

Over-50 7v7 League (The Fountain of Youth League)

Main Points

- Matches shall be 70 minutes long (35 minutes halves).
- Slide tackling is not allowed.
- There is no offsides.
- After going out-of-bounds, the ball shall be returned to play by kick-in instead of throw-in.

2.1 Description

211 The Fountain of Youth League (FOYL) is a league operated and managed by UYSA for players aged 50 and older.

212 FOYL will operate as a seven-a-side league.

2.2 Structure

221 FOYL will have divisions with a minimum of four (4) teams and maximum of eight (8) teams.

222 The divisions will have two separate leagues each Seasonal Year, a Spring league (approximately April through June) and a Fall league (approximately August through October).

223 FOYL will have divisions for men and women if there are the minimum number of teams registered.

2.3 Registration

231 Registration will normally open in mid-January.

232 Matches will normally begin in late March or early April.

233 Matches will be played on a weekday evening determined by the Adult Committee.

234 Players must be aged 50 and up or must be turning 50 during the Seasonal Year. Each team may have up to two (2) players that are turning 49 during the Seasonal Year.

235 Prior to the registration period of each Seasonal Year, the registration fee shall be set for that year by the Adult Committee.

2.4 Player Rostering

241 An individual may only be rostered to one team in FOYL at any given time. An individual may simultaneously be registered to a team in FOYL and a team or teams in other UYSA-sanctioned leagues.

242 A men's team may have up to two (2) women who meet the age requirements as set forth in these policies.

2.5 Scheduling

- 251** There will be ten (10) games per half season unless otherwise determined by the Adult Committee.
- 252** A match may be canceled for one of the following reasons:
 - 2521** Field Closure. The scheduled field has been closed by an appropriate authority;
 - 2522** Referee-Determined Cancellation. The center referee determines the scheduled field to be unplayable or otherwise terminates the match pursuant to the Laws of the Game;
 - 2523** No Referee. There are no USSF-certified individuals assigned by a certified Referee Assignor, with no affiliation to either Team, to referee the match; or
 - 2524** League Commissioner Cancellation. The League Commissioner orders cancellation.
- 253** No reschedules are allowed unless there is a match cancellation.

2.6 Matches

- 261** Match Protest
 - 2611** It is UYSA's intent that matches be played if reasonably possible.
 - 2612** Prior to the start of a match, if a Team has a concern that the requirements of this policy not met regarding the starting time, team rosters and participants, field requirements, bench and spectator areas, or uniforms, an official of such Team must note the concern to the head referee. The Team may then proceed to play the match without waiving any right to protest the policy violation. The Team may also refuse to play the match, but will forfeit the match if its subsequent protest is not upheld. In their match report turned into the State Office, the head referee shall note the Team's specific concern.
 - 2613** In cases involving the concerns about field requirements being met, the UYSA League Commissioner or a delegated independent third party will review the complaint, which may include a visit to the field. If the field is found to be noncompliant, the match will be replayed at the visiting team's field of choice within fourteen (14) days of the original game or prior to the end of the season, whichever comes first.
- 262** Starting Time
 - 2621** The starting time of a match shall be the time published in the schedule on SOMS or fifteen (15) minutes after another match on the same field ends, whichever is later.
 - 2622** Official team rosters must be presented to referees before the start of the game. Such rosters may be digital.

263 Team Rosters & Participants

- 2631** Prior to fifteen (15) minutes after the starting time of the match, a representative of each Team must present a SOMS-generated team roster to the referee. The roster may be presented in physical or digital form. Failure to provide a SOMS-generated roster to the referee within the required time limit will result in a forfeit.
- 2632** If a Team does not have the required number of players to start the match prior to fifteen (15) minutes after the starting time of the match, such Team will forfeit the match.
- 2633** The match-day roster must include a photograph of all players participating in the match. A player is ineligible to play without a photo. A team shall forfeit any match where it uses an illegally rostered player or a player that is not on the roster.
- 2634** The match-day roster must include each player's unique number that matches the number on the player's jersey. If a player's number does not show up on the game day roster or digital cards roster the team shall manually enter the number before check-in for the match.

264 Uniforms

- 2641** The two Teams must wear colors that distinguish them from each other and from the referee and assistant referees.
- 2642** Each goalkeeper must wear colors that distinguish him/her from the other players, the referee, and the assistant referees.
- 2643** The home team shall wear their darker colored jerseys and the visiting team shall wear their lighter colored jerseys.
- 2644** If there is still a conflict, the home team must change.

265 Fields

- 2651** Fields will be half of a regular field or 50 x 70.
- 2652** Goals will be 7 feet wide by 21 feet high.

266 Rules of Play

- 2661** All competition matches shall be played under FIFA's Laws of the Game except as modified by USASA and UYSA in these policies.
- 2662** Matches shall be 70 minutes long (35 minutes halves).
- 2663** Slide tackling is not allowed. Violation of this rule will result in a yellow card.
- 2664** There is no offsides.
- 2665** After going out-of-bounds, the ball shall be returned to play by kick-in instead of throw-in.
- 2666** A goal may not be scored directly off of a kick-in. The ball must be touched by another player in the field of play before a goal can be scored.
- 2667** A goal may be scored directly from a kick-off.
- 2668** Defenders must be at least five (5) yards away from the ball on kick-ins & corner kicks.

2669 Defenders must be at least eight (8) yards away from the ball on free kicks.

26610 Penalty kicks are taken ten (10) yards from the goal line.

26611 Goalkeepers may not punt or drop-kick the ball.

26612 On goal kicks, the ball does not have to leave the penalty box before it can be played by a second player from the team taking the goal kick. Players from the opposing team must remain outside the penalty box until the ball has left the penalty box or has been touched by a second player from the team taking the goal kick.

267 Substitutions

2671 Subject to the referee's discretion, teams may make an unlimited number of substitutions during a match.

2672 Subject to the referee's discretion, substitutions may be made at the following times:

1. The possessing team may substitute prior to its own throw-in;
2. The non-possessing team may substitute prior to a throw-in by the possessing team if the possessing team is also making a substitution and the non-possessing team's substitutes are at the halfway line ready to enter the match;
3. Either team may make substitutes at the following times;
 - a. Prior to a goalkick by either team;
 - b. After a goal by either team;
 - c. After an injury to either team when the referee stops play; and
 - d. At halftime.

2673 Substitutions shall be made in the following manner:

1. The referee must be informed of and acknowledge a proposed substitution;
2. A substitute must be standing at the halfway line prior to the substitution opportunity;
3. A substitute must enter the field of play at the halfway line;
4. The substituted player may exit the field of play anywhere; and
5. A substitute may not enter the field of play until the substituted player has exited the field of play, unless otherwise directed by the referee.

268 Match Discipline

1. A yellow card will result in a 5-minute sit-out ONLY if the team has SUBS

2.7 Results and Standings

271 Points

2711 A Team will earn three (3) points for a win.

2712 A Team will earn one (1) point for a tie.

2713 A Team will earn no points for a loss.

2714 A forfeited match will be recorded as a 1-0 win for the non-forfeiting team unless the nonforfeiting team has a larger goal differential than 1, then the score would stand.

2715 A double forfeit will earn no points for both teams.

272 Standings will be maintained on the UYSA website in descending order of points earned.

273 Tie-breakers

If two teams are tied in the league standings, the following criteria will be used in descending order to resolve such tie:

2731 (1) Result of head-to-head competition between the two teams;

2732 (2) Cumulative goal differential (goals scored minus goals allowed) for all league matches, with a maximum differential of four (4) per match;

2733 (3) Least goals allowed in all league matches;

2734 (4) Most goals scored in all league matches with a maximum of four (4) per match;

2735 (5) Shut-out wins in league matches, excluding forfeits;