requirements of Players**
- a. Player's Equipment - All players are required to wear equipment that is not considered dangerous to themselves or other players in accordance with the FIFA, including shin guards. The Center Official will have final determination on all issues regarding player's equipment.
 - b. Uniforms - All teams are required to bring two sets of contrasting uniforms to all KPL League matches. All teammates must have unique numbers on their uniforms.
 - i. Once a team is checked in, the players are not allowed to switch numbers without first notifying the referee.
 - ii. The home team must wear a white/light color jersey and the visiting team must wear a dark color jersey. In the event of a conflict in uniform color, the offending team, based on the determination of the Center Official, must change to an alternate uniform.
 - iii. All uniform shirts must be clearly numbered on the back.
 - iv. Players may wear numbers on their shorts and socks that correspond to their uniform numbers.
 - c. Other Uniform Markings
 - i. Team names may be displayed on the uniform.
 - ii. Teams may only display a US Youth Soccer, KYSA and KPL patches and logos on their uniforms. No competing youth soccer organization markers are permitted.
 - iii. Teams may display sponsor logos on jerseys with approval from KPL Commissioner and/or Director of Competition
- 7) **Requirements of Coaches**
- a. All coaches participating in the KPL must be in line with KYSA's minimum coaching standards. For more information on minimum coaching standards please visit, www.kysoccer.net.
 - b. All coaches and managers will be required to read all league rules prior to each season.
 - c. All coaches are responsible for the conduct of his/her players, other team officials and spectators before, during and after the game, and shall instruct the above to behave in a proper and respectful manner.



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- d. All coaches' sportsmanship and overall behavior will be reviewed by the league Commissioner and Advisory Council.
- e. Each coach is responsible for submitting the proper game rosters prior to each match to the referee.
- f. In the event that a coach wishes to protest a game pursuant to KPL Rules & Regulations Section 16.2, he/she should inform the head referee at half-time or within five (5) minutes of the final whistle. The referee will note the reasons for the protest on the Referee Game Report. A written complaint must also be received by the KPL Front Office via e-mail within twenty-four (24) hours of the scheduled kickoff of the protested game.
- g. The coach is responsible for enforcing suspensions to players or team agents.
- h. The host team coach is responsible for ensuring the goals and nets are properly secured, and for assuring corner flags and proper field markings are provided.