



**TUPELO
DEVELOPMENT
LEAGUE**

Official  **Sanctioned League**

LEAGUE HANDBOOK

The goal of this handbook is to provide assistance to clubs, coaches and managers to ensure the Tupelo Development League operates smoothly and is a positive experience for all involved – players, coaches, managers, club officials, referees, and parents.

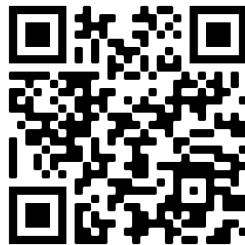
When competing in Tupelo Development League, the club is responsible for overseeing their coaches, players, parents and club personnel – administratively, on and around the field. Each club is responsible for ensuring all club members understand and meet the following requirements and follow Tupelo Development League Rules and Code of Conduct.



General Information for Tupelo Development League

Acceptance into the Tupelo Development League is granted on a Club Wide basis by filling out the online application via this link or QR Code below:

bit.ly/TDLApplication



Deadline for accepted Clubs to enter teams into the league is July 1st. The entry fee for the Tupelo Development League is \$400 per team. Referee fees will be split between teams on matchday. Below is breakdown to bring per game:

11v11: \$50 per team (2 \$20s, 1 \$10)

9v9: \$42.5 per team (1 \$20, 2 \$10s, 2 \$1s, 0.50)

7v7: \$15 per team (1 \$10, 1 \$5)

Rosters will be submitted online the Thursday prior to Saturday Matchday.



All games will be scheduled to be played at Ballard Park
on the following dates:

Saturday August 27th - League Date 1
Saturday September 17th - League Date 2
Saturday October 22nd - League Date 3
Saturday March 4th - League Date 4
Saturday April 8th - League Date 5
Saturday May 6th - Super Saturday

Teams will play 2 games on each game date.

The schedule for each game date will be posted at the
beginning of the season to the league website. For
coaches that coach multiple teams we will make
adjustments if necessary.

The following awards will be presented on
Saturday May 6th in each division:

Division Champion - details below
Fair Play Award - least cards during season
Best Sideline - Best behaved parents during season
All Division Team - on Super Saturday coaches will rank
top 3 players from each team for team of the season.



Contacts

League President - Laura Kramer
laura.kramer@tupeloms.gov

Executive Director - Jordon Beedle
tupelodoc@tupeloms.gov

League Commissioner - Cody Carson
cody.carson@tupelofc.org

All general questions regarding the league should be sent to the League Commissioner.



Tupelo Development League Game Day Rules and Regulations

Section 1: Competition Rules

1.1 - Playing Rules

All games under league jurisdiction shall be played according to the rules and regulations recognized by the Tupelo Development League which shall be the same rules set by FIFA/ U.S. Soccer (USSF) except for those exceptions authorized by FIFA or USSF.

1.2 – Determining Division Champions

Each division will have a league table and a champion that will be decided via playoffs, where seeding is based on league table, on Super Saturday (The final playdate of the season).

An 8 team division will be decided via the following method:

1v4 and 2v3 - winners play each other for championship, losers play each other for 3rd place

5v8 and 6v7 - winners play each other 5th place, losers play each other 7th place

A 7 team division will be decided via the following method:

Teams ranked 1, 2, and 3 in the league table will play a round robin on Super Saturday.

4v7 and 5v6 - winners play each other for 4th place, losers play each other 6th place.

A 6 team division will be decided via the following method:

Teams ranked 1, 2, and 3 in the league table will play a round robin on Super Saturday.

Teams ranked 4, 5, and 6 in the league table will play a round robin on Super Saturday.

A 5 team division will be decided via the following method:

1v4 and 2v3 - winners play each other for championship

The 5th place team will play loser of both matches to decide places 3 through 5.



1.3 - Tie Breakers

When determining power rankings, if two teams are difficult to separate, the following may be used as tiebreakers:

1. “Head to head” points (win/lose/draw) between teams
2. “Head to head” Goal Differential between teams
3. Overall Goal Differential (up to 4)
4. Goals for (up to 4)
5. Goals against (up to 4)
6. Most shutouts
7. Least red cards
8. Coin toss

1.4 – Heading Game Rule

For U12 and below, when a player deliberately heads the ball in a game, an indirect free kick should be awarded to the opposing team from the spot of the offense. 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 point nearest to where the infringement occurred. If a player does not deliberately head the ball, then play should continue. This rule shall apply to the age groups of U12 and below. Players who are playing up will play according to the rules of the age group in which they are playing . It is the club’s responsibility to understand the effects of this rule on players playing up.

1.5 – No Re-Entry Protocol (for Head Injury)

In accordance with the US Soccer return to play guidelines, any player removed from the field for a suspected head injury will not be allowed to return to the field of play unless cleared by a Healthcare Professional.

1.6 - Substitutions

As per FIFA guidelines, unlimited substitutions are allowed in all age groups. However, teams may substitute only with the referee’s permission. Substitutes must wait on the sideline (off of the field of play) until the field player has left the field of play and/or the referee has indicated the substitute may enter the field of play. Players who are being substituted must leave the field at the nearest point of the boundary line unless otherwise directed by the referee. Substitutions by either team are allowed at any stoppage of play with the permission of the referee. Referees will be instructed not to allow substitutions that are deemed “excessive” or of a “time wasting” nature. Please be respectful of the integrity of the game and do not use the free substitution rules as a means to disrupt the match.



1.7 - Playoffs for League

For matches that need a winner, the team with the most goals after regulation time will be the winner. If the match is tied after regulation for U9-U19 teams, two five minute periods will be played. Teams will have a 5-minute break before the first overtime. After 5 minutes, teams will change sides, with no break, and play the remaining 5 minutes. If the game is still tied after the two overtime periods, then kicks from the mark per FIFA will determine the winner. Please make sure you arrive for your game knowing if the game can end in a draw or if a winning team is required.

1.8 - Incomplete games

In the event that a game cannot be completed, the game will stand if half or more of the game was played; provided, however that if any team is directly responsible for the termination of the game, no matter how much of the match remains, due to poor sportsmanship towards a referee, opposing fans, or opposing players, the team will be required to forfeit the match. This could also lead to other sanctions set forth by the Tupelo Development League Office. If there is no result, and the match is suspended prior to the expiration of one half, the game shall be replayed at a time agreed upon by the competing teams in consultation with the Tupelo Development League Office. Referees are required to submit an incident report for all matches that are ended early.

1.9 - No-Shows

A no-show occurs when a team willfully does not show up to a game agreed to by the teams. One no-show may result in the offending team being terminated from the league. Two no-shows in a single season shall result in the offending club's termination from the league. See Fines in Section 1.12

1.10 - Forfeits

A forfeit occurs when a team is unable to attend a scheduled game and the teams are unable to come to terms on a time to reschedule (after the scheduling deadline has passed). A forfeit will result in a 3-0 win to the team, not at fault. A team unable to attend a scheduled game because of an accident, or act of god (weather, etc) should immediately notify the opponent and the League Office. In these circumstances, the League Office will review and rule on the situation.



1.11 - Protests

Protests regarding the use of illegal players may be made prior to or during the match and be clearly written on the game card. Specific referee decisions cannot be protested. All protested games should be sent to the league commissioner, who will forward to the Board of Directors for a ruling. No protests will be allowed after the match is completed.

1.12 – Fines

The Tupelo Development League Office may impose the following fines:

- Team drops out of the league after final brackets are posted: \$250
- Team drops out of the league after 1st game is played: \$100 per game missed
- No-show/ Forfeit within 72 hours to a scheduled game: \$300

Section 2: Rosters

2.1 - Player Registration

Players shall be registered according to US Club Soccer rules.

2.2 - Game Roster

Each team must create an official US Club roster. No matter how many players are listed on a team's roster, only 22 players for U13 and up, 16 players for U11-U12, and 14 players for U9-U10 may be used for Tupelo Development League matches. The minimum amount of players for a match to go forward is 7 players for 11v11 games, 6 players for 9v9 games, and 5 players for 7v7 games.

Each game day roster will be locked on the Thursday prior to the Saturday match day by the Tupelo Development League office. Rosters will be checked before each game takes place.

2.3 - Player Passes

All players and coaches must present their player passes to the referee prior to the match. Players that do not have a player pass will not be eligible for the match.

2.4 - Forgotten Player Passes

If a team forgets player passes for a Tupelo Development League game, the game should be played under protest. Any players that wish to play must have a picture taken prior to the game and submitted to the League Office to verify that the players were eligible to participate. If this is a continuous issue with a team or club, the league office may remove that team from the league.



2.5 - Guest Players

No guest players are allowed in the Tupelo Development League. A player may play for multiple teams from the same club throughout the league season, however a player cannot play for multiple teams in the same division.

2.6 - Illegal Players

Any player who does not appear on the official US Club roster or have a valid US Club Soccer Player Pass issued by the same club at the time of the match shall be considered an illegal player. Any team using, or attempting to use, an illegal player shall forfeit the game, the coach of the team using the illegal player will be suspended from all Tupelo Development League competitions for one year, and the club of the illegal player will incur a \$500 fine.

2.7 - Teams Playing Up or Down Based on Competitive Level

Any requests made to play up or down an age group will be reviewed by the board of directors and their decision will be final.

Section 3: Game Day Procedures

3.1 - Game Day Procedures

Each manager should have the following at every game:

- US Club Medical Release forms
- US Club Soccer roster of team
- US Club Soccer passes for its players and team officials
- Provide and pay current year licensed USSF referees

3.2 - Post-Game Procedure

Home and Visiting team Responsibilities:

- Coach or manager must sign the Game Card following the game.
- If a red card is given, see red card procedure below – this requires immediate action from the center referee and manager.



3.3 - Personnel on the bench

A maximum of 3 team officials are allowed in each team's technical area. Team officials must have a US Club pass in order to sit in the technical area. It is highly recommended that teams have several credentialed coaches or managers with passes for the team just in case something happens to the head coach. A US Club pass makes a person eligible to coach any team in the club for which that coach or manager is credentialed.

3.4 – Score reports

Following the match, the officials and each coach need to sign the game card. The home team will collect the Game Card and deliver it to the Tupelo Development League HQ tent.

3.5 - Red Card Procedure

In any game where a red card is issued, the referee must notify the Tupelo Development League office within 24 hours. The player card can be returned to the team as long as the Referee Send Off Report shows the infraction, the player's name, and ID number.



CODE OF CONDUCT

All Coaches, Parents, and Players Agree to Abide By the Following Codes of Conduct:

Violations of the code of conduct may result in, but aren't limited to:

· **Warning, Suspension, and/or Expulsion**

All suspensions and expulsions will be made by the Tupelo Development League Board of Directors.

Parental Code of Conduct

- I will not yell at, harass, or argue with referees on or off the field.
- I will not behave negatively at games and I will treat referees, opposing parents and opposing players with respect.
- I will encourage good sportsmanship by demonstrating positive support for all players, coaches and officials at every game.
- I will never use profanity.
- I will place the emotional and physical well-being of my child ahead of a personal desire to win.
- I will support coaches and officials working with my child, in order to encourage a positive and enjoyable experience for all.
- I will demand a sports environment for my child that is free of drugs, tobacco and alcohol, and will refrain from their use at all youth sports events.
- I will remember that the game is for youth, *not* for adults.
- I will do my very best to make youth sports fun for my child.
- I will ask my child to treat other players, coaches, fans and officials with respect regardless of race, sex, creed or ability.



Coaches Code of Conduct

- I will never yell at, argue with, or treat a referee with disrespect.
- I will insure that my parents treat referees with respect
- I will encourage all of my players and their parents or guardians to read and/or understand the Players Code of Conduct and the Parental Code of Conduct.
- I will place the emotional and physical well-being of my players ahead of a personal desire to win.
- I will never use profanity.
- I will treat each player as an individual.
- I will do my best to provide a safe playing situation for my players.
- I will lead by example in demonstrating fair play and sportsmanship to all my players.
- I will provide a sports environment for my team that is free of drugs, tobacco and alcohol, and I will refrain from their use at all youth sports events.
- I will remember that I am a youth sports coach, and that the game is for children and not adults.

