League Overview

1.1. The Kentucky Select Soccer League, hereinafter referred to as League or KSSL, is a non-profit corporation and affiliate of the Kentucky Youth Soccer Association (KYSA). Participation in the KSSL, except where modified in the KSSL Bylaws or these rules, is governed by the rules adopted by Federation Internationale de Football Association (FIFA), the United States Soccer Federation (USSF), US Youth Soccer, and the Kentucky Youth Soccer Association (KYSA).

Application and Acceptance

2.1. The application for participation is open to properly registered competitive teams in good standing with KYSA or affiliated association.

2.2. All applications must be received by January 15th for participation in the spring season and by July 15th for participation in the fall season. These dates are subject to change by unanimous vote of the KSSL Board of Directors if necessary.

2.3. All clubs and teams acknowledge and agree to these rules when they sign the application for registration.

2.4. All complete applications shall include:

2.4.1. Required information fields

2.4.2. Team history to include previous season and tournament results, if applicable

2.4.3. Payment of **$150.00** payable to the Kentucky Select Soccer League by credit card/debit card or electronic check only. KSSL does not accept paper checks.

2.5. Teams participating in KYSA sponsored competitions (State Open Cup, President's Cup, or Soccer Village Cup) should refrain from scheduling matches during those dates.

2.6. Teams not participating in KYSA sponsored competitions may play KSSL games on KYSA sponsored competition dates.

2.7. Applications with more dates identified, as "prefers not to play League matches", as established in these rules shall be considered improper and may be rejected. If the application is accepted, the Deputy Director shall clarify any discrepancies with those teams.

Acceptance of Teams

3.1. Teams are accepted based on factors, such as, but not limited to, team history, sportsmanship, geographic location, previous KSSL participation, and availability of comparable teams to form a division.

3.2. Teams not located in the geographic area of the League shall play all matches within the geographic area of the League.

3.3. Teams not located within the geographic area of the League may host a game or utilize a neutral field outside the geographic area of the League if the team in the geographic area of the League agrees and the game is approved in advance by the Age Group Coordinator and Deputy Director.

3.4. Teams not accepted into the League will receive a full refund of the entry fee and a notification letter or email within thirty (30) days of the entry deadline.

3.5. Teams accepted to participate in the League, who withdraw after the registration deadline will not receive a refund of the entry fee.

3.6. The Board reserves the right to decline the acceptance of any team.

3.7. Registration fees for all accepted teams are non-refundable.

Divisions
Supervision and Management

4.1. Each age group shall be under the supervision and management of the Age Group Coordinator who shall be responsible for the following:

4.1.1. Communicate team divisions assigned by the Deputy Director for that age group.

4.1.2. Validating and entering match schedules.

4.1.3. Such other responsibilities as are necessary for the operation of the age group.

4.2. Age groups as defined by US Youth Soccer shall be divided into single birth year divisions whenever there are sufficient teams participating with the age group.

4.3. There shall be separate age groups for girls and boys (mixed).

4.4. Mixed teams shall not play in the girls' divisions.

4.8. Age groups of the same team type may be combined where necessary to provide sufficient teams to form a division in the merged age groups.

4.9. An Under 19 team may participate in the U18/U19 combined age group during the spring season.

4.10. Small sided age groups shall not be combined with an age group that mandates a different number of players.

4.11. Age groups may be divided into two (2) or more divisions.

4.12. All teams in a division shall schedule an equal number of games.

4.13. KSSL does not allow partial schedules.

Names

5.1. The highest division in an age group shall be designated Premier.

5.2. Remaining divisions in the age group shall be designated Division I, Division II, Division III, and so on as needed.

Seeding and Placement

6.1. Seeding of each division is the responsibility of the Deputy Director for the formation of divisions as provided in these rules.

6.2. Placement of teams may be based on factors such as, but not limited to, team history, sportsmanship, previous KSSL participation, and availability of comparable teams to create divisions of comparable strength.

6.3. New teams with no history shall be placed in the lowest division within the appropriate age group. The KSSLBoard reserves the right to make an exception to this rule.

Playing Up

7.1. A team may request to play up no more than one (1) age group.

7.2. All requests to play up one (1) age group must be submitted on with the team's League application.

7.3. All requests will be considered by the Board on a case-by-case basis, with the decision of the Board being final.

7.4. No teams shall play up in an older age group without Board approval.

Operational Procedures
Scheduling

8.1. The KSSL is a self-scheduling league.

8.2. Game times and dates must be mutually agreed upon by both teams.

8.3. All division schedules, match dates, times, and locations will be reviewed and approved by the Age Group Coordinator (AGC), Deputy Director, or League representative.

8.4. The Board shall determine the beginning and ending play dates for each season.

8.5. Matches shall be primarily played on Saturdays and Sundays unless agreed upon by the participating teams.

8.6. For a team playing more than one (1) League match on a single day, matches shall not be played with less than four (4) hours between the start of each match. Consideration for waiving this requirement may be given by the Deputy Director ONLY.

8.7. All matches shall be played as scheduled and posted.

8.8. All matches shall be scheduled between the season start and end dates established by the Board.

8.9. Failure to play a match as scheduled will result in a forfeit of the match for League standings. Written or emailed reschedule requests that clearly demonstrates the approval of both team managers and establishes the new play date and time must be received by the Age Group Coordinator prior to the final posting of schedules. No limits or fees assessed to matches rescheduled prior to the public posting of the season schedules.

Once League Play Begins

9.1. The Age Group Coordinator does not have the authority to change matches after the first League play date.

9.2. All schedule changes prior to the scheduled match must be agreed upon by both teams prior to requesting approval from the Deputy Director.

Uncontrollable Schedule Cancellations

10.1. Once the final schedule has been posted, league games shall NOT be cancelled for any reason, except the following:

> 10.1.1. Inability to obtain a center referee – within 24 hours of scheduled start time, home team must notify Deputy Director, Age Group Coordinator (AGC), and opposing team if a center referee has not been confirmed.
>
> 10.1.2. Unplayable weather conditions determined by referees
>
> 10.1.3. Unplayable field related to weather conditions determined by referees, club administrator, or local host

10.2. Matches cannot be cancelled by team managers or coaches

10.3. Games cancelled per the above guideline *(10.1)* must be rescheduled within five (5) calendar days in accordance to guideline *11.3.4*.

10.4. It is the 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 the opposing teams to work around those conflicts.

Inclement Weather

11.1. All games are subject to the lightning/thunder rule. No team shall take the field until thirty (30) minutes has elapsed since the last lightning strike or sound of thunder.

11.2. The home team is responsible for notifying their opponent as soon as possible if their field is closed due to inclement weather and/or unplayable field conditions. Failure to notify the opposing team prior to the scheduled match shall result in a forfeit for the home team unless match is called by the referee on the field.

11.3. Matches may be rescheduled due to inclement weather. In the event of a cancellation:

11.3.1. The home team shall notify the Age Group Coordinator of the cancellation on the day it occurs. Failure to notify the Age Group Coordinator may be recorded as a four (4) to zero (0) forfeit against the home team and three (3) points awarded to the visiting team for the win.

11.3.2. The teams involved are mutually responsible for rescheduling.

11.3.3. The home team shall notify the Age Group Coordinator of the rescheduled date, time, and venue within five (5) calendar days of the cancellation. The notification shall demonstrate approval by both team managers of the rescheduled date, time, and venue.

11.3.4. If the teams involved have not notified the Age Group Coordinator of the rescheduled date, time, and venue within five (5) calendar days of the cancellation, the Age Group Coordinator may, without regard to the preferences of either team, establish a date, time, and venue for the match. A neutral field may be used.

11.3.5. If a neutral field is used, both teams shall be responsible for the payment of referees and any other fees incurred for assigning referees to the match. The amount shall be determined by the Age Group Coordinator in conjunction with the host site, club, or assignor.

11.3.6. If the manager of one of the teams is the Age Group Coordinator, the Deputy Director responsible for that age group shall establish the date, time, and location of the match.

11.4. In the event a match is unable to be rescheduled as deemed by the Board, the match will be uncontested, and no points will be awarded to either team.

Reporting Match Scores

12.1 The Home team is responsible for recording the match score and upload the referee signed match day roster into GotSport.

12.2. A KSSL match score CAN NOT be used for multiple game results within the League.

12.3. Dual use matches must be agreed upon by both teams and must be communicated to the appropriate Deputy Director prior to the start of the match.

12.4. Maximum goal differential of four (4) points will be awarded for each match.

12.5. In the event a team does not show up to play as scheduled, the team that is present shall advise the Age Group Coordinator by email within four (4) hours of the scheduled start of the match. The Age Group Coordinator, with the Deputy Director's approval, will record the no show as a forfeit and a fine will be assessed.

12.6. Teams shall wait thirty (30) minutes from posted game time for the opponent to arrive.

12.7. Failure to appear will result in a forfeit and a fine will be assessed.

Standings

13.1. Awards may be given to the first place teams in each division based upon the results of League play for all divisions

13.2. Final standings shall be determined by the following system:

13.2.1. Three (3) points for a win;

13.2.2. One (1) point for a tie;

13.2.3. Zero (0) points for a loss

13.3. The tie breaker system for final season standings shall be determined by:

13.3.1. Result(s) of match(s) played between the two (2) teams within the division (head-to-head competition);

13.3.2. Goal differential;

13.3.3. Least number of goals allowed in matches played with teams in the division;

13.3.4. If teams are tied after all tie breakers, teams shall be listed as co-champions;

13.3.5. Any team that has forfeited a match during the season is ineligible for an award

Match Day Rosters

14.1. Each team is required to present a copy of the official match day roster along with valid player cards to the referee immediately prior to the start of the match. Failure to provide both the match day roster and player cards will result in a forfeit of the match. Any concerns or disputes related to this requirement must be reported to the Age Group Coordinator (AGC) and Deputy Director within 24 hours of the scheduled match start time.

14.2. Player's jersey numbers must be imported into the match day roster through GotSport. Handwritten jersey numbers will not be accepted.

14.3. For teams in the U13 through U19 age groups, a maximum of eighteen (18) players may be listed as eligible to participate in any given match. While teams may maintain a larger official team roster, only eighteen (18) players may be designated on the match day roster submitted to the referee. Any players not participating in the match must have a single line drawn through their names on the roster prior to submission to the referee. Only the eighteen (18) eligible players listed on the match day roster, along with rostered coaches, are permitted on the team sideline during the match.

14.4. Handwritten coaches, managers, and team players will not be accepted on the match day roster, and therefore, are ineligible to participate in the match.

14.5. No roster changes will not be accepted within forty-eight (48) hours of the start of the match.

14.5. Any player added to a team's official roster shall remain on that roster through the conclusion of the current season. All rostered players, regardless of participation or playing time, will count toward the team's total roster limit for the duration of the season.

14.6. No player may be rostered on more than two (2) teams in one (1) day.

14.7. Any team playing an ineligible player(s) shall forfeit the game(s) in which that player(s) participates. The player(s), coach(s), and team may be suspended or disqualified for competition in KSSL. The coach(s) will be fined $500. The fine must be paid via electronic payment before the team can compete in another KSSL match.

Pre and Post Match Required Protocol

Pre-Match Protocol

1. At least ten (10) minutes before start of match, rostered coach and/or manager from both teams meet the center referee to start the check in process.
2. The pre match check-in is NOT optional. If center referee is indifferent about completing the pre-match check in, the rostered head coach or team manager from the opposing team should check in the other teams' players.
3. The most recently printed MDR from GotSport should be the one used for player check-in. Both teams should have an MDR available.
4. Players and coaches should line up along their bench with their player card in hand.
5. Any coaches or players not participating in the match should already have their name crossed out.
6. Center referee calls out coaches and players' names in order on the MDR. Coaches and players approach center ref and hand player card to center ref. Referee will hold all player cards until the conclusion of the match.
7. Center ref places a checkmark on each coach and player present, indicating they have been properly checked in and eligible to play.
8. Every player must have a jersey number listed on the MDR.
9. Any coach or player whose name is handwritten on the MDR are not permitted to participate in the match or be on the sidelines.
10. Center ref will keep the MDR until the match is complete.

Post Match Protocol

1. After the match, center and assistant refs complete MDR roster, including goals, cautions or red cards given during the match AND the final score. All refs must sign the MDR.
2. Please be patient and respectful, giving time for the referees to complete the MDR.
3. The home team is responsible for recording the match score AND uploading a signed copy of the MDR. It is strongly encouraged the visiting team also take a picture of the signed/completed MDR.
4. If there is a match concern related to the MDR, coach, or player eligibility, a short description of the concern should be written on the MDR and signed/acknowledged by the center ref.
5. MDR concerns MUST be reported to the Age Group Coordinator (AGC) and Deputy Director within 24 hours of the conclusion of the match.
6. Please include:
    - Details of the concern
    - Picture of signed MDR that has written concern signed/acknowledged by center referee
    - Center referee's name printed (due to not being able to always read signatures)
7. If any of these three criteria are not met, the board cannot consider your concern.

Club Pass

15.1. Players rostered on a KSSL team may use their KYSA player card and must be added to the match day roster to play for another age eligible team(s) within their own club during League competition.

15.2. To utilize a club pass player, the player must be on the roster of a team within the same club that is currently participating in Kentucky Select Soccer League (KSSL) matches.

15.3. Only KSSL rostered players are eligible for club pass.

15.4. No player may play in more than two (2) League matches in one (1) day. For a player playing more than one (1) League match on a single day, matches shall not be played with less than four (4) hours between the start of each match the player is participating in.

15.5. A club pass player may play up on a team in an older age group within her or his club.

15.6. No more than five (5) Club Pass players shall be used in a single season.

15.7. Any team playing an ineligible player(s) shall forfeit the game(s) in which that player(s) participates. The player(s), coach(s), and team may be suspended or disqualified for competition in KSSL. The coach(s) will be fined $500. The fine(s) shall be paid via electronic payment before the team can compete in the KSSL.

Rules Of Play
Match Rules

16.1. Games shall be played under the applicable rules of FIFA, USSF, US Youth Soccer, and KYSA with the modifications noted in these rules.

16.2. Under 10, and Under 11 players shall not intentionally touch the ball with his/her head.

16.3. Players are prohibited from deliberately heading the ball during competition & training.

16.4. An indirect free kick will be awarded to the opposing team at the spot of the infraction if a player deliberately heads the ball during a game.

16.5. An indirect free kick shall be awarded to the opposing team if an Under 9, Under 10, or Under 11 player(s) intentionally touches the ball with her/his head.

16.6. Teams are responsible for obtaining and being familiar with the USSF Official Administrative Handbook and the FIFA Laws of the Game.

16.7. Teams shall use their age group as defined by US Youth Soccer for the current seasonal year in determining length of match, and ball size except as otherwise provided in the KSSL Bylaws or these Rules.

16.8. Teams playing up shall use the length of match and ball size for the age group they are playing in.

16.9. Build Out Line–Build Out Line In conjunction with the US Soccer Player Development Initiatives, Kentucky Youth Soccer will be using midfield line as the build-out line for all 7v7 games.

16.10. On a goal kick the opposing team's players must be outside their own half of the field until the ball is in play.

16.11. When the goalkeeper has the ball in his or her hands during play from the opponent, the opposing team must move behind the build out line until the ball is put into play

16.12. Once the opposing team is behind the build out line, the goalkeeper can pass, throw, or roll the ball into play (punts and drop kicks are not allowed)

16.13. Ideally, the goalkeeper will wait to put the ball into play once all opponents are past the build out line

16.14. However, the goalkeeper can put the ball into play sooner, but he or she does so accepting the positioning of the opponents and the consequences of how play resume

16.15. After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal. Into play is classified as dropped onto the ground or played out of the penalty box during a goal-kick

16.16. To support the intent of the development rule, coaches and referees should be mindful of any intentional delays being caused by opponents not retreating in a timely manner or encroaching over the build out line prior to the ball being put into play

16.17. Coaches are responsible for addressing these types of issues with their players

16.18. Referees can manage the situation with misconduct if deemed appropriate

16.19. Referees should be flexible when enforcing the 6 second rule and counting the time of possession should only begin when all opponents have moved behind the build out line.

16.20. If the deliberate header occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred.

16.21. Goalkeepers are prohibited from punting the ball and drop kicking the ball.

16.22. If the Goalkeeper punts the ball an indirect free kick shall be awarded and should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred.

16.23. Modified FIFA Laws of the Game will govern each match.

Number of Players

17.1. Under 10 shall play 7v7.

17.2. Under 11 shall play 9v9.

17.3. Under 12 shall play 9v9.

17.4. Under 13 and older teams shall play 11v11.

Substitutions

18.1. There shall be no limit on the number of substitutions.

Official Match

19.1. A match shall be considered official after one (1) full half of play (the second half does not have to start) and the final score shall be the score at the time the match is terminated or suspended.

19.2. If less than one (1) half is completed and the match is terminated or suspended, the entire match shall be replayed.

19.3. If a match is terminated or suspended because of gross misconduct, the disposition of the match score shall be decided by the League Director.

19.4. Teams shall wait thirty (30) minutes from posted game time for the opponent to arrive.

19.5. Failure to appear will result in a forfeit and a file will be assessed.

Player Passes

20.1. Each team will have their KYSA Approved US Youth Soccer player and coach's cards at every League match.

20.2. Only players listed on a team's match day roster, or otherwise in accordance with the requirements established in these Rules, may play in League matches.

20.3. Guest players are not permitted.

20.4. KYSA Approved US Youth Soccer player and coaches passes shall be presented to the referee prior to the start of the match. The passes shall remain in the referee's possession until the completion of the match.

20.5. Failure to provide KYSA Approved US Youth Soccer player or coaches' passes will result in a forfeit for the offending team. The player(s), coaches(s), and team may be suspended or disqualified for competition in KSSL. The team(s) will be fined $250. The fine must be paid via electronic payment.

Forfeits

21.1. Both teams are responsible for reporting a forfeit by email to the Age Group Coordinator no later than four (4) hours after the scheduled start of the match.

21.2. Any team failing to provide notification is subject to suspension or removal from KSSL.

21.3. Forfeits shall be recorded as a four (4) to zero (0) score. A team that forfeits a match shall receive a $250 fine. The team is ineligible to participate in KSSL until the fine is paid. A team that forfeits a second match shall receive a $350 fine. A team that forfeits a third match shall receive a $500 fine. The team is ineligible to participate in KSSL until the fine is paid. A team that forfeits more than three (3) matches shall receive a $500 fine for each forfeit and is subject to suspension or removal from KSSL. The team is ineligible to participate in KSSL until the fine is paid. All remaining teams within the club may be ineligible to compete in KSSL until all fines have been paid.

21.4. Fines shall be paid electronically through GotSport.

Other

22.1. Uniform color conflict

22.1.1. Home teams shall wear white (or a light color) and the visiting team shall wear dark. If there is a discrepancy, the offending team shall change.

22.1.2. The referee's judgment is final.

22.2. Each field player jersey shall have a unique number.

22.3. All coaches, assistant coaches, and team managers must have an official US Youth Soccer member pass to be present on the team sideline and must be listed on the team's official match day roster.

22.4. No team may have more than four (4) persons on the sideline as coaches, assistant coaches, or team manager at any time.

22.5. All coaches and assistant coaches must remain within ten (10) yards of the center line of the field, on her/his own half of the field, and on the same side of the team. Players not on the field shall remain in the same area.

22.6. No persons associated with the team other than coaches, assistant coaches, team manager, or players shall be in the team area.

22.7. All other persons must be on the opposite side of the field as the team.

22.8. Match officials, including athletic trainers, may be on the team side of the field to supervise or observe the competition, or to administer first aid.

22.9. Coaching from Sidelines

22.9.1. Limited coaching is permitted only from one (1) touchline and coaches shall remain in the technical area as defined by FIFA.

22.9.2. Coaches, assistant coaches, team managers, parents, and spectators shall not enter the field without permission from the referee.

Match Control
Three Point System

23.1. All referee assignments shall be made by a certified referee assignor.

23.2. Matches shall be officiated by the three (3) person FIFA / USSF Referee System. A match officiated by two (2) whistle system is not permissible and subject to forfeit.

23.3. In the event three (3) certified referees are not available, a single certified referee and a single certified assistant referee with a club linesperson shall be used.

23.4. A single certified referee and two (2) club linespersons may be used if a single certified and a single certified assistant referee with a club linesperson are not available.

23.5. If a certified referee is not available within thirty (30) minutes of the scheduled start time, the home team may be subject to a forfeit by the Age Group Coordinator. The Age Group Coordinator with approval by the Deputy Director may reschedule the match in the event of extra ordinary circumstances.

Referee Pay Schedule

24.1. KSSL has recommended a MINIMUM pay scale for ALL KSSL matches regardless of home field/location.

24.2. Home team/club may choose to pay a higher amount, than outlined below.

24.2.1. U10: $45/$35/$35,,,MATCH REFEREE FEES TO KYSA

24.2.2. U11-U12: $60/$40/$40

24.2.3. U13-U14: $70/$50/$50

24.2.4. U15-U16: $80/$55/$55

24.2.5. U17-U19: $90/$60/$60

Rescheduling

25.1. If the teams involved cannot agree upon a rescheduled date, time, and location, the Age Group Coordinator, with approval of the age-appropriate Deputy Director, shall, without regard to the preferences from either team, establish a date, time, and location for the match which shall be played prior to the final league play date of the current season. A neutral field may be used.

25.2. If a neutral field is used, both teams shall be responsible for the payment of referees and any other fees incurred for assigning referees to the match.

25.3. In the event a match is unable to be rescheduled as deemed by the Board. The match will be uncontested, and no points will be awarded to either team.

Match Officials

26.1. Match officials shall be assigned under the provisions of USSF by a USSF certified assignor.

26.2. Match officials not assigned under the provisions of USSF by a USSF certified assignor are subject to forfeit.

26.3. The home team is responsible for payment of fees to the match officials unless a neutral field is used. The provisions established in these rules are applicable if a neutral field is used.

Termination of Matches

27.1. Referees may suspend or terminate matches for lack of crowd control, poor team behavior, or other unsportsmanlike behavior. Each coach is responsible for the behavior of her or his sideline players, parents, and fans and may be sent off for their misbehavior.

27.2. The Board shall determine appropriate disciplinary action for a match that is suspended or terminated.

27.3. Disciplinary action may include any, all, or any combination of a:

27.3.1. Reprimand;

27.3.2. Forfeiture;

27.3.3. Suspension from one (1) or more matches;

27.3.4. Fine determined by the Board of Directors; and

27.3.5. Recommendation to the Kentucky Youth Soccer Association President of a more severe penalty.

27.4 All spectators, team coaches, team managers, and parents must abide by the Kentucky Youth Soccer Association Referee Abuse policy.

Ejections and Discipline

28.1. A USSF Referee report should be filled out by the center official for any action resulting in a send-off, ejection, or serious incident. The report should be mailed or filed electronically with the KYSA office within forty-eight (48) hours.

28.2. Within twenty-four (24) hours of the end of the match, both Team Managers shall notify the Age Group Coordinator, appropriate Deputy Director, League Director, and KSSL Administrator of any player, coach, assistant coach, parent, or spectator that was sent-off, ejected, or instructed to leave.

28.3. Any team failing to provide notification may be subject to match forfeiture, player(s) suspension, coach(es) suspension, team suspension, and removal from the League.

28.4. Any person sent-off, ejected, or instructed to leave a match shall receive a minimum one (1) KSSL match suspension.

28.5. Any person fighting with another player or coach, on or off the field, shall receive a minimum two (2) KSSL match suspension.

28.6. Any person ejected for, or guilty of, assaulting a referee, player, coach, manager, or other participant, on or off the field, may be subject to a one (1) year KSSL suspension.

28.7. All ejections of coaches, assistant coaches, parents, managers, or spectators during any League game shall be fined $250 by the League and is in addition to any suspension(s).

28.8. A second send-off or ejection of a coach, assistant coach, parent, manager, or spectator instructed to leave during any KSSL game shall be fined $500 by KSSL and is in addition to any suspension.

28.9. Additional send-off or ejections of a coach, assistant coach, parent, manager, or spectator before, during, or after any KSSL match shall be subjected to fines, suspensions, and/or educational mandates.

28.10. Any ejected coach, assistant coach, parent, manager, or spectator who refuses to immediately leave the game site will be subject to a $500 fine and the game may be treated as a forfeit.

28.11. Fines shall be paid directly to KSSL via electronic payment. All remaining teams within the club may be ineligible to compete in KSSL until all fines have been paid.

28.12. Fines may be protested but must be paid during the protest. A fine overturned on protest shall be returned to the club.

28.13. All ejections of players, coaches, assistant coaches, spectators, and managers shall be reviewed by the Board who may impose additional discipline or fines.

28.14. Abusive language, on or off the field, toward a referee by a player, coach, assistant coach, manager, or spectator shall be a minimum one (1) match suspension, or more, as well as a fine established by the Board.

28.15. Educational resources may be assigned to the offending party.

Protests

Filing a Protest

29.1. A protest can only be filed by the coach, manager, or club administrator of the team as identified on the KSSL application. Players or parents may not file a protest.

29.2. A completed protest form shall be submitted to the League Director within three (3) days of the match or incident in question and must include:

29.2.1. Coach, manager, or club administrator of the team will be notified with 48 hours if the protest will be considered for review.

29.2.2 Payment to KSSL in the amount of $250 via electronic payment;

29.2.3. A clear and concise statement of the relief or action sought by the protesting party;

29.2.4. Copies of all documents relevant to the protest including but not limited to:

29.2.4.1. USSF Referee report(s) on the match in question, if available;

29.2.4.2. Copies of rules that are applicable to the protest; and

29.2.4.3. Official State Roster if applicable to the protest.

29.3. The responding party shall have five (5) days to prepare a response to the protest and shall be sent to the League Director and the protesting party.

Consideration of Protest

30.1. The Board shall have the right to decline to hear the protest if the protest filed by the protesting party:

30.1.1. Does not deal with a violation of KSSL rules or bylaws;

30.1.2. Concerns a matter of referee judgment;

30.1.3. Is incomplete or does not contain the required information; or

30.1.4. Is not filed in a timely or proper manner;

30.2. The protest may not be withdrawn, and the protest fee is not refundable if the protest is deemed reviewable by the Board.

30.3. The Board shall issue a decision within ten (10) days of the receipt of the complete protest and the response, if any, of responding party.

30.4. The decision of the Board shall be final.

30.5. The protest fees will be refunded to the protesting party, if the protest is upheld by the board.