



Kentucky Premier League & Academy Rules, Policies and Procedures

KENTUCKY PREMIER LEAGUE



KPL & KPL ACADEMY RULES, REGULATIONS & PROCEDURES

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Section 1 LEAGUE OVERVIEW

1.1 Name

The Kentucky Premier League (KPL) is the name of the top select league administered by Kentucky Youth Soccer (KYSA) for boys and girls in the 11U through 19U age groups. The KPL Academy will become the academy option offered by KYSA in the 9U & 10U age groups.

1.2 League Office

The Kentucky Premier League (KPL) office shall be the same as KYSA. The current location is: 158 Constitution Street, Lexington, KY 40507. Office Phone: 859-268-1254, website: www.kysoccer.net

1.3 Purpose

The purpose of this League and Academy is to increase the opportunities for the education and development of players, coaches, referees and spectators across the Commonwealth, while also providing the best possible playing environment between the highest-level teams in Kentucky.

1.4 Goals

The Goals of the Kentucky Premier League & Academy are to:

- Provide a pyramid structure of select levels of play for KYSA member clubs and teams
- Facilitate the development of a club structure
- Improve identification, training and advancement of state, regional and national caliber players
- Provide better opportunities for player, coaching and referee development
- Strengthen the relationship between coaches and administrators
- Promote sportsmanship in a safe, healthy and fun playing environment

Section 2 GOVERNANCE

2.1 Authority

The KPL is authorized by the KYSA Board of Directors to operate as an official league of KYSA. The KPL shall be administered by KYSA through the KPL Commissioner. The KPL Commissioner where needed shall hire a Director of Competition to oversee the day-to-day duties of the KPL. The KPL Commissioner may designate duties as described throughout the Rules & Regulations to the Director of Competition at his discretion. All policies, procedures and rules will be approved by the KPL Advisory Council and will be consistent with KYSA, US Youth Soccer and US Soccer.

2.2 Role of the Technical Committee

The KPL Commissioner and KYSA Technical Director will identify and appoint a group of representatives to form a Technical Committee. Members of the Technical Committee will be representative of age groups, gender, and geography.

- 2.4.1 The major roles of this committee will be to recommend the teams for participation in the league, team division placement, and to assist in oversight of the league playing rules.
- 2.4.2 The Technical Committee shall hold meetings as necessary. Members of the Technical Committee may attend the meetings in person, by teleconference or web conference. The Commissioner will communicate the date, time and place of these meetings. An agenda must be provided to the Technical Committee members at least three (3) days before the meeting.

2.3 Rules, Policies and Procedures

The KPL Commissioner and/or the Director of Competition will have the authority to decide and determine all league rules, policies, and procedures reasonable and necessary for the administration and growth of the KPL with the consent of the majority of the Advisory Council. This includes, but is not limited to, any urgent decisions that must be made in the interest of the league.

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Section 3 JOB DESCRIPTIONS

3.1 Commissioner

The Commissioner of the Kentucky Premier League shall be responsible for the following:

- Report to the KYSA Executive Director
- Work with the Advisory Council to develop and administer the league
- Prepare any/all correspondence required by the Advisory Council
- Issue, in writing, all notices of regularly scheduled meetings to the KYSA membership
- Organize and chair all Kentucky Premier League member meetings
- Participate and chair KPL Advisory Council meetings
- Participate and chair KPL Technical Committee meetings
- Attend KYSA Board meetings as circumstances demand
- Appoint and review all actions of KPL Disciplinary Committee
- Coordinate league activities with the KPL staff and volunteers
- Prepare the State League budget
- Work within the parameters of the approved State League budget
- Work with the KYSA Executive Director to develop sponsorship opportunities
- Collect all fees and fines in a timely manner
- Coordinate all State League awards with Division Directors
- Assist club administrators with the registration process, as requested
- Advise clubs on registration deadlines
- Enforce registration deadlines
- Perform additional related duties assigned by the Executive Director

3.2 Director of Competition

The Director of Competition will work directly under the guidance of the Commissioner and shall be responsible for the following:

- Report to the KYSA Executive Director and/or KPL Commissioner
- Maintain Boys/Girls Division once final schedules are released
- Review and verify scores and standings on league web site
- Assist teams in the rescheduling of games
- Contact KPL Assignor Coordinator when games must be rescheduled
- Act as a liaison with host sites to assure field availability for all scheduled games
- Report all activity to the KPL Commissioner
- Work with the Advisory Council to develop and administer the league
- Prepare any/all correspondence required by the Advisory Council
- Issue, in writing, all notices of regularly scheduled meetings to the KYSA membership
- Organize and attend all KPL member meetings
- Attend and participate in all KPL Advisory Council meetings
- Attend and participate in all KPL Technical Committee meetings
- Attend KYSA Board meetings as circumstances demand
- Oversee all league activities with the KPL staff and volunteers
- Work within the parameters of the approved State League budget
- Work with the KYSA Executive Director to develop sponsorship opportunities
- Collect all fees and fines in a timely manner
- Coordinate all State League awards, i.e. "Golden Boot", "Golden Glove"
- Assist club administrators with the registration process
- Advise clubs on registration deadlines
- Enforce registration deadlines
- Perform additional related duties assigned by the KPL Commissioner and/or KYSA Executive Director

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3.3 Boys/Girls Division Director

The Boys/Girls Division Director (if utilized), which will be volunteer positions, shall be created, if necessary, and will be directly responsible for the following:

- Maintenance of the boys and girls divisions once the final schedules have been released
- Updating of scores and standings
- Assisting teams with rescheduling
- Assuring field availability for KPL events
- Reports directly to KPL Commissioner/Director of Competition.

3.4 Technical Committee

The positions are volunteer positions and the responsibilities of the Technical Committee are:

- Recommend teams for selection and division placement prior to each season
- Recommend the divisional placement of all NEW teams
- Advocate for playing and administrative rules changes to the Advisory Council
- Assist the Commissioner and Technical Director in building coaching development programs
- Assist the Commissioner and Technical Director in the advancement of state, regional, and national players through ODP
- Assist in the promotion of ethical practices throughout the league
- Perform other State League tasks, as determined necessary by the Commissioner

Section 4 FINANCIAL MATTERS

4.1 Financial Policies

The Commissioner will use the KPL and KYSA financial policies as a guideline in financial management.

4.2 Budget

The Commissioner will prepare the annual KPL budget in consultation with the Advisory Council. The proposed budget will be submitted to the Executive Director for review and then submitted to the KYSA Board of Directors for final approval.

4.3 Fees

- 4.3.1 The Commissioner shall determine league fees and performance bonds.
- 4.3.2 The Commissioner shall be responsible for the collection of all league fees and fines from participating clubs or teams.
- 4.3.3 All funds collected must be made payable to KYSA and presented to the KYSA state office for deposit into KYSA accounts.

4.4 Marketing (non-fee based income)

The KPL sole authority to determine a sponsor with naming rights at various levels which may include the entire league or portions of it such as a division or age group.

Section 5 TEAM APPLICATIONS AND ADMISSION

5.1 Application Deadlines

- 5.1.1 Any team which is registered with KYSA may apply for entry to the KPL. Team applications to participate in the KPL must be completed online using the registration system provided by KYSA.
- 5.1.2 The deadline for application for the season will be determined by the KPL Commissioner and/or Director of Competition. Dates will be set and posted each season by the KPL Commissioner.



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- 5.1.3 All team fees and performance bonds (when required per Rule 5.2) are due within seven (7) days of team notification of their acceptance into the KPL or as noted on the application.

5.2 Fines and Fees

The KPL Director of Competition will collect all fees owed by teams accepted into the KPL. Fines, in accordance with these Rules and Regulations, will be determined by the KPL Commissioner or Disciplinary Committee. Any team subject to a fine under these Rules and Regulations will be notified by the KPL Director of Competition and said fines will be due within seven (7) days of notification. Any team or club that continues to receive repeated fines may be subject to a standing points deduction.

5.3 Team Acceptance

- 5.3.1 The KPL Technical Committee will be responsible for screening all applications and recommending teams for acceptance into the KPL.
- 5.3.2 Teams that are not accepted into the KPL will be notified by the KPL Commissioner and refunded any entry fees that have been submitted.

Section 6 KPL STRUCTURE

6.1 Divisions

- 6.1.1 The KPL will offer competition in Premier, First and Second Divisions, as deemed necessary by applications, each year in the U11-U19 Age Groups.
- 6.1.2 Each division should have a minimum of four (4) teams.
- 6.1.3 The KPL Academy will have multiple divisions in the 9U and 10U Divisions, as deemed necessary by applications.
- 6.1.4 The KPL Technical Committee will determine the total number of teams accepted in each division. The total number of teams will then determine the number of league games to be played in a season.
- 6.1.5 The KPL Technical Committee will review all applications and recommend the teams competing in each division of the league in each season. Creating a competitive environment within each division will be the number one criteria.

6.2 9U-14U Competition Dates

Boys and Girls in age groups 9U-14U will begin the Fall session in August and finish that session before the end of the calendar year. There will then be another registration process for the Spring session to begin play in February and complete the spring session by mid-June.

6.3 15U-19 Competition Dates

Boys and Girls in age groups 15U-19U will begin play in November and complete their season in June. The Technical Committee reserves the right to combine age groups, as needed, based on the number of applications received.

6.4 Girls with Boys

- 6.4.1 Girls may play on a boys' team
- 6.4.2 Boys may not play on a girls' team (would become a boys' team)
- 6.4.3 Girls teams may not play in any boys' division - and vice versa

6.5 Teams Playing Up

While generally discouraged, the KPL Technical Committee, the KPL Commissioner and Director of Competition have discretion to review and accept teams into the next older age group if deemed developmentally appropriate.

- 6.5.1 No team may play up more than one (1) age division.
- 6.5.2 No U7 teams may apply for admission into the KPL Academy.



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6.6 Promotion and Relegation

The KPL may utilize a promotion and relegation system at all levels. The number of teams relegated and promoted will be recommended by the KPL Technical Committee.

- 6.6.1 Any team that wins their respective division of the KPL can be promoted to the next highest division the following season.
- 6.6.2 Teams should return a minimum of 50% of the players (round up) from their previous season's roster (otherwise such teams may be relegated to a lower division).
- 6.6.3 At the U10 entry level, the Technical Committee will review all applications and recommend placement of teams in the appropriate division. 9U will have divisions based on competitive level and geography.
- 6.6.4 Any team that is relegated may only be relegated one division. Teams may be relegated out of the KPL.

6.7 Seasons

The KPL Commissioner and/or Director of Competition shall be responsible for establishing the calendar parameters for the KPL seasons. Seasons may differ between age groups.

6.8 League Scheduling Responsibility and Timetable

- 6.8.1 All League Games (except for any Mandatory Play Dates) will be self-scheduled by individual teams participating in the KPL.
- 6.8.2 A scheduling meeting will be set by the KPL Commissioner and/or Director of Competition when teams will meet in each age group to determine season schedules. It is the responsibility of teams to work out mutually agreeable dates.
- 6.8.3 In the event teams cannot mutually agree on a schedule, the KPL Commissioner or Director of Competition will schedule the match and schedule will be final.
- 6.8.4 The KPL Commissioner or Director of Competition must approve all game changes requested from those of the original schedule. Teams will have up to ten days following the scheduling meeting to finalize their schedules.
- 6.8.5 The KPL and KSRA will review the schedule and make requested/required changes.
- 6.8.6 The final master schedule will be released by the KPL Commissioner and/or Director of Competition in advance of the upcoming season. All schedules will be posted on-line and distributed via e-mail to the teams when finalized. The schedule will be FINAL upon posting and any changes made thereafter subject to rescheduling fees.

6.9 Blocked-out Dates

Block-out dates will be allowed and vary in their numbers dependent upon the age of each team, the season, and how the holidays fall during the calendar year.

- 6.9.1 The number of block-out dates will be announced with the registration information each season.
- 6.9.2 The number of block-out dates will be clearly explained on the application form and used only if teams are unable to self-schedule.
- 6.9.3 Certain dates will be automatic block-out dates statewide - State Open Cup, Presidents Cup, for example. No games are permitted at all on blocked-out weekends, as determined by the KPL Commissioner. Exceptions may be provided with express approval of the KPL.

6.10 Mandatory Play Dates

The league reserves the right to require mandatory play dates during any season. The mandatory play dates may be used in conjunction with special events. The mandatory play dates will be announced prior to opening the season registration.



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6.11 Scheduling League Games

- 6.11.1 The number of league games per team each playing season in all age groups will be determined by the KPL Commissioner and Director of Competition and will be based on the number of teams selected for each division within an age group.
- 6.11.2 Neutral sites may be used, when appropriate
- 6.11.3 All game times presented on the schedules will be listed as local time to the site.
- 6.11.4 All games must be scheduled on the odd hours, e.g. 9am, 11am, 1pm, 3pm, 5pm, unless approved by the League.
- 6.11.5 All games against local teams (w/i 25 miles of home field) must be played at either 9am or 5pm.
- 6.11.6 Schedules should be completed using the US Soccer Best Practices and USSF Soccer Curriculum in mind (One match per day). In the event a team has elected to play two (2) matches in a day, there should be a minimum of four (4) hours between games.
- 6.11.7 No more than 2 games will be permitted in one weekend. Special considerations may be permitted and approved by the KPL Commissioner and/or Director of Competition.
- 6.11.8 No team shall be permitted to play more than 3 KPL games per week including week night games without express approval from KPL Commissioner.
- 6.11.9 Seasons should be completed within the calendar determined by the KPL Commissioner and/or Director of Competition in accordance with these Rules and Regulations. If weather dictates the need, games may be rescheduled after season deadlines with KPL Commissioner and/or Director of Competition approval.

6.12 Rescheduling of Games

- 6.12.1 Teams that fail to play a game for any reason (other than forfeit) are required to reschedule the make-up date within ten (10) days of the original date.
- 6.12.2 When the game has been rescheduled, the coach or manager of the hosting team must provide the KPL Director of Competition with the following information within 48 hours (2 days) of rescheduling the game.
 - The teams involved
 - A listing of the division, age and gender
 - The game number if available
 - The date, time and location of the rescheduled game
- 6.12.3 In the event the teams cannot agree to reschedule a game, the KPL Commissioner or Director of Competition will assign a date/ time.
- 6.12.4 KPL matches take precedence over all other youth matches except Soccer Village Cup, State Cup, President's Cup and Regional/National League competitions.

6.13 Late Schedule Changes

- 6.13.1 Once the final schedule has been posted, league games may NOT be changed or cancelled for any reason, except for the following:
 - Direct conflict with rescheduled State Cup or Regional/National League games
 - No match officials are available
 - Unplayable weather conditions determined by referees
 - Unplayable field related to weather conditions determined by referees or local host
- 6.13.2 Any game that is changed after the opening date of the season, as provided by the annual KPL Calendar, is subject to an automatic \$50 rescheduling fee. This is mandatory to cover reassigning fees for the game.
- 6.13.3 If a game is changed or cancelled within two (2) weeks or fourteen (14) days of a previously approved match, an automatic rescheduling fee of \$150 will be assessed to the responsible team for any schedule changes outside of noted above. The fee will be split if both teams are



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responsible for the rescheduling. This fee will be assessed to the team/club and is due within seven (7) days of the date the request is made. The check is to be made payable to KYSA and sent to the state office. If payment is not received in a timely manner, the offending team will be subject to a deduction in overall standing points.

- 6.13.4 If a game is changed or cancelled with less than forty-eight (48) hours notice of the scheduled start time, the KPL will also charge the offending club(s) for all referee fees associated to that game.

6.14 Coaching Multiple Teams

- 6.14.1 It is the absolute responsibility of clubs who have coaches who coach more than one team to work out any conflicts that may arise. It is not the responsibility of opposing teams to work around those conflicts.

6.15 Home Team Fields

The home team will be listed first and will be responsible for the following:

- 1) Any games that are determined to be "off-site" meaning different from the location of the majority of a club's games, may be subject to denial based on referee availability.
- 2) Hosting their match (unless a neutral site is set up by the KPL) and following the Home Team Responsibilities listed in section 17.9 regarding field conditions, pre-game and post-game procedures.

6.16 Assigning of Referees

- 6.16.1 The final schedule, complete with confirmed dates, locations and game times will be sent to all League Referee Assignors as soon as it is available.
- 6.16.2 League Referee Assignors are solely responsible for referee assigning with oversight from the KPL League Assignor Coordinator for all scheduled games.

6.17 Dropping Out

A team that drops out of the KPL shall be fined \$300 in addition to forfeiting their entry fee. Dropping out may also result in the team being ineligible to participate in the league for a period of time to be determined by the Advisory Council. All fines shall be set by the KPL Commissioner and Advisory Council.

6.18 Dual Use of Game Results

- 6.18.1 Any USYSA-sanctioned games may be used to fulfill KPL league requirements if all Rules and Regulations of the KPL will be followed and both teams have completed and signed the Dual Use Form. The completed Dual Use Form must be received and approved by the KPL Office no less than forty-eight (48) hours prior to scheduled kickoff.
- 6.18.2 If KPL games are to be used to fulfill the requirements of another competition, the team(s) are responsible for ensuring that all required documentation is submitted and all rules are followed accordingly (i.e. KPL game result also used as a regional league result.).

Section 7 DETERMINING DIVISIONAL CHAMPIONS

7.1 Game Points (Will not be kept in 9U and the Fall of 10U Academy Divisions)

During seasonal play, game points shall be awarded as follows:

- Wins-Three (3) points
- Ties-One (1) point
- Losses-Zero (0) points

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7.2 Tiebreakers

The following tie-breaking criteria will be used to determine the final standings for each Division:

- Goal Differential (goals scored minus goals against) with a maximum of four goals per game.
- Winner of head-to-head competition (these criteria not used if more than two teams tied).
- Goals Against
- Most “Shutout” victories
- Goals Scored

-If two teams are still tied after all tie breaker criteria has been applied, they will be declared Co-Champions of their division.

7.3 Forfeits

7.3.1 A team that forfeits a game may not be eligible for a divisional championship after a review by KPL Front Office and/or Technical Committee. A team that forfeits a game will receive no points for that game, the opponent will receive a 3-point win, and the score shall be recorded as 0-4. A fine of \$300 may be assessed and must be paid within seven (7) days of reporting the forfeit. If the forfeit is reported to the KPL Commissioner or Director of Competition with less than 48 hours to kickoff, the full amount of the referee fees will also be due. The check is to be made payable to KYSA and sent to the state office.

7.3.2 Fines not paid within the given timeframe may result in a team or club being placed in bad-standing with KYSA, which could result in the team/club being ineligible for future KYSA events.

7.4 Multiple Forfeits

7.4.1 Each additional forfeited game will be assessed a fine of \$300 per game. Any forfeit reported to the KPL Commissioner or Director of Competition with less than 48 hours to kickoff will be assessed the full referee fees in addition to the fine.

7.4.2 If a team forfeits two (2) games in a seasonal year, the coach may be suspended. The team may also be ineligible to participate in the league the following season.

7.5 Schedule Conflicts

In the event two teams cannot agree on scheduling a date to play a league game and the game does not get played prior to the end of the season, the KPL Commissioner and/or KPL Director of Competition will set a game date, time and location for the game. If a team or teams fail to show up for the KPL-mandated game, the team or team(s) will be subject to the forfeit policies listed above.

Section 8 SEEDING FOR STATE OPEN CUP

8.1 The results from the KPL season may be used as criteria to help determine team selection and seeding for State Open Cup, as KYSA decides. See State Open Qualifications requirements for further information.

Section 9 REGIONAL & NATIONAL LEAGUES

Teams finishing in the top four (4) spots of the KPL Premier division may be invited into the Regional League in the upcoming year. The KPL Technical Committee will be responsible for recommending teams for promotion to the Regional League. All other teams considered for promotion by the KPL Technical Committee (if any) will be based upon application of the rules set forth in the KYSA Regional League Acceptance and Procedure Policy.

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9.1 Regional/National League Qualification

- 9.1.1 Any team that wishes to play in any USYS-sanctioned regional league must also play in the KPL Premier Division. Teams playing in a National League may be excused from this requirement.
- 9.1.2 Teams must qualify for regional leagues through the KPL and/or State Open Cup results.
- 9.1.3 Any team that is currently participating in the Regional League must be recommended by the Technical Director to play in the Regional League the following season.
- 9.1.4 The KPL Technical Committee may recommend teams for promotion or relegation to or from the Regional League based on performance in league play.

Section 10 PLAYER REGISTRATION

10.1 Individual Player Registration

All individual player registration rules are governed by KYSA and US Youth Soccer. Those policies must be strictly adhered to and may be found in the KYSA State Rules. The complete document is available at www.kysoccer.net.

Section 11 PLAYER ELIGIBILITY

11.1 Individual Player Eligibility

The KPL Commissioner, Advisory Council or the league registrar can call upon any player to prove his/her legal age. The following documents will be accepted for proof of age verification:

- A birth certificate
- Valid driver's license
- Passport
- Board of health records
- A Uniformed Services Identification and Privilege Card (DD Form 1173) issued by the Uniformed Services of the United States
- Birth registration issued by an appropriate government agency
- Alien registration card issued by the United States government (i.e. I 94)
- A certificate issued by the Immigration and Naturalization Service attesting to age or a certificate of an American citizen born abroad issued by the appropriate government agency shall be sufficient for proof of age.

All players must be registered in accordance with all the player registration policies of U.S. Soccer and FIFA.

Section 12 ROSTERING

12.1 Initial Rosters

KPL Teams must establish their initial rosters per KYSA and US Youth Soccer rules prior to the KPL roster freeze deadline for each season.

12.2 Minimum Number of Players Registered to Compete

KPL Teams must register a minimum of seven (7) active players to their roster, no later than the registration deadline for each season. The player registration process will remain open throughout the season to complete the roster.

12.3 Minimum Number of Returning Players

Teams should return a minimum of 50% of the players (rounded up) from the previous season to be eligible to maintain their earned position/promotion in KPL.



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12.4 Roster Limitations

- 12.4.1 In the 9U age group, an individual team may roster up to fourteen (14) players per team. Rosters in the 9U are flexible throughout the course of the session and may be changed without notice provided to the opponent or league. Teams should provide a copy of the state roster at each game along with player cards for those participating in that individual match.
- 12.4.2 In the 10U age group, an individual team may roster up to fourteen (14) players per team. Teams may change their rosters and/or use club pass forms as needed to modify their rosters.
- 12.4.3 In the 11U & 12U age groups, a team may roster no more than eighteen (18) players on its "Team" and no less than seven (7).
- 12.4.4 In the 13U and above age groups, a team may roster no more than twenty-two (22) players on its "Team" roster and no less than seven (7).
- 12.4.5 Teams in the 11U-19U Divisions are required to declare from their "Team" roster their eighteen (18) for their Game Day Roster through the KYSA software provider for each game they play. The Game Day Roster Form may not have more than eighteen (18) player and they must be players who are listed on the "Team" roster.
- 12.4.6 Maximum roster for any one KPL game is eighteen (18), including regularly rostered, Trapped Players and Club Pass rostered players.

12.5 Club Pass

- 12.5.1 Players registered for any KPL team may use their KYSA player pass to play for any other age-eligible teams within their own club. (Note: A player rostered to a team in Regional/National League or the KPL Premier Division should not play "down" for a team in a lower division within the KPL **to gain a competitive advantage**. Players attempting to do so must be approved by the KYSA.) Club Pass players must be updated online and approved by the system.
- 12.5.2 Anytime a club pass player is used for a KPL game, the team must add the player via the online system to the Game Day Roster. The system will verify eligibility and approve the addition.
- 12.5.3 In 9U & 10U, club passes should not be necessary due to roster flexibility, but, if used, a maximum of three (3) players may be club passed for any game. In 11U and up, we will use the "1/5th Rule", meaning you may use club pass players up to 1/5th of your game day roster. In 11U & 12U, this will be limited to 4 players and, in 13U and up, a maximum of five (5) players may be used for any one game under the Club Pass.
- 12.5.3 No Individual Player may be rostered to more than 2 teams per day in KPL competition.
- 12.5.4 No Individual Player may play in more than two (2) games in one day or three (3) in a week.
- 12.5.5 A team utilizing a club pass player should notify their opponent before the match of a club pass player being used and should be able to provide the approved club pass form, if requested.

12.6 Secondary Rostered Players

- 12.6.1 No secondary-rostered players are permitted during league play. This does not preclude clubs from assigning players from their own club to fill game rosters via the Club Pass process.
- 12.6.2 No Player may play for more than one club in KPL competition.

12.7 Guest Players

Guest players (defined as "players from another club") are not allowed to participate on any KPL team. Club Pass players are not defined as "guest players."

12.8 Over Age/Trapped Players

By definition for KPL, over age or trapped players are true U15 players who have not moved up to high school with their peers. A trapped player may not be used as a club pass player on any teams in the Fall.

- 12.8.1 During the fall season months only (Aug-Nov), U14 teams may roster up to five (5) U15 over age/trapped players. These players must be dropped from the roster by December 1st.



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12.8.2 All over age/trapped players should appear on league rosters and be approved by KYSA and must be listed on the Match report for each game. Trapped players must be dropped from the roster and transferred to their correct age group team before the team's roster is frozen for State Open Cup competition.

12.9 Roster Additions

When a team's active roster drops below the minimum number due to illness, injury or resignation, that team shall be allowed to add players to their roster through the normal registration process until they have reached the minimum or maximum roster limits. The KPL Commissioner may set Roster Freeze dates for each season in which no more roster additions will be permitted for KPL league play.

12.10 Individual Players Playing Up

12.10.1 Players are not restricted from playing on older teams.

12.10.2 Players are not permitted to play on younger teams at any time.

Section 13 TRANSFERS/COMMITMENT

All player or team transfers are governed by the policies set forth by KYSA. Please refer to the KYSA State Rules document posted at www.kysoccer.net for the most current rules regarding transfer players. The same document also contains the rules for player commitment. Once the KPL League Roster is frozen, all players who transfer clubs after that date will be ineligible to compete in KPL competition for the remainder of that season.

Section 14 INSURANCE AND INSURANCE CLAIMS

KYSA insurance provides liability insurance for players, coaches, club officers and league officials as well as medical insurance for all players and coaches.

Section 15 DISCIPLINARY RULINGS

15.1 Oversight Authority of the KPL Disciplinary Committee

The KPL Advisory Council or an appointed KPL Disciplinary Committee will be responsible to review all disciplinary matters for KPL. In situations where Red Cards or ejections have been issued for serious offenses, the KPL Disciplinary Panel will have the authority to hold Disciplinary Hearings and issue fines or extend suspensions as deemed necessary.

15.2 Suspensions Pending Hearings

In accordance with US Soccer rules, all suspensions are considered to be in force from the time an infraction is reported and verified until a disciplinary hearing can be held.

15.3 Automatic Penalties

Automatic penalties are to be applied to the next played KPL game or games.

15.4 Send Offs

15.4.1 Players who are Red Carded by the referee shall receive an automatic one (1) game suspension.

15.4.2 Coaches or team officials who are sent off (ejected) by the referee shall receive an automatic one (1) game suspension and a fine of \$250 made payable to KYSA before the teams next match.

15.4.3 A suspension is defined as not participating in the game in any manner whatsoever, including any type of electronic communication with team members left in the technical area. Suspended team personnel (i.e. coaches, etc.) are to leave the immediate vicinity. Immediate vicinity shall be



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defined as sufficient distance from the playing field where the offending party cannot cause additional disruptions to the game. This is considered the “Out of Sight and Out of Sound” principle. Due to travel and carpooling, players may remain in the team technical area on the bench for safety reasons. Otherwise, players should observe the “Out of Sight and Out of Sound” rule.

15.4.4 Penalties for more serious situations are outlined below.

15.5 Offensive, Insulting or Abusive Language

15.5.1 Players who are Red Carded and coaches or other team officials that are sent off for using offensive, insulting or abusive language before, during or after a game may receive a two (2) game suspension. This is not an automatic suspension and may be subject to a hearing.

15.5.2 Note that the team coach is responsible for the words and actions of all persons associated with his or her team before, during and after each game.

15.6 Violent Conduct and Serious Foul Play

Players who are Red Carded for violent conduct or serious foul play before, during or after a game will receive a two (2) game suspension.

15.7 Pushing or Striking

15.7.1 Players who are Red Carded for pushing or striking any player, coach, team official or match official may be suspended for up to one (1) year. A KPL Disciplinary Hearing will be required.

15.7.2 Coaches, managers or other team officials who are ejected for pushing or striking any league official, coach, manager, player or match official may be suspended for up to two (2) years. A KPL Disciplinary Hearing will be required.

15.7.3 Repeat offenders may be barred from any further participation in the KPL. A KPL Disciplinary Hearing will be required.

15.8 Accumulative Yellow Cards

Any player who receives five (5) yellow cards or coach who receives three (3) documented warnings, according to the official referee game report, in three separate games over the course of a single playing season shall be suspended for the next played KPL game. Two (2) yellow cards received during the same game will count as one (1) red card ONLY for accumulative suspension purposes. It is primarily the responsibility of the club or team to follow ethical practices in enforcing this penalty. The Director of Competition will track yellow card accumulation. This is an automatic suspension and not subject to a hearing.

15.9 Accumulative Red Cards

Any coach, manager, team official or player receiving two (2) ejections and/or dismissals, according to the official referee game report, in a single playing season may be suspended from participating in any further KPL games during that season. A KPL Disciplinary Hearing may be required.

15.10 Participation by an Ineligible Player

An ineligible player is one that is:

- Not properly registered with Kentucky Youth Soccer
- Not listed on the official Game Day Roster Form provided for each game
- Not approved via the Club Pass Roster Form process
- A player suspended by US Soccer organization, KYSA or the KPL

If an ineligible player is used the offending team shall automatically forfeit that game. The coach(es) may be suspended for up to two (2) games and fined up to \$500. The fine(s) shall be paid to the KPL Administrator before the team can compete in future KPL matches. Unpaid fines may result in further



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sanctions against the club and its teams.

15.11 **Playing a Suspended Player**

Any coach who knowingly allows a suspended player to compete in a sanctioned KPL game shall receive a minimum of a one-year suspension and the game(s) in which the ineligible player participated shall be forfeited. Automatic suspensions may be appealed to the Disciplinary Committee, but the suspension will be in force during appeal process.

15.12 **Participation by a Suspended Team Official**

Any coach who allows a suspended team official (coach, assistant coach, manager, etc.) to participate in a sanctioned KPL game, shall receive a one-year suspension and the game(s) shall be forfeited. Automatic suspensions may be appealed to the Disciplinary Committee, but the suspension will be in force during appeal process.

15.13 **Alteration and/or Falsification of Birth Records and/or Roster**

Any coach, manager, team official or player who falsifies a team roster or game report, who falsifies a birth date, or who affixes an illegal photograph to a player pass may be suspended for up to seven (7) years, pending a hearing by the KPL Disciplinary Panel.

15.14 **Application of Suspensions**

15.14.1 All suspensions or sanctions imposed by the KPL Advisory Council or appointed KPL Disciplinary Committee will fall under the jurisdiction of the KYSA state rules regarding Discipline/Completing game suspensions.

15.14.2 Any forfeited, canceled or postponed game is not considered a played game.

15.15 **Second Forfeit**

Teams that forfeit two games in a season may be suspended by the League Commissioner and/or Director of Competition and face expulsion from the league. This suspension may carry over to the following season and the club will be held responsible for any unpaid league fines and referee fees left by the team.

Section 16 **PROTESTS, HEARINGS AND APPEALS**

16.1 **Club Responsibility**

16.1.1 All teams, players, coaches, managers, team officials, clubs and/or leagues will follow the rules of the KPL, KYSA, US Youth and US Soccer. It is the responsibility of each player, coach, manager, trainer, team official and league official to know and understand the rules of the KPL.

16.1.2 Ignorance of these rules will not be considered an excuse for failing to follow them and will not be considered a defense in any KPL Disciplinary Hearing.

16.2 **Protests**

16.2.1 Protests will only be heard for misapplication of the Laws of the Game by the officials. Protests based on judgment calls, such as offside, handballs etc, are not permitted under any circumstances.

16.2.2 Only official team administrators listed on the Game Day Roster may file an on-site protest with the head referee. The on-site protest must be 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.

16.2.3 Only the Club President, Director of Coaching or assignee clearly designated by the Club President may protest the game. The protest must be completed in writing via e-mail sent directly to the KPL Commissioner and/or Director of Competition within forty-eight (48) hours of the scheduled kickoff time of the match being protested.

16.2.4 Any protests will be heard by the KPL Front Office Staff, and a decision made by that



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- organization. Any appeals of that decision will be sent to the Advisory Council for review.
- 16.2.5 A \$300 fee must accompany all protests. If the protest is accepted, the fee will be returned with the notification of such.

16.3 Hearings

- 16.3.1 Referee abuse and assault cases are referred to KYSA.
- 16.3.2 Other infractions are referred to the KPL Advisory Council or Appointed KPL Disciplinary Panel. Any protest or grievance not pursuant to Section 16.2 above, must originate from a formal complaint by a KPL Administrator, Club Administrator, or referee. Complaints will not be accepted from parents, players, coaches or team managers.
- 16.3.3 If an imposed penalty is limited to KPL games, the outcome of the hearing may not be appealed.
- 16.3.4 If an imposed penalty affects all games, including league and tournament play, the outcome may be appealed to KYSA.
- 16.3.5 If an imposed penalty is limited to all KYSA activities, the outcome may not be appealed to the US Soccer.
- 16.3.6 If an imposed penalty extends to all soccer activities inside and beyond KYSA, the outcome may be appealed to US Soccer.

16.4 Use of the Court System

US Youth Soccer Bylaw 704, Section 1 states that, "No member of US Youth Soccer, official, league, club, team, player, coach, administrator 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, and as provided within US Youth Soccer."

Section 17 LAWS OF THE GAME AND PLAYING RULES

17.1 Rules of Play

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. Authorized modifications to the Laws of the Game, as permitted by FIFA, are noted below.

17.2 Modifications to the Laws of the Game - Substitutions

- 17.2.1 9U-12U age 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.
- 17.2.2 13U-14U Premier Divisions will play following the **Substitution Moments** policy:
- 13U & 14U Premier Division teams may utilize up to three (3) substitution moments per **half** + halftime to make unlimited substitutions during those moments ONLY.
 - Teams must present a substitution moment card to the referee signifying the use of one of the three (3) moments. Halftime is a "free" moment.
 - Substitution cards are returned to the team for the second half.
 - Teams may not "piggy-back" off opponent's substitution moment.



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- Substitutions may occur on any stoppage of play with the approval of the referee.
- Re-entry is permitted.
- Temporary substitutions are permitted for any suspected head injury. If the player is cleared of a head injury, they may re-enter the game upon approval of the referee to replace the temporary player. This will not count as a substitution moment.
- If a team is out of substitution moments suffers any other sort of injury, they must play down a player until another substitution moment presents itself, i.e. halftime.

17.2.3 15U-19U Premier Divisions will play following the **Substitution Moments** policy:

- 15U-19U Premier Division teams may utilize up to four (4) substitution moments per **game** + halftime to make unlimited substitutions during those moments ONLY.
- Teams must present a substitution moment card to the referee signifying the use of one of the four (4) moments. Halftime is a “free” moment.
- Substitution cards are returned to the team at the conclusion of the game.
- Teams may not “piggy-back” off opponent’s substitution moment.
- Substitutions may occur on any stoppage of play with the approval of the referee.
- Re-entry is permitted.
- Temporary substitutions are permitted for any suspected head injury. If the player is cleared of a head injury, they may re-enter the game upon approval of the referee to replace the temporary player. This will not count as a substitution moment.
- If a team is out of substitution moments suffers any other sort of injury, they must play down a player until another substitution moment presents itself, i.e. halftime.

17.2.4 13U-19U First Divisions will play under the unlimited substitution policy.

17.2.5 9U-12U All Divisions will play under the unlimited substitution policy.

17.2.6 Failure to comply with KPL Rules, including the substitution policy, may result in the abandonment of the match result and the game reschedule.

17.2.7 Referees may add extra time in accordance with the FIFA Laws of the Game.

17.2.8 A player who is suspected of suffering a concussion may be substituted at any time (even in limited substitution divisions) to be evaluated or treated for potential concussion.

17.2.9 KPL Academy games (9U & 10U) will play with a build-out line or referees will move defending team back to midfield on goal kicks or when goalie is in possession of ball.

*****Please review the KPL Substitution Policy posted online at www.kysoccer.net for more information regarding this policy in its entirety.**

KENTUCKY PREMIER LEAGUE



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17.3 Playing Formats

The Playing Formats shall be as follows, all matches are official at conclusion of regular time:

Age	Halves	Ball	Game Format	Substitution Policy	Roster Range
17U-19U Prem. Div.	2x45 Minutes	Size 5	11v11	4 Moments per <u>Match</u> – Premier	7 – 22
17U-19U 1 st /2 nd Divs.	2x45 Minutes	Size 5	11v11	Unlimited – First/Second Div.	7 - 22
15U/16U Prem. Div.	2x40 Minutes	Size 5	11v11	4 Moments per <u>Match</u> - Premier	7 – 22
15U/16U 1 st /2 nd Divs.	2x40 Minutes	Size 5	11v11	Unlimited – First/Second Div.	7 - 22
13U/14U Prem Div.	2x35 Minutes	Size 5	11v11	3 Moments per <u>Half</u> - Premier	7 – 22
13U/14U 1 st /2 nd Divs.	2x35 Minutes	Size 5	11v11	Unlimited – First/Second Div.	7 - 22
11U/12U All Divs.	2x30 Minutes	Size 4	9v9	Unlimited – All Divisions	10 – 18
9v9 10U All Divs.	2x30 Minutes	Size 4	9v9	Unlimited – All Divisions	10 - 18
10U All Divs.	2x25 Minutes	Size 4	7v7	Unlimited – All Divisions	7 – 14
9U All Divs.	2x20 Minutes	Size 4	7v7	Unlimited – All Division	7 – 14

17.4 Abandonment of Game

17.4.1 Any game that is abandoned because of inclement weather or darkness, after the completion of the first half, will be considered a completed game. If the first half has not been completed, the game will be replayed in its entirety prior to the end of the current season.

17.4.2 The KPL Commissioner shall review any game abandoned for any other reason.

17.5 Reporting of Scores

The home team is responsible for reporting scores to KPL, but either team may enter the scores to ensure it is completed in a timely manner. Game scores must be reported within 48 hours and should be submitted via the online system. Scores will be kept in the 9U and 10U Academy, but they will not be published.

17.6 Delayed Game Start

Any team delaying the start of a scheduled game by more than fifteen (15) minutes without authorization from the KPL Commissioner shall forfeit the game to their opponent and shall be responsible for full payment of the game referee fees.

17.7 Failure to Appear for a Game

If both teams do not appear for a scheduled game and the match official rules the grounds playable, both teams shall be assessed with a loss, a \$300 fine and all applicable referee fees.



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17.8 Coaching from the Sidelines

- 17.8.1 Coaching from the sidelines is allowed in accordance with FIFA Laws of the Game. Only persons with a valid pass are permitted to coach or give direction from the sidelines. Only one person at a time is authorized to convey tactical instructions. No mechanical or electrical communication devices are permitted. Coaches must attain KYSA Minimum Coaching Standards to be on the sideline.
- 17.8.2 The number of team officials (i.e., coach, assistant coach, DOC, team manager) in the technical area shall be limited to three (3). All others must go to the spectator sideline.
- 17.8.3 The technical area as defined by FIFA Laws of the Game shall apply: The technical area extends 1m (1yd) on either side of the designated seated area and extends forward up to a distance of 1m (1yd) from the touch line. This will apply even if the technical area lines are not marked/painted at the game site.
- 17.8.4 The team officials must remain within the confines of the technical area except in special circumstances, for example, a team official assisting an injured player.
- 17.8.5 The home team or, in the case of a neutral venue, the team listed first on the schedule will have their choice of preferred sideline. Spectators must take the opposite sideline to the teams.

17.9 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 schedule. Away team is defined as the team who appears second on the schedule.

- 17.9.1 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.
- 17.9.2 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.
- 17.9.2 The host team must ensure that all goals are properly secured, nets in good condition and corner flags are properly placed.
- 17.9.3 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.
- 17.9.4 The home team shall be responsible for providing a game ball.
- 17.9.5 In the event the home club cancels a match due to unplayable field conditions, the home team is responsible for notifying the League Commissioner and all visiting KPL teams of the cancellations in sufficient time to avoid travel concerns.
- 17.9.6 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.
- 17.9.7 Within 48 hours of the completion of the game, the home teams must submit the score into the online system and report any red cards to the League Commissioner via e-mail.

17.10 Medical Release Forms/ Verification of Age

Notarized medical release forms and approved verification of age certificates (provided in section 11) must be available at all KPL games.



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Section 18 CODE OF CONDUCT

18.1 Code of Conduct

Head Coaches and Team Managers will be required to sign a Code of Conduct document and submit to KPL prior to first game each seasonal year. Head Coaches are responsible for informing their parents and team of conduct expected during all KPL matches.

18.2 Policies and Rules

All coaches, players, spectators, teams and clubs will be expected to acknowledge reading and adhering to all league policies and rules regarding behavior.

18.3 Sanctioning

Individuals, teams and clubs may be sanctioned if an accumulation of incidents (from caution/ejections/forfeits/etc.) reaches an unacceptable level any season.

18.4 Removal of Team Officials

The KPL reserves the right to require the removal of Team Officials who do not follow the Code of Conduct for any reason.

Section 19 REQUIREMENTS OF REFEREES

19.1 Pass Verification

Prior to the match kick-off, the referee shall obtain an official line-up card from both teams and check player ID cards (Players, coaches, managers and team officials) with players and roster. Teams are to have their player cards, rosters, medical releases, and age verification documents on site in case of dispute or injury.

19.2 Equipment Verification

Referees shall make sure that each player's equipment is in proper order during a pre-game check.

19.3 Field Verification

Prior to the start of the game the referee shall make sure that all goal nets and corner flags are properly installed and in proper repair, that the field has the proper markings, and that the ground is fit for play. Both goals must be securely anchored. If the referee determines the field unsafe, they may determine to not play the game. Home/host team may be subject to KYSA sanctions if a field is deemed unsafe.

19.4 Referee Qualifications

All referees will be currently registered USSF Grassroots, or higher, officials. No person shall officiate as a referee or as a neutral assistant referee in any match under the sanction or jurisdiction (direct or indirect) of the USSF who is not registered with the Federation.

19.5 Referees Assignments

19.5.1 All KPL games must be assigned by KPL League Assignors.

19.5.2 All initial KPL game assignments will be administered by League Assignors and reviewed by the League Assignor Coordinator and the KPL Commissioner.

19.5.3 If a team changes game details directly with their local assignor or any other assignors without express approval from the KPL Office, the team/club is subject to a \$300 fine.

19.6 Referee Conflict of Interest

Referees may not officiate a game in which a team participant is a member of his/her family, or in which there is a close relationship with one of the teams, unless both coaches agree and sign the game report



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stating such an agreement.

19.7 Use of Club Officials

All matches must have at least one neutral official to act as the Center official. The neutral official must be a current registered official with USSF and be a Grassroots level referee or higher. In emergency situations, and upon approval from the League, club officials may be used as the AR's.

19.8 Ejections

If a player, coach, manager or other team official is ejected for misconduct, the Referee must complete the supplemental game report found on the Kentucky Referee Association website and submit in a timely manner to the KPL League Commissioner.

19.9 Referee & Assignor Fees

19.9.1 All Referee fees will be collected by the KPL once the official schedule has been finalized.

Assignor fees are included in KPL dues. Referee and Assignor payments will then be made directly to the officials by the KPL. Referee compensation will be reviewed annually and determined by the Advisory Council and the SYRA.

19.9.2 When a full crew of officials is not available, the referee and any assistant referee should only be paid the designated fee for that position.

19.9.3 Referee Payments – Cancelled Game Policy

Weather Related Cancellations:

- If a game is cancelled by the site manager due to the weather and/or unsafe field conditions prior to 60 minutes before the start of the match, the referees will not be paid. Those referees will be given the first chance to referee the rescheduled game.
- If a game has started and the site manager closes the fields, the referees may keep the payments already made. Referees will not be paid for any KPL games for the remainder of that day that are not played. When the cancelled game is rescheduled, the newly assigned referees will be paid.
- If a game has started and the referee terminates the game due to severe weather or unsafe field conditions, the referees may keep the payments already made. Referees will not be paid for the remainder of the KPL games that day. When the game is rescheduled, the newly assigned referees will be paid.

19.10 Referee Game Reports

Referee Game reports will be filed via a secure web site.

19.10.1 The referee shall keep a complete record of the game and complete the online report within twenty-four (24) hours of completion of the game.

19.10.2 Game Reports involving cautions (Yellow Cards) or ejections (Red Cards) must be submitted to the League Commissioner and copied to the KPL Assignor Coordinator assignor within 24 hours of the completion of the match.

19.10.3 The League Commissioner will be advised of improperly completed Referee Game Reports

19.11 Referee Abuse and Assault

Reports of Referee Abuse or Referee Assault shall be submitted to the KYSA Executive Director, KYSA Disciplinary Committee, KPL Commissioner, SRA and SYRA within 48 hours of the incident.

Section 20 REQUIREMENTS OF PLAYERS

20.1 Player's Equipment

All players are required to wear equipment that is not considered dangerous to themselves or other players in accordance with FIFA regulations, including shin guards. The Center Official will have final



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determination on all issues regarding player's equipment, including casts.

20.2 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.

20.2.1 Once a team is checked in, the players are not allowed to switch numbers without first notifying the referee.

20.2.2 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.

20.2.3 All uniform shirts must be clearly numbered on the back.

20.2.4 Players may wear numbers on their shorts and socks that correspond to their uniform shirt numbers.

20.3 Other Uniform Markings

20.3.1 Team names may be displayed on the uniform.

20.3.2 Teams should only display a US Youth Soccer, KYSA and KPL patches and logos on their uniforms. No competing youth soccer organization markers are permitted.

20.3.3 Teams may display sponsor logos on jerseys with approval from KPL Commissioner and/or Director of Competition.

Section 21 REQUIREMENTS OF COACHES

21.1 Coach's Responsibilities

21.1.1 All coaches and managers will be required to read all league rules prior to each season.

21.1.2 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 all of the above to behave in a proper and respectful manner.

21.1.3 All coaches' sportsmanship and overall behavior will be reviewed by the league Commissioner and Advisory Council.

21.1.4 Each coach is responsible for submitting the proper game rosters prior to each match to the referee.

21.1.5 In the event that a coach wishes to protest a game, he/she should inform the referee prior to the start of the match, at half-time, or within five (5) minutes of the final whistle and the KPL Commissioner or Director of Competition in writing via e-mail within twenty-four (24) hours of scheduled kickoff time. The referee will note the reasons for the protest on the Referee Game Report.

21.1.6 The coach is responsible for enforcing suspensions to players or team agents.

21.1.7 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.

21.1.8 When neutral sites are utilized, the liability for goal security is broad-based. When playing at a neutral field, both teams will be responsible for making sure the goals are securely anchored.

21.2 Valid Pass

Each coach and team administrator must register with KYSA and carry a valid KYSA coaching/bench pass to matches.

21.3 KidSafe Disclosure Forms

All team bench personnel must have, on file with KYSA, a completed and signed KYSA KidSafe disclosure statement. A background check must be completed and approved prior to a coach beginning league play.



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21.4 Minimum Coaching Education Standards

KYSA will approve guidelines which include minimum coaching standards for coaches. Coaches participating in the KPL must possess at minimum a USSF "D" Certificate (Formally known as the USSF State "D" License) to be on the sidelines. All Coaches must adhere to these published minimum coaching education standards.

21.5 Coaching Conduct

All coaches in the KPL are expected to exhibit the highest level of sportsmanship. In the event the referee determines the conduct of the coach is detrimental to the game, the referee may ask the coach to leave the immediate vicinity. Immediate vicinity shall be defined as sufficient distance from the playing field where the offending party cannot cause additional disruptions to the game. This is considered the "Out of Sight and Out of Sound" principle.

21.5.1 Any coach ejected from any KPL game for serious offenses may be required to attend a disciplinary hearing. Penalties for serious offenses can include (but are not limited to) completion of referee certification, probation, and suspension.

21.5.2 All Coach ejections will be made subject to a fine of \$250 made payable to KYSA before the teams next match and reviewed by the League Commissioner. The Commissioner, when deemed necessary, may solicit further input from the Advisory Council and/or Disciplinary Committee Advisory Council regarding these incidents and penalties.

21.5.3 Any coach who receives more than 1 ejection during a season may be asked to complete a referee certification course, be placed on probation, or suspended.

Section 22 AWARDS

The League shall determine the league, team and individual awards to honor significant achievement during the season. The KPL will publish the description and criteria for all awards prior to each season.

Section 23 MATTERS NOT PROVIDED

The League Commissioner, Director of Competition, Advisory Council, KYSA Executive Director and the KYSA Board of Directors reserve the authority to make decisions and resolve conflicts for matters not otherwise expressly provided for in this copy of the KPL Rules, Policies and Procedures.