



League
Policies
and
Procedures

2023

Thruway League
4618 West Ridge Road
Spencerport, NY 14559



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Policies and Procedures

This league will be known as *The Thruway League*. The Thruway League is affiliated with the New York State West Youth Soccer Association, US Youth Soccer, the United States Soccer Federation, and FIFA.

Teams from non-member clubs may apply for consideration to the league. Please read the section on Team Registration before applying.

Teams must be registered with New York State West Youth Soccer Association (NYSWYSA) or an approved National State Association affiliated with the United States Youth Soccer Association (US Youth Soccer). For Non-NYSWYSA teams, all homes games must be played in NY West Boundaries

Pursuant to USSF Policy 601-7, section 2 (a) Any team wishing to compete in a game, tournament, or league in a state other than the one in where it is domiciled must receive written permission to do so from both states involved:

- 1) The State Association where it is domiciled
- 2) The State Association where it wishes to play

Note: The conditions, fees and procedures to obtain such permission, and the duration of such permission, shall be determined by the State Association.

Teams from a State Association other than NYSW need to have the above stated permission on file with the league administrator each season prior to acceptance in the league. Failure to have this permission on file will result in forfeits and fines. All forfeits shall also be deemed a game cancellation and subject to the fee schedule accordingly.

The participation fee in the Thruway League is \$250.00 per team. *The league entry fee and all referee fees must be paid by date specified on league. Failure to pay this fee will result in suspension from the league.*

All games shall be officiated by referees who are registered with USSF. The Thruway League will pay the assigning fees for all league games.

The season will run from March 1, 2023 through July 2, 2023

Age Groupings

The Thruway League is comprised of 10 age groupings. Each age group shall be separated into a boys and girls conference. There **may** be two divisions within each age group, the National (1st) division shall be the most competitive, and the President's (2nd) division shall be considered less competitive than the National division. All teams are required to play in the age-appropriate division.



Team Registration

The entry of teams into the Thruway League must be accepted by the Thruway League Board of Directors whose decision is final. Acceptance and placement of entry may be based upon findings of competitive skills, risk of injury to players, the best interest of youth soccer, field submissions, certified referee availability, acceptance of the NYSW Zero Tolerance Policy, and previous history. Teams new to the league and teams from non-member clubs shall be placed into the 2nd division unless otherwise determined by the competition committee.

****All team registration and referee fees must be paid in full by payment deadline. Failure of qualified teams to pay these fees in full by the deadline will result in not being accepted to the league. ****

All Teams Participating in the Thruway League will not be allowed to play in their local district league as well as any other state level league(s) that operate during the same time frame as the Thruway League. Participation in USYS National League and its conferences are exempt. Teams found to be participating in a such leagues will be suspended from league play. All games played up to that point (if any) will be declared forfeits with such fines and penalties assessed.

This is a Premier league. New teams of non-member clubs should consider whether they have a strong enough resume before applying. The following items are given strong consideration by the competition committee:

- National Championship Series (State Cup) results
- League play prior to application to the Thruway League
 - What league?
 - What division?
 - Level of finish

Coaching License Levels

The coaching license level of all coaches participating in the Thruway League will be as follows:

- For the National (1st Division) – All coaches/sideline staff (IE. Head or Assistant Coaches) of teams will hold as a minimum a USSF National D license.
- For the Presidents (2nd Division) – All coaches/sideline staff (IE. Head or Assistant Coaches) of teams will hold as a minimum of the following requirements.
 - A USSF E License
 - 2 pre-requisite D license Grass Roots Modules
 - Modules must include in-person/blended 9v9 and 11v11 modules

Equivalent License for consideration

- FIFA sanctioned / recognized coaching association license or a UEFA license. It must be a minimum of a C or higher License to be considered and proof has been approved by US Soccer and Thruway League. The leagues decision on whether they will be accepted is final.



- National Soccer Coaches Association / United Soccer Coaches – Only coaches that have coached annually in the Thruway League from “2014-present” will be considered for this equivalent and will be grandfathered once verified and approved by the league. League decision will be final

Recognized equivalents (*only for those coaches who have been coaching continuously in the Thruway League since 2014*) between USSF and USC courses for the Thruway League looks like this:

<u>USFF License</u>	<u>USC License</u>
USFF A License	NSCAA Premier
USFF B License	NSCAA Advanced National
USFF C License	NSCAA National
USFF D License	NSCAA National
USFF Grassroots License	NSCAA Level 5 & 6

Promotion and Relegation

This league is a true promotion and relegation league. The bottom two teams from the 1st division will be relegated to the next lower division the following season. The top two teams from the 2nd division will be automatically promoted to the next higher division the following season.

Please note that in situations where there is less than (6) teams in a division, 1 team instead of 2 may be relegated or promoted.

Other teams will be considered for promotion and relegation on a team-by-team basis. The coach listed on the team application form will be consulted prior to any action in this regard; however, the ruling of the League Board of Directors shall be final.

Team Rosters

Team Rosters must be:

- Submitted to RosterPro at time of team application/registration
- Correctly filled out including a jersey number for each player
- Certified by NYSWYSA / US Youth Soccer
- If not received by roster freeze deadline, the team may face suspension by being placed in bad standing with the league.
 - NYSW team rosters will be considered submitted when they are entered into the Thruway League in RosterPro on the NYSWYSA state system.

The roster limit for 9U-10U is 14 players, and 11U-12U teams is 18 players. For all other age groups, the limit is 22 players (however no more than 18 may check into any game).

Rosters will be frozen at midnight, February 1st. All changes to rosters, regardless of when they occur, need to be supported by release and transfer paperwork approved by the proper state authority. It is solely the responsibility of the team to ensure that the League Administrator receives their certified



roster (entered in Rosterpro on the NYSWYSA state system). Players moving into NYSWYSA footprint or joining a **MEMBER CLUB** after the roster freeze can be considered for addition to the team roster provided they do not replace an existing player(s) and there is room on the team roster.

Playing Up (Players)

A team may have on its official Thruway League roster and certified NYSWYSA roster only players of the following age groups:

(1) Each player on the team must be (A) of the age of the age group competition in which the team is participating in that seasonal year, or (B) of the age in either of the next 2 younger age groups of that age group competition in which the team is participating in that seasonal year.

(2) All teams must have 50% + 1 age-appropriate players in the 9U-16U age groups. The 17U and older age groups do not have to have 50%+1 of players at the age bracket they are competing under, however they must have 3 age-appropriate players for the specific age of the division they are competing

Secondary Rostering

A player shall be rostered to one team and one team only participating in this league. A player can carry either a primary or secondary player pass, however if the player carries two passes, the other pass must be for another *TEAM* not participating in the Thruway League. All teams must Primary roster the minimum number of players required to start a USYS game. For 9U-12U that number is 6 Primary players and for 13U-Up that number is 7 Primary players.

Players Passes, Risk Management Passes and Rosters

Players Passes: All players must have a player's pass bearing the approved mark of the US Youth Soccer State Association Registrar and be sealed with a current photo of the player, in order to participate in any Thruway League game and/or be on the team sideline. Player passes are required at all games. US Club player passes are not valid and use is grounds for immediate forfeit/suspension from the league.

Team Officials Passes: All team officials must possess a valid US Youth Soccer State Association Risk Management pass, bearing the approved mark of the US Youth Soccer State Association Risk Management officer.

All team officials must be 18 years or older, the team official must possess a valid US Youth Soccer Risk Management pass, bearing the approved mark of the US Youth Soccer State Association Risk Management officer, signed by the team official, and stamped by the State Risk Management Officer indicating that the team official is not as yet of age. No player may be rostered as a player and staff member on the same team.

No game may begin unless there is at least one team official for each team that possesses a valid NYSWYSA Risk Management pass and is older than 21 years of age present on the team's sideline.



Players and Team Officials Passes and Game Rosters: In addition to passes, the team must present the referee crew with an original **Thruway League gameday roster** (for that specific match). Referees are to check to be certain that the passes and gameday rosters match. Any non-coaching team official may be on the team sideline without being on the roster, however they **MUST** have a valid NYSWYSA Risk Management pass and the appropriate coaching license.

There are no exceptions to the rules regarding passes and rosters. Rules regarding passes are not to be interpreted and must be strictly enforced by all referees at all Thruway League games.

Any team appearing without authorized player passes shall be deemed as forfeiting the game and will be fined the forfeit penalty, plus applicable referee fees per occurrence. Any individuals who do not possess a valid pass will not be allowed to remain on the team side of the field.

In the event that a team appears at a game site with passes but without the gameday roster, a certified NYSWYSA (or other National State Association) printed roster with the player's names, jersey numbers, and player pass numbers shall be given to the referee who, in turn, will file a report with the league commissioner, attaching said roster to the report. A \$50.00 fine will be imposed on the team for each such instance.

There will be a 15 minute grace period at the beginning of the match for each team and team official to present their required documentation or the game shall be deemed a forfeit to all parties who were unable to provide the proper and required documentation. The game shall not start until the documentation is complete. If a team official at the game site refused to provide said documentation AND said team is not at full strength BUT has enough players to start the match (typically 7), the referee shall have the authority to abandon the match and the match shall be considered a forfeit. DOCUMENTATION SHALL NOT BE USED AS A DELAYING TACTIC. In any case, the team officials must always have the original risk management passes. No photocopy of said Risk Management documentation will be considered valid.

If for whatever reason, a team is unable to have an adult with a valid Risk Management pass on the team side of the field at any point during a match, the game shall be terminated and considered a forfeit by said team with all the penalties that any forfeit implies.

NOTE: Adults who are properly on the sideline with the team will be responsible for the actions of all members of the team. Should an adult team official refuse or be unable to control the actions of his or her team, the game shall be terminated, and the adult team official will automatically be penalized for failure to control the bench area. The penalty shall be the same as if the team official had been dismissed from the match.

Referee's Passes: All referees that are assigned to officiate Thruway League matches are required by USSF to be certified in the current year and assigned to said match by a USSF Certified Assignor; and are required by NYSWYSA to have a current and valid RM pass. Referees on Thruway League matches within the boundaries of NYSWYSA are also required by NYSWYSA to possess said pass at all games they officiate. If the referee is an adult, the pass must bear the seal of the US Youth Soccer State Association



Risk Management Officer, be sealed with a photograph of the referee that is not more than 2 years old and be signed by the referee. If the referee is not as yet 21 years old, the pass must still bear the signature of the US Youth Soccer State Association Risk Management Officer and stamped that the referee is not as yet of age, but need not be signed by nor bear any photograph of the referee.

Team Performance

Teams will not be required to provide performance bonds. For each forfeit there will be a fine, payable by the club. The clubs will be billed and must pay the fines to remain in good standing. If a second game is forfeited the team will be expelled from the league for the following Thruway season. Any team which either withdraws from the league shall be subject to a \$250.00 fine and shall forfeit their team registration fee. In addition, they will be responsible for all fines incurred by the team up to the point of withdrawal. The Thruway League encourages clubs to collect bonds from those teams the club feels are at risk for incurring forfeit charges. Remember, **the final responsibility for all fees and fines lies with the CLUB.**

Club Pass Call Up Players

Club Pass Call Up players will be permitted by the league for all teams. The intent of using call up players is for player development.

- a) A maximum of 3 club call up players will be allowed at any league game for teams playing in small sided format games (9U - 12U).
 - b) A maximum of 5 club call up players will be allowed at any league games for teams playing in full sided format games (13U and older).
 - c) Club call up players are to be included in the maximum number of players permitted to be dressed for a match. Rosters cannot exceed the maximums.
 - d) The spirit of the guest player call up is for player development.
- Call Up Players **MUST** be registered members of the club they are playing for, and hold a player pass of the club.
 - **ALL CLUB PASS CALL UP PLAYERS MUST BE REGISTERED MEMBERS OF THE CLUB, 7 DAYS PRIOR TO PARTICIPATION IN A GAME**
 - If a Call Up player holds passes in multiple clubs that participate in the Thruway League and they are rostered to a team in the Thruway League, they are only eligible to guest play for the same club in which they are rostered, even if they hold a pass in another club.
 - **They cannot play for two different clubs in the league.**



- Club Pass Call Up players are only permitted to play up in age group or competition level, **regardless of their age appropriate and gender group**. For example, a 12U National division (1st division) player could guest play with the 13U team from his club but would not be permitted to guest play on a 12U President's division (2nd division) team. Another example, a 13U National Division girl may not play in a 13U boys division (1st or 2nd) game. Any incorrect use of a guest player will be treated as an ineligible player.
- The Club Pass guest player's name, pass number, name of the team he/she is regularly rostered with, date of birth and jersey number must be **neatly printed** to the bottom of the match roster prior to the game in which they play.

Player Eligibility

All players must have a valid US Youth Soccer player pass and must appear on the team's certified roster. If it is discovered that an ineligible player was used, all games that the player may have participated in will be deemed forfeits.

Requests concerning player eligibility should be directed to the League Administrator. Investigation of player eligibility shall not be construed as a protest. For the good of the game and the league, any questions concerning player eligibility must be resolved within 10 days.

Scheduling Games – Changes to the Preliminary Schedule

The preliminary Thruway League matchups will be published to the website in January. Teams will have until March 1st to complete scheduling games. If games go unscheduled past March 1st, the league will schedule games for the last weekend of the season. The games will be final.

Please note that for competition purposes the following league policies:

- Any 13U through 19U team cannot play two games in one day, no exceptions.
- For the 9U-12U age groups, teams will be allowed to play up to 2 league games in a single day, subject to the following criteria.
 - **Each team will be allowed only two such 2-game days per league season.**
 - **No HOME team may play two games in one day**
 - **The travelling team must be travelling a minimum of 75 minutes to the game location. Travel times less than that will not qualify.**
 - **The minimum time between the 2 games' start times must be 2 hours (9U-10U) and 4 hours (11U-12U).**

Rescheduling Games – Changes after the Final Schedule is set

Please Note: Revert to the fine table on the website for additional reference

NO GAME MAY BE CANCELLED WITH LESS THAN 24 HOURS TO KICKOFF

*No request to cancel a scheduled game will be honored by the league with less than the 24–48-hour timeframe unless the requesting team's club president / director of coaching requests the change to the league president and the league president agrees to allow the change. **If this permission is not obtained, the game shall be deemed a forfeit.***



Each team will be allowed to reschedule up to 2 games in season free of charge, so long as it falls within the 6–10-day timeframe. Any additional changes will follow all league game reschedule fee guidelines listed in the fee table

EXCEPTION: Games which must be rescheduled due to National Championship Series and USYS National League play may not be subject to rescheduling fees unless they are 72 hours or less to scheduled game. Final determination will be up to the league administrator.

To reschedule a game the team coach or manager MUST:

- a) Contact the opposing team and mutually agree to cancel the original game and schedule a make-up game.
- b) Contact the League Administrator with that information. (Remember – all game changes after the season has started will have late game re-scheduling fee).
- c) If game was cancelled due to weather the club field coordinator must provide a note of the facility closing

For each game not made up, there will be a forfeit and a fine will be assessed to the team or teams refusing or unwilling to make up the game. Clubs will be invoiced for the fees and fines. The check for these is made payable to the Thruway Soccer League and sent to the league office.

If the fees/fines are not paid within 30 days of the invoice, the team will be deemed 'not in good standing', not allowing the team to register for the following season (until fines are paid). **Clubs** are liable for all penalties incurred by their teams. If the club does not pay the fine, then the club is put in bad standing. This will prevent all teams from that club from playing in the Thruway League until the fine is paid.

Unscheduled Games

If over the course of the season a game remains as unscheduled, the following procedure will be administered by the league to get the game properly scheduled:

- a) The league administrator will contact both teams and ask each to submit three dates by a specific date to determine when they are available to play.
- b) The league administrator will review the dates submitted by each team to see if there is any mutually agreeable date.
- c) If there is a mutually agreeable date, the league administrator will choose that date first.
- d) If there is no mutually agreeable date, the league administrator will choose a date for the match (last weekend of league season).
- e) Teams will be expected to play on the chosen date. If either team chooses not to play, the team(s) that does not show will be charged with a late cancellation fee, a forfeit fee, and the surcharge fee. Teams may also be assessed for field rental charges if the league must arrange for a field for the match to take place.



- f) If both teams are found to be culpable in not scheduling the game, the match will be declared a double forfeit. Which shall mean that both teams are charged with a loss in the standings, both teams are charged forfeit fines, cancellation fines, and surcharge fines.

Make-Up Games (Rain outs)

Coaches are **expected** to work with each other and the League Administrator to arrange whatever convenient times may be available to make up their games.

All make-up games must be rescheduled and played by the final day of the Thruway League season.

Field Closures for Weather

Any cancellation due to a field closure for weather **MUST BE** reported to the league office **no later than Noon the day of the game** in order for the league office to have adequate time to give notice to all parties involved in the match. If a game is scheduled prior to noon, 4 hours' notice must be given. Failure to notify the league by the proper time will result in a late rescheduling fee.

Field closures **MUST BE** accompanied by documentation of the closure by the field operator.

Unfinished Games

Unfinished games due to any cause shall be replayed providing neither team is at fault and the play has not begun in the second half of regulation time. If play is stopped during the second half of regulation time and cannot be resumed, and neither team is at fault, the game shall be declared finished and complete. Should play be stopped at any time due to one (1) of the teams being adjudged at fault, whether the game is to be replayed or declared a forfeit shall be at the discretion of the League Administrator and the Board of Directors.

Cancellations

Teams must play all games and be willing to travel. If a team refuses to travel to a game site, that team may be subject to sanctions in addition to the \$300.00 forfeit fine and/or late game cancellation fines which may include expulsion from the league. The team will also have to apply for future acceptance into the league.

Scoring System

League standings will be kept for all age 11U-19U groups. The following scoring system will be used to determine a winner for each division within an age group:

Win = 3 points, Loss = 0 points, Tie = 1 point

If teams are tied in the standings, at season end, the following will be used to break the tie

1st Tiebreaker: Head to Head

The team with the best record against the tied opponent will be declared the winner.



2nd Tiebreaker: Goal Differential

The team with the best goal differential for the season will be declared the winner. Goal differential is determined by subtracting the goals allowed from the goals scored for each game of the season. The maximum difference is 3 for each game, both positive and negative.

3rd Tiebreaker: Goals Against

The team with the fewest goals allowed over the entire league season will be declared the winner.

4th Tiebreaker: Co-Champions

If one team forfeits, the result shall be a 3-0 score for the team not forfeiting. If both teams are at fault, the score shall be a 0-3 result for both teams. **Teams assessed forfeits are ineligible for League Championships.**

Awards: The Thruway League will provide each member of a team finishing in first place of each division within a competitive age grouping a Champion's shirt.

Protests

All protests must be submitted in writing to the League Administrator within 1 week of the game in protest and must be accompanied by a non-refundable certified bank check or money order (no personal checks) in the amount of \$300.00 made payable to the league. If the protest is upheld a refund of 150.00 will be returned. If the protest is lost the sum of 0\$ will be refunded.

*Mailing Address:
The Thruway League
4618 West Ridge Road
Spencerport, NY 14559*

A referee's judgment is normally not considered a valid reason for protest. Incorrect application of The Laws of the Game is considered valid reason for protest. *The game officials must be advised that the contest is being played under protest.*

All protests will be heard at an executive meeting called by the board of directors. A team losing a protest will lose any points earned in the game protested.

Appeals

Should a team wish to appeal the decision by the board, the line of authority for appeals is as follows:

- a. New York State West Youth Soccer Association
- b. United States Soccer Federation Appeals Committee

Appeals normally have appeal fees and specific timeline requirements to be considered a valid appeal.



Fields

There must be an active field coordinator for each club. This person will be responsible for all fields used by their club. The Thruway League reserves the right to use this person as a liaison between the club and the league on issues pertaining to the fields used by the club.

The home team is responsible for proper preparation of their fields. This means the grass must be cut, fields properly lined, fields dimensions are appropriate for the age, nets properly secured in all areas, corner flags installed, and the field is in playable condition. At game time a referee may declare the field unplayable. If unplayable for the above reasons, not acts of God, the home team is responsible for payment of the referees for the cancelled game, reporting to the League Administrator and will be charged with a forfeit. In addition to the fees for forfeiting the game, a fine of \$50.00 for improper maintenance or marking of the field shall be levied against the home team.

The Technical Area: All coaches, players and bench personnel must abide by a “technical area” while on the sideline. If fields have a technical area drawn for coaches, substitutes, and other team officials then such area will be used as the designated area. If a field does not have a drawn technical area, then the following specifications will be used to designate the area. It must be no closer than 5 yards from an extension of the halfway line (we strongly recommend 10 yards) and must not be any closer than 1 yard from the touchline. The maximum length of the technical area is 15 yards. No seating shall be placed closer than 2 yards from the front of the technical area. All coaches, substitutes and team staff must remain inside the technical area during the run of play and shall only leave the technical area to report to the halfway line in order to report as a player into the match.

Game Uniforms

Socks and jerseys of opposing teams must be of contrasting colors. Home team is to wear their “dark” uniform kit. The **team in error** must change their jersey if there is a color issue.

For all Thruway League games the kit colors will be as follows:

- **Home team will be in their “dark” jerseys and socks.**
- **Away team will be in their “light” jerseys and socks.**

Other

If an occasion should arise that is not fully covered by the Thruway League Policies and Procedures, then the Board of Directors shall have absolute power to decide that case.

Other Notes

- 1) Every member of the organization is responsible for the actions of its coaches, players, officials and spectators before, during, and at the conclusion of the game.
- 2) Every coach during the game is responsible for the verbal and physical actions of its team, coaches, and spectators. ***A coach may be asked to leave the field as a result of a violation of this rule and will be subject to all fines as if he/she had committed the misconduct. If a***



spectator is ejected, the team shall be fined \$100.00 for each occurrence.

- 3) Any Thruway League player, coach or spectator involved in any unsporting like incident reported by the game officials in any competition, shall be suspended immediately from any involvement in Thruway League related activities for a period to be determined by the Thruway League.
- 4) Any player, coach or team official who assaults (civilly or criminally) a referee, shall automatically be suspended for the rest of the season. NYSWYSA must be notified of the occurrence through the League Administrator.
- 5) There will be a **maximum of 3 non-players** allowed for each team on the player's side of the field. This includes coaches, assistants, managers, photographers, spectators, trainers, and parents. EACH ADULT ON THE TEAM SIDE OF THE FIELD WILL BE REQUIRED TO HAVE A CERTIFIED RISK MANAGEMENT PASS AND MEET THRUWAY LEAGUE COACHING CREDENTIAL MINIMUMS. THIS WILL BE THE RESPONSIBILITY OF THE TEAM TO ENFORCE.
- 6) Ejection of a coach or team official will be fined \$50.00 and required to sit out a minimum of one game. A second offense during a season may result in a stiffer suspension and fine
- 7) If a referee does not arrive, the game can be played only if USSF certified replacement referee(s) can be found. If teams choose to play without certified referees, the game will be unofficial and not count in the league standings, no exceptions. Both coaches should contact the League Administrator to arrange a make-up game.
- 8) When a player, coach, manager, or club official assaults a referee or a referee assistant, and the assault amounts to physical violence, the state association has the sole right and authority to adjudicate the matter. The President of the Thruway League having information about such assault will, on completion of an investigation and determination that an assault did occur will immediately notify the proper state association authorities and give them all the information the Thruway League has compiled.

Cautions and Send Offs

- 1) All rules covering cautions and send offs are covered by the FIFA Laws of the Game. The Thruway League has also added to these laws with additional rules.
- 2) Coaches and all other non-players/non-substitutes on the team side of the field are reminded that any verbal warning received from a referee shall be considered a CAUTION just as if the referee had shown a yellow card. If any non-player is asked to leave the premises, he or she may or may not be shown the red card BUT the Thruway League will treat the situation as if the red card had been shown. This carries a \$50.00 fine and the person will be required to sit out the next scheduled league game. Depending on the severity or volume of offenses committed, the Board of Directors reserves the right to increase the amount of time to be served.
- 3) If a player during the game is sent off, they must sit out the remainder of the game (while their team plays short) plus their next league game. A send off in a Thruway League game costs the player \$50.00. The fine must be paid before the player can resume playing or attending games.
- 4) Any person who is sent off more than once during the Thruway League season shall appear before a review committee appointed by the President and League Administrator. This review committee shall have the power to suspend the person from further participation and levy an additional fine for such player. Failure to appear shall result in immediate suspension.



- 5) Any ADULT team official or spectator sitting out a game, or who is sent off from a game, cannot be within sight of the remainder of the game or the game they are sitting out. In addition, the adult sitting out shall not have any communication, electronic or otherwise, with anyone present while the game is in progress. If the Thruway League is informed and after investigation finds that a coach or team official was in sight of or in any way involved with the game, severe disciplinary action will be taken.
- 6) If a player has been shown 4 yellow cards during league play, they will receive a one match suspension for yellow card accumulation. Along with the suspension, yellow card accumulation comes with a \$50.00 fine.

Coach and Manager Responsibilities

Before the season:

- 1) Familiarize yourself with proper protocols and policies of the league. The Thruway League will not be responsible if you are unaware of the appropriate procedures and responsibilities you have assumed as a coach or manager.
- 2) Review your matchups as soon as they are released. Please be aware of the scheduling deadline. Do not wait until the last minute to schedule your games. The scheduling deadline is March 1st.
- 3) Please ensure that all players and coaches are properly registered, have Thruway game card as well as player and coaches pass for the games. Be certain that all team fees have been paid.

During the season:

- 1) If the head coach is unavailable for the game arrange for an assistant coach to coach the team.
Note: *Each coach on the team side of the field **must** have a valid RM pass, so make sure you have more than one adult designated to help with a team. No team will be allowed more than 3 adults on the player's side of the field. Please comply with the referee when they enforce this rule.*
- 2) **The home team is responsible to report the score on the League website by 9:00PM each Monday.** If the match is on a Monday, the team has until the following Monday to report the score.
- 3) Game rescheduling in-season: It is the responsibility of the coach who requests the cancellation or the home team in case of weather-related cancellations to initiate mid-season rescheduling. Please note: weather related rescheduling can only be initiated by the club field coordinator by closing the field or by the referee at the game site.
 - a. If a game is being rescheduled in a season for a reason other than weather related, the coach requesting the reschedule must obtain agreement from the opposing coach on the reschedule and the time and place of the rescheduled game. He/she should have multiple options to present to the opposing coach.



- b. A game reschedule cannot take place within 24 hours of the game.
- c. The coach must ensure the field is available and ready for play by checking with the club field coordinator.
- d. All cancelled games must be rescheduled before the end of the season or the game may be deemed a forfeit.



2023 Thruway League Schedule of Fees and Fines

2023 Team Registration Fee - \$250.00

Referee Game Fees (Per match, 3 officials, 8 game schedule)

Age Group	2022 Referee/Asst. Referee	Cost per match for each team
17/18/19U	\$88/\$44	\$88
15/16U	\$78/\$39	\$78
13/14U	\$64/\$32.00	\$64
11/12U	\$54/\$27.00	\$54
9/10U	\$54 – single referee	\$27

Teams will pay the referee game fees to the league during their registration process and the league office will pay the individual referees when the match is complete. Teams do not bring cash to the field and pay the referee.

2023 Late Game Cancellation/Reschedule Fee - all times prior to kickoff

Age Group	24 hrs -72 hrs	72 hrs-120 hrs	6-10 Days' Notice
17/18/19U	\$200.00	\$120.00	\$20.00
15/16U	\$170.00	\$100.00	\$20.00
13/14U	\$140.00	\$80.00	\$20.00
11/12U	\$110.00	\$60.00	\$20.00
9/10U	\$100.00	\$50.00	\$20.00

**PLEASE NOTE – All game reschedules within the 24–120-hour window consist of a late game cancellation fee. and are subject to an inseason game scheduling fee. Late reschedules are subject to the availability of referees.*

2023 In Season Game Scheduling Fees - all times prior to kickoff

Age Group	1-5 Day Notice
17/18/19U	\$65.00
15/16U	\$60.00
13/14U	\$50.00
11/12U	\$45.00
9/10U	\$40.00



Fines

Forfeit	\$300.00
Charged to team unable to prove to the assigned referee that they are fielding a legal team or who do not show up at the scheduled game site within 15 minutes of game time. <i>All forfeits are also considered late game rescheduling fines.</i>	
Send Off (Player)	\$50.00
Charged to any team that has a player shown a red card. This fine is per person <i>and</i> per occurrence.	
Yellow Card Accumulation	\$50.00
Charged to any team that has had a player accumulate 4 yellow cards during league play. This fine is per person <i>and</i> per occurrence.	
Coach, Assistant, Manager or Spectator Ejection	\$50.00 (\$100 for spectator)
Charged to any team that has an affiliated coach, assistant, manager, or spectator asked to leave a game site. This fine is per person <i>and</i> per occurrence.	
Physical Assault	\$250.00
Subject to any team that has an affiliated coach, assistant, manager, or spectator charged with assault. USSF mandates minimum suspensions to be enforced nationally for assault. These can be up to 5 years or longer! Please take all appropriate actions to prevent this from happening..	
Improper Maintenance or Marking of Field	\$50.00
Charged to any home team if a referee reports that a field is not appropriately marked or equipped, this fine may be charged even if the game is played. The referee also has the option of refusing to allow the game to be played which will result in a forfeit for the home team.	
Early Withdrawal/Expulsion	100 % Team Registration Fee + \$250.00
Charged to any team which withdraws or is expelled from the league after the division placement has been announced.	
Withdrawal After the Season is Underway (1 game played)	All associated forfeit, game fines, and surcharge fees for the remainder of that team's league schedule



NYS WEST Youth Soccer Association Zero Tolerance Policy

To help prevent physical assault and verbal abuse in the leagues and clubs within the New York State West Youth Soccer Association (NYSWYSA, or Association); the Association has adopted a ZERO TOLERANCE POLICY. This policy applies to all coaches, players, parents, spectators and other supporters and referees effective immediately. Abusive and obscene language, violent play/conduct, fighting and other behavior (including, but not limited to sarcasm, taunting, etc.) deemed detrimental to the game between the above-mentioned groups will not be tolerated. The ultimate responsibility for the actions of coaches, players and spectators resides with the member clubs.

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

Please review the policy which can be found at nyswysa.org