

# Rules and Regulations

## SECTION 1. GENERAL

All Coast Soccer League games shall be played under the current "Laws of the Game" published by FIFA, subject to specific League Rules created by the CSL membership, the Rules and Regulations Committee and/or the CSL Board of Directors.

All Inter-League, State and National sponsored games shall be played under the rules of the officiating organization. It is the responsibility of the participating club/team to acquire information regarding these competitions from the officiating organization.

CSL shall distribute the CSL Handbook to provide for all administrators, referees, players and parents to be familiar with CSL Rules and Regulations.

## SECTION 2. CLUBS/TEAMS ADMITTANCE INTO CSL

Clubs/Teams requesting admittance into CSL shall submit a completed Club and/or Team application form. Field Parameter data must be input online. Incomplete forms may be returned in which case a decision on the Club's/Team's acceptance shall be deferred until completed forms have been received. Applications and fees must be submitted to the CSL Registrar on or before the date as specified on the current year's form.

A CLUB'S/TEAM'S STATUS WITHIN CSL WILL BE DEFINED AS FOLLOWS:

1. A Returning Club will be any Club that had six or more U11 or older Teams participating in CSL during the previous CSL season. A New Club is any Club seeking membership with CSL that does not qualify as a Returning Club.
2. A Returning Team will be defined as a Team that:
  - a. participated in CSL during the previous CSL season,
  - b. has a minimum of seven (7) returning players for teams moving to U11-U19; six (6) returning players for teams moving to U10.
  - c. has a returning administrator with a valid pass,
  - d. and is playing or applied to play out of the same Club with which it played during the previous CSL season.
  - e. In the case of a Premier Team, the Premier League is invitational only and follows separate bracketing guidelines including the number of returning players.
3. For the purposes of this subsection a Returning Player is defined as any player who has a valid Player Pass for the team in question, and played a minimum of five (5) CSL League and/or CSL League Cup games with that team during the previous CSL season.
4. The Board of Directors may make an exception for Teams not meeting all the above requirements based on a recommendation made by the Competition Committee or the CSL Board of Directors.
5. New Clubs/Teams will be considered on probation for their first year in CSL. CSL reserves the right to deny admittance to New Teams.
6. No Club or Organization, including their affiliates, associates, or partners shall be permitted more than three (3) teams in any one age group by gender.

PRIORITY OF ADMITTANCE INTO CSL:

1. Returning Teams will be given priority in admittance to CSL.
2. Premier teams from other (non-CSL) Competitive Leagues may be given priority over New Teams. For these purposes, a Premier Team from another Competitive League is defined as a "gold level" Team that participated with another Competitive League during the previous season, but in all other respects meets the requirements for a Returning Team.

All application fees and the Performance Bond shall be returned if the new applicant is not accepted prior to the start of the season (this does not apply to teams dropping and/or withdrawing their team application). Teams shall be deemed accepted when the Competitions Committee has tentatively bracketed them and the CSL Board has approved the tentative bracketing, and they have met the requirements in subsection F, below.

Any team that drops/withdraws after its application is submitted will forfeit their BOND. Any team that withdraws after July 20th will forfeit their BOND AND APPLICATION FEE as well as any other fee paid CSL through the registration process and will not be readmitted to the League. To complete a team's acceptance, a completed roster of names and addresses listing a minimum of one administrator and a minimum of eleven (11) registered players [eight (8) registered players for U9 or U10 teams] must be listed on the CSL online roster on or before July 20th. The rosters may be verified with the Club Registrar at the discretion of CSL. If the minimum number of administrators and players cannot be verified, the team will be placed on a waiting list. This roster will be utilized for CSL mailing purposes.

When any team in good standing determines that they will not apply for the next regular CSL Season, they may request the return of the team's performance bond that was paid on their original application to CSL. This must be done in writing to the CSL Offices, and a registered Team Administrator must sign the requesting letter. ONLY in the case that no registered Team Administrator is capable of signing the letter, the team's Club President may sign. The request must be made within twelve (12) months of the requesting team's last scheduled CSL game, or the bond shall be forfeit. Bond refunds will be made after July 1st for all teams, except teams aging out, in order to verify that the 4-digit CSL number has been "retired".

The Board of Directors may deny a Club's or Team's admittance to CSL based on the Team's or Club's violation of League, State or National Association, or other organization rules, or due to excessive disciplinary problems caused by members of the Team or Club including but not limited to the administrators, players, parents or spectators.

### SECTION 3. TEAM AND PLAYER DUES

Team application fees shall be as determined by the BOD prior to the AGM. Clubs/Teams shall be considered in bad standing and shall not be allowed to participate in League and/or League Cup competition until all outstanding fees and/or fines are paid.

### SECTION 4. AGE GROUPS

Age Divisions shall be comprised of players who are, before the first day of August of that seasonal year:

UNDER 19 years of age	UNDER 13 years of age
UNDER 18 years of age	UNDER 12 years of age
UNDER 17 years of age	UNDER 11 years of age
UNDER 16 years of age	UNDER 10 years of age
UNDER 15 years of age	UNDER 9 years of age
UNDER 14 years of age	

### SECTION 5. PLAYER AND COACH REGISTRATION

Teams that register with CSL will be subject to the following rules:

1. All players must complete the CYSA-S registration forms. The player is registered from the moment the player or the player's agent signs the registration form and pays the appropriate fees. (CYSA-S Rules & Regulations)
2. A player identification card (Player Pass) shall be issued only on presentation of proof of age in the form of original birth certificate with a copy to the Registrar. Where birth certificates are not obtainable, the CSL BOD shall determine and request documentation for proof of age. (Hospital, Baptism, and Religious certificates are not acceptable.) (Reference CYSA-S Rules & Regulations)
3. Three (3) current photographs (maximum size 2" x 1 1/2") must be submitted to be permanently attached to the Player Pass in the proper places. New Player Passes will be issued every year. Prior to lamination of the Player Pass the photograph shall be affixed and stamped with the appropriate CSL stamp per CYSA-S rules and regulations.

The BOD may request, from any Member Team, proof of age to be established. A copy of the written request will be directed to the CYSA-S BOD and the appropriate league. A written request and telephone call will be directed to the Team Correspondent, with copies of the written request sent to the CYSA-S BOD and the appropriate league if other than CSL. Proof of age shall be presented within seven (7) days of the date postmarked on the request sent to the Team Correspondent. Failure to respond to such request shall result in the immediate suspension of the player

involved and forfeiture of all league games in which the player participated. (CYSA-S Rules & Regulations)

Any allegation or indication of Falsification of Documents will be turned over to the CYSA-S Protests, Appeals and Disciplinary Committee for further investigation. If further investigation reveals proof, charges will be filed with the CYSA-S PAD Committee requesting full prosecution.

Youth players who have been registered on an adult amateur team during the season must obtain consent from the CSL BOD, present proof of proper release, and be in good standing with their previous team in order to register with CSL.

Any player seeking release or transfer must submit the completed forms, with all fees paid, in accordance with CYSA-S Rules and Regulations.

Players and League Officials of teams registered with a league other than CSL must have a laminated Player Pass issued pursuant to Section 1 of CYSA-S Rules and Regulations.

In all CSL competitions, no team may use a loan player from any other team. A loan player is any player who plays for a team without being registered to that team pursuant to CYSA-S Rules and Regulations. Any non-Premier team using a loan player shall forfeit all games in which a loan player participates. CSL Premier teams will follow loan player guidelines as outlined in the CSL Premier Team Contract.

## **SECTION 6. PLAYER RELEASE AND TRANSFERS**

Any player released for disciplinary (or misconduct) reasons may be subject to a CSL Trial Board before transferring to another team.

All Player releases and transfers are required to be completed according to CYSA-S Rules and Regulations.

## **SECTION 7. FIELDS AND ETIQUETTE**

All Clubs/Teams must submit a current year Field Parameters online, detailing field information. The scheduler shall strive for the maximum use of each field on a home-and-away basis, with consideration given to referee availability.

1. The field should be available on both Saturday and Sunday to start play at 8:00 AM and end play at dusk. (10 PM if lighted)
2. The field should be available beginning the weekend after Labor Day through the end of December.
3. Based on a full day of playing time (9 hours), up to nine teams can be assigned per field. A separate Field Parameters will be required for every field.
4. A minimum of six U11-U19 teams must be assigned to a full sided field to accommodate referees.
5. Each field must have a valid permit issued by the appropriate authority for the times listed on the Field Parameters. A copy of the permit should be submitted with the Club application, or prior to the first CSL game on that field.
6. The field must have additional named insurance as required by the appropriate authority and provided by CYSA-South. Contact CYSA-S for the insurance application.

The term "home field" may represent a field closest to the area of the home team rather than the team's own field. Use of "common fields" is necessary for assignment of referees for complete coverage of games. In order to use a field as a "common field" the CSL BOD must obtain permission from the Soccer Club or League that holds the permit for that field. U9's & U10's may be placed on "common" venues.

On a common field, the home team scheduled for the first game of the day shall be responsible for the condition of the field of play, the proper field marking, and proper equipment i.e., goal posts, nets and corner flags. It shall be the responsibility of each team to have a game ball.

In the event the field is not playable or not available, it is the responsibility of the home team to notify the Scheduler and then all teams scheduled to play on the field at least forty-eight (48) hours prior to the game time.

A field may be declared not playable by the Scheduler twenty-four (24) hours prior to the game on information supplied by the proper non-club field authority, i.e. school district, park, recreation district, or referee.

If a game has not been canceled or postponed by one of the methods listed above, regardless of the circumstances, all parties involved must proceed to the playing field and prepare to play observing game time regulations. The field may then be declared not playable by the field authority or referee. Cancellation of a game scheduled earlier on a particular day does not apply to succeeding games and each team is responsible for following the proper procedure.

In the event a field permit is cancelled by the facility owner or a field is closed by the home team/club, the CSL BOD shall make the determination as to whether the games/games shall be rescheduled or declared a forfeit against the home team.

COACHING FROM THE SIDELINES IS PERMITTED, SUBJECT TO THE FOLLOWING CONDITIONS:

1. Within ten (10) yards in either direction of the halfway line.
2. Coaching shall be of a technical or tactical nature, consistent with the game of soccer, i.e. giving directions to one's team on points of strategy and position.
3. The Team Administrator's/Coach's language and attitude shall be such that it is not conducive to misconduct or violence. It shall not result in verbal or physical abuse of the referee on the part of the team/players, team administrators and/or spectators.
4. The Team Administrators/Coaches are responsible for their sidelines and they may receive sanctions because of inappropriate behavior from a spectator on their sidelines.
5. Credentialed Administrator/Coaches with USSF/USYS Coaching License and Risk Management MUST have a USYS white laminated Coach/Administrator pass as per CYSA-S Rules & Regulations to be within the technical area (the team bench). Such Credentialed Administrator/coaches MUST be on the sideline at ALL TIMES during the game, or the game will be forfeited by the team without the coach/administrator. If a team that started the game meeting this requirement ceases meeting the requirement during the game due to any reason, i.e. administrator ejected, had to leave, etc., they will immediately forfeit, and the game will be terminated. It is suggested that each team have at least two (2) licensed and registered coaches to avoid forfeiture due to the absence of one of the coaches. (CYSA-S Rules and Regulations)
6. Administrator/Managers with Risk Management and USYS white laminated Administrator pass may sign the match report and be responsible for all paperwork of the team, but NOT coach, start or continue a game. (CYSA-S Rules and Regulations)

Teams may be expelled from further competition for conduct unacceptable to the field permit holder or the CSL BOD.

It is recommended each club/team have a first aid kit available at each game and practice.

Mechanical/electric audio devices, such as megaphones, noise makers and walkie-talkies, shall not be used at any CSL competition except at CSL League Cup Finals, and then only for the purpose of announcing teams at the awards ceremonies by the CSL BOD or its designee.

All players, parents, administrators and spectators of each team must, where possible, stay on their respective side of the field (5 yards off the sideline) during League and League Cup games. Administrators shall have the right to request the referee to enforce this rule during the game. Failure to comply with this rule shall, at the referee's discretion, result in game suspension. The offending team may be brought before the Competitions Committee for disciplinary action.

## **SECTION 8. CLUB/TEAM COLORS, UNIFORMS AND PLAYER SAFETY**

Each player participating in the game shall be in a complete uniform, with permanent numbers six (6) inches or larger in a contrasting color. No uniform may display a number larger than two (2) digits. Example: 99 is acceptable. 100 or higher is not acceptable. Uniforms must be clean and presentable at the start of the game with shirts tucked in and socks pulled up over the shin guards. These requirements also apply to alternate uniforms.

The Goalkeeper of each team shall wear a shirt that does not resemble the shirtcolors of either team, as judged by the Referee.

When the colors of two competing teams are similar to the point of confusion during play, as judged by the Referee, the home team shall change shirts. In the event that a team's uniform conflicts with the uniform of the Referee and the Referee elects not to change, the conflicting team MUST change to its alternate uniform.

It is recommended that each player uses an approved type of soccer shoes, however, tennis shoes may be worn. Any type of shoes determined to be unsafe by the Referee shall not be worn in the game.

All players must have an individual uniform number assigned at the beginning of the season, which does not change for the duration of CSL competition. This number must be displayed on the player's uniform during any CSL game in which they participate.

The CSL BOD must approve all advertisement (including sponsors) on uniforms.

**PLAYER SAFETY**

1. No player should be allowed to play in any regularly scheduled League or League Cup game with an injury that can be aggravated by playing or which constitutes a danger to others.
2. A player must not use equipment or wear anything that is dangerous to himself or another player, including jewelry. (FIFA Law IV)
3. Shin guards are mandatory for all players in practice, games and tournaments.

Infringement of these rules shall result in a formal warning by the BOD, and further infringement will result in action by the BOD as determined necessary to maintain standards set by CSL.

**SECTION 9. NUMBER OF PLAYERS**

No U11 thru U15 team shall have more than eighteen (18) players on its roster at any given time; only Fourteen (14) players for U9-U10 teams are permitted; and only Twenty Two (22) players for U16, U17, U18 and U19 teams is allowed. Every U9 team must have at least four (4) age appropriate players and said players MUST remain on the team's roster for the entire CSL League Season to be accepted into CSL and bracketed in the age group.

Any U16 thru U19 team that has more than Eighteen (18) players up to a maximum of Twenty Two (22) players on its' roster must cross off enough players on each game Match Report to show a Match Report roster consisting of a maximum of eighteen (18) Players eligible to play in the game.

Any player listed on the Match Report shall be considered as having played under the name and shirt number as listed. The accuracy of the player entries is the responsibility of the team administrators. The penalty for infraction may include forfeiture, fines, probation, or suspension at the discretion of the BOD.

Failure to cooperate with a reasonable request to substantiate the legitimacy of any player who has played in a particular game shall result in a CSL Trial Board investigation and hearing, and may result in CSL BOD action, which may include forfeiture, fines, probation, and/or suspension at the discretion of the BOD.

**SECTION 10. PLAYER SUBSTITUTION**

Substitutions may be made, with the consent of the referee, at any stoppage of play.

Substitution shall be made at midfield within (10) yards of the halfway line. The Substitute Player shall not enter the field of play until allowed by the Referee and the Player substituted has left the field of play.

Excessive substitutions resulting in confusion or delay of game are to be discouraged by the referee.

**SECTION 11. SCHEDULING**

All League/Club Presidents shall review the Home Field Schedule for compliance with the field parameter provided by the annually established deadline or the schedule will be deemed approved. CSL requires that the League/Club Presidents do not distribute the Home Field Schedule to any parties other than their own League/Club's Field Administrator.

Once the schedule is published, no exceptions to the CSL schedule shall be allowed for any reason unless approved by the CSL BOD.

In a case where field condition or availability is involved, the Club or League President who holds the field permit shall be responsible for informing the Scheduler of such conditions immediately to facilitate obtaining an alternate field or rescheduling the game to the earliest possible date. Note: Requested changes of this type will result in a \$50.00 assessment per game change. In addition, please refer to Section 7, Paragraph F.

The Scheduler will notify teams whose game is rescheduled as early as possible prior to the new date and time. Teams are required to play officially rescheduled games.

Whenever possible, the pools in bracketing will result in a standard fourteen (14) game schedule [seven (7) home and seven (7) away]. Division 1 and 2 (U15 - U19) and U11-U14 GOLD Brackets may use twelve (12) team brackets and play an eleven (11) game season. A minimum of eleven (11) games can be allowed; however this minimum can be jeopardized after the season begins i.e. if a team drops.

When a team is scheduled as the Home Team at a field other than its home field it shall be held responsible for field preparations. A protest based on home field preparations, if upheld, shall result in a reschedule of the game in

contention. The Referee shall be the sole judge as to the field's playability. The Home Team may be held responsible for Referee fees.

The Scheduler shall not be responsible for an inability to communicate schedule changes where such inability results from the failure of a Team Administrator having correct email addresses listed online.

Any team(s) changing games without CSL approval may experience a double forfeiture, loss of points for both teams, and a \$75 assessment to each team for referee fees **and may, at the sole discretion of the CSL BOD, be dropped from the League entirely.**

**Every Team applying and accepted to CSL has agreed that the Team will be available to play on every Saturday and Sunday during the CSL Season. The CSL Season begins on the 2nd Saturday of September and runs thru either the 2nd or 3rd weekend of December (depending upon Make Up dates). Teams forfeiting any CSL games will forfeit their CSL Team Bond and may, at the sole discretion of the CSL BOD, be dropped from the League entirely.** Any team intending to forfeit any game must immediately notify the CSL Scheduler at [Schedulers@CoastSoccer.com](mailto:Schedulers@CoastSoccer.com)

#### INCLEMENT WEATHER

1. In the event of inclement weather, the teams will assume that the game will be played unless notified by the Scheduler.
2. In an effort to play the game, the field authority may provide an alternate field. The teams will be notified at the earliest opportunity (It may be the morning of play).
3. Provided the authority that has control of the field in question has not refused permission to use the field, the referee shall have the sole authority to decide whether a game shall be played or suspended due to inclement weather.
4. If the game is suspended prior to the second half, the game will be replayed in its entirety. If the game is suspended during the second half, the game will be considered a full game, unless there was a purposeful misconduct or misuse of this regulation as determined by the Competitions Committee.

#### SECTION 12. COMPETITIONS, STANDINGS AND AWARDS

A. Two competitions are organized by CSL: the League competition and the League Cup competition.

##### 1. LEAGUE COMPETITION

- a. It shall be a home-and-away competition (with the exception of Premier and U9-10's), each team playing all opponents in the group twice. (This system may be altered before the first game of the season when the number of the teams in a group makes the above rule impractical.)
- b. The standings of teams in their respective brackets shall be determined by points, with three (3) points awarded for each win and one (1) point awarded for each tie.
- c. If teams are tied on points for first place, each First Place Team will receive first place awards and no second place awards will be issued. If teams are tied for second place, each Second Place Team will receive second place awards (with the exception of Premier).
- d. If a team disbands, or for any reason does not complete all its scheduled games, the Competitions Committee shall determine the appropriate adjustments for bracket standings.
- e. After the season has started, all games are played under the jurisdiction of the League. No club/team may participate in any other organized game without the permission of the CSL BOD.

##### 2. LEAGUE CUP COMPETITION

- a. CSL League Cup competition format is to be determined by the Competition Committees and approved by the BOD. Rosters are frozen on the Friday night before the first scheduled game of the age group.
- b. Field loading will be utilized for the entire competition.
- c. All players in good standing are permitted to participate in CSL League Cup for one team only. All "caution" and "send-off" (yellow and red card) infractions during the regular League Season will not carry over to League Cup competition unless the CSL Competition Committee determines that the foul was so serious as to require additional penalties that will carry over to the following year to the offending player. A SEND-OFF (red card or double yellow) will result in a minimum one game suspension in current

League Cup competition and that player or coach may be brought before the Competitions Committee and/or Trial Board for disciplinary action.

- d. League Cup Competition will be seeded as follows:
  1. Seeding will be based on standings as close to the halfway point of the season as possible.
  2. Seeding will be done in the standard "snake" fashion with the order Premier-Gold-Silver-Bronze.(Each bracket will start with 1st, 2nd, 3rd, etc.).
  3. In the event of a tie in points, at the predetermined halfway point, the head to head match will be used to determine who is seeded first. If the head to head is a tie then the lowest CSL 4-digit Team number in even years, and highest CSL 4-digit Team number in odd years will be awarded the tie break.
  4. During League Cup competition, if the winning team is found in violation of the League Rules and Regulations that require forfeiture, the Competition Committee shall continue with the last opponent of that team declared the winner of the game in question. Under no circumstances shall the competition be replayed from the entry of the offending team into the competition.
- e. Scoring will be as follows: 3 points for a win, 1 point for a tie and 0 points for a loss. A forfeit will be recorded as a 0-1 loss. A forfeited game in a pool round will result in a forfeited score in all other pool games, regardless of the previous scores.
- f. Game formats and times:
  1. Pools will be three teams and play each other on one day. Pool games may end in ties.
  2. Round of 32, Sweet 16, and quarterfinals will go directly to FIFA kicks from the penalty mark.
  3. Semi-finals played on a separate day will be regulation time, go to overtime and FIFA kicks from the penalty mark as necessary. Semi-finals played as a "two-game" day will be shortened like a quarterfinal match and if tied will go directly to FIFA kicks from the penalty mark.
  4. Finals will be regulation time and go to overtime and FIFA kicks from the penalty mark as necessary.
  5. Game Times:
 

U9 through U12.....	50 minutes
U13/14.....	60 minutes
U15 through U19.....	70 minutes
  6. Overtime Periods:
 

U9 through U12.....	two 7-minute halves
U13/14.....	two 8-minute halves
U15 through U19.....	two 10-minute halves
- g. Pool winners will advance to a round of 32, sweet sixteen or quarterfinals based on the number of brackets. There will be enough wild cards to balance the round. The last Wild Card Winner will play the first seeded team.
- h. The top teams in a given age division may receive a bye through the pool round depending on the number of teams playing.
- i. As determined by the appropriate Competitions Committee each year, the bronze bracket alone may compete in a pool play to advance to the next round of pool play.
- k. The CSL Official Tiebreakers are as follows and in the order specified.
  1. Head to Head
  2. Least amount of goals allowed.
  3. Goal differential.
  4. Most shut out wins
  5. Least amount of penal points. Send-off = 2 points / Caution = 1 point
  6. The team with the lowest CSL 4-digit Team number in even years; and highest CSL 4-digit Team number in odd years will be awarded the tie break.

B. CSL may make the following awards:

1. An award to each player on bracket championship teams.
2. An award to each player on bracket runner-up teams.

3. An award to each player and team representative of each age bracket League Cup championship team.
4. An award to each player and team representative of each age bracket League Cup finalist team.

### SECTION 13. GAME PROCEDURES AND CONDUCT

All regularly scheduled games must be played on approved scheduled dates. No club/team shall be scheduled to play two regulation games on the same day without approval by the CSL BOD.

The Scheduler may reschedule League and/or League Cup games on consecutive days.

Game duration and ball size shall be as follows:

- U17 - U19 .....two 45-minute halves played with size 5 ball
- U15, U16.....two 40-minute halves played with size 5 ball
- U13, U14.....two 35-minute halves played with size 5 ball
- U11, U12.....two 30-minute halves played with size 4 ball
- U10,U9 .....two 25-minute halves played with size 4 ball

A ten (10) minute intermission shall be allowed between halves.

### MATCH REPORTS

1. The Players COMPLETE information must be recorded on the online player roster before the Match Report is printed. Each player must report to the referee before entering the game for the first time. The names of all players who are not present or are not eligible to play must be listed and then crossed out on the match report. Please insure that any U16, U17, U18 and U19 team with a roster in excess of Eighteen (18) Players, all players over the Eighteen (18) maximum game day roster are lined out.
2. It is the responsibility of the Home Team Administrator(s) to provide the Referee with an accurate, legible and completed current official CSL Match Report and a mailing envelope with proper postage prior to the start of the game along with their Player Passes. Following completion of the match, the Referee and both Teams' Administrators will sign the Match Report.
3. The Team Officials shall present their Player's and Administrator's Passes to the Referee prior to the game. If there is no Administrator/Coach with a valid USYS Administrator Pass, the Referee shall note that on the match report and the game shall not be played. The team in violation shall forfeit the game and pay referee fees for both teams.
4. All players named on the Match Report must have a valid Player Pass for that team. The Players' ID numbers shall be listed.
5. The Referee is required to make a check mark on the Match Report by the name of each player with a valid Player Pass and uniform number. The Referee must initial any player's name that has been crossed off on the roster and this player and uniform number is inactive for this game.
6. In the event a player misrepresents himself/herself during a game, either or both coaches may request notation of the irregularity on the Match Report by the Referee, who should then initial the notation.
7. Late arrivals shall be allowed to play, provided that the Referee is aware of the late arrival prior to the start of the game and the player checks in with the Referee before entering the game.
8. The Referee is required to make appropriate notation of all instances of ID irregularity on the Match Report. The Referee's Report shall constitute proof of violation.
9. The Referee is required to sign the official Match Report to verify that the Player Passes of both teams have been checked.
10. The referee is required to report on the official CSL Match Report, instances of misconduct on the part of club/team Players, Administrators or Spectators that he determines to be adverse to the conduct of the game. Additional information may be included on an extra sheet of paper accompanying the report.
11. In cases where a Player or Administrator is sent off, the Referee is required to make proper notation on the official CSL Match Report and submit it to CSL. All Player and Administrator's Passes should be returned to the team at the end of the match including those of Players and Administrators sent off during the match. Only in cases of assault, violent conduct or suspected falsification of documents should the Player or Administrator Passes be withheld. In such cases, a supplemental Referee Report detailing the events and

violations should be made. In the case of Serious Foul Play, the Supplemental Report, Match Report and Player/Administrator Passes should be sent to the CSL Vice President at the CSL offices within 48 hours. Any such passes sent to the CSL office may be picked up by the team at the CSL office. In the case of Assault, Referee Abuse, or suspected Falsification of Documents, the Supplemental Report, Match Report and Player/Administrator Passes should be sent to the CYSA-S Protests, Appeals and Disciplinary Committee (PAD) at the CYSA-S Offices within 48 hours. A copy of said report must be provided to the CSL Competition Chairman at the CSL Office within said 48 hour period. Contact CYSA-S about passes sent to the CYSA-S office.

12. The Referee is required to mail all official CSL Match Reports to the CSL office within forty-eight (48) hours of the end of the game. Failure to submit official CSL match reports shall subject the Referee to removal from the CSL approved referee list.
13. The referee is required to reject entries on the official CSL Match Report that are not printed or legibly written.

#### REFEREES AND REFEREE FEES

1. The Official Referee shall be the sole judge on the field of play and his decisions shall be final. No protest based on "referee judgment" shall be allowed.
2. Any complaints regarding referees shall be directed in writing to the CSL Office.
3. Any CSL game refereed by any Administrator, parent or relative of a player in the same game shall be forfeited by the relative's team unless such referee is approved by both teams in writing on the Match Report prior to the game being played.
4. In the event that the official referee fails to appear, a certified referee may be appointed with the mutual agreement of both teams. Signature on the official Match Report by the Administrators for both teams shall constitute acceptance of the appointed referee.
5. Upon the written request by the CSL BOD (or as the CSL BOD shall delegate to the referee assignor), a referee will be assessed by a USSF licensed assessor. The Association should assess the referee within two weeks of the request.
6. **In the event of a "no show" forfeit, the team determined responsible for the forfeit shall lose their CSL Team Bond and be dropped from the League. Teams who reinstate their CSL Team Bond at least 96 hours before their next game, may, at the sole discretion of the BOD, be allowed to continue to play in the League. Please issue the check to CSL and mail, or take it to the CSL Office before the next game. Refer to the game number, age group and team names.**
7. Failure to pay the required fees and any fines imposed by the CSL BOD before the next scheduled game shall subject the team to further CSL BOD action.
8. The referee fees for each team shall be as follows:

GAME LENGTH	PREM. 90 MIN	PREM. 80 MIN	U17-19 90 MIN	U15-U16 80 MIN.	U13-U14 70 MIN.	U11-U12 60 MIN.	U09-U10 50 MIN.
Three (3) Referees	\$74.00	\$66.00	\$63.00	\$56.00	\$49.00	\$42.00	\$35.00
Two (2) Referees	\$59.00	\$53.00	\$50.00	\$45.00	\$39.00	\$34.00	\$28.00
One (1) Referee	\$45.00	\$40.00	\$38.00	\$34.00	\$29.00	\$25.00	\$21.00

- a. Referees are to be paid in cash, so they can split it with their assistant referees.
- b. Club linesmen are not paid. A team booster, certified or not, is a club linesman.
9. All referees must have a current USSF Referee License. The three (3) Referee System (diagonal system) shall be used for all games. The two (2) WHISTLE Referee System is prohibited. Should one referee fail to appear or be unable to continue, a club linesman shall be appointed by and at the Referee's discretion as a replacement. Should two (2) referees fail to appear or be unable to continue, two (2) club linesmen shall be appointed by and at the Referee's discretion. But regardless of whether the Referee chooses to use club linesmen or not, the two (2) whistle system will not be used.

10. The fee to be paid is determined by the number of referees who officiate the entire game.
11. The Center Referee on the field for U11 thru U19 games must be a minimum of fourteen (14) years of age, must be two (2) years older than the age group he/she is centering and have two (2) years experience as an Assistant Referee.
12. Assistant Referees shall be a minimum of twelve (12) years of age for all U11 thru U19.

#### GAME STOPPAGE AND DELAYS.

1. If for any reason a game is not played or is not completed, the Competitions Committee shall decide the standing of the game depending upon the reason for the game stoppage.
2. The Competitions Committee may reschedule the game, order the game to stand as played, order remaining time to be played off at a later date, or order such other action depending upon the circumstances as they are determined to be proper.
3. All games shall start at their scheduled time and the delay of a game for any reason shall not extend the start of the following game past the grace period for the following game.
4. The grace period shall be fifteen (15) minutes after the scheduled game time. Player Passes as well as Coaches Passes must be presented before the game commences and the grace period may not be extended by the referee.
5. A team must start a game with a minimum of seven (7) [Six (6) for U9-10] players in good standing, who are registered to that team. The players must be on the field ready to play at the end of the grace period or forfeit the game.
6. It shall be the responsibility of the Referee to start the game on time and he/she shall be the judge of the tardiness of teams. No protest from Team Administrators or others regarding late starts shall be entertained without confirmation by the Referee's Report. Actions taken by the Competitions Committees shall be based solely on official notations on the official CSL Match Report.
7. The Referee shall check the Player Passes of the team in attendance and follow the normal procedure before the absent team shall be subjected to forfeiture.
8. The Referee may terminate or suspend the game, but only the Competitions Committee or CSL BOD may determine a match to be a forfeit by one or both teams. Member Clubs/Teams are responsible for the actions of their teams, players, administrators and spectators. They are required to take all precautions to prevent and discourage unruly behavior, threats, and /or assaults on players or officials, before, during and after the game.

#### SECTION 14. FORFEITS, FINES AND SUSPENSIONS

- A. The CSL BOD may fine and/or suspend any member club, team or individual in any of the following situations:
  1. If such member Club/Team/Individual shall refuse or neglect to fulfill any of its/their obligations as a member, or violates any of the provisions of the Bylaws and Rules and Regulations of CSL.
  2. If such member Club/Team/individual shall commit any act which is determined to be contrary to or inconsistent with the principles and standards of good sportsmanship.
  3. Failing to accurately enter all required information on the Match Report.
  4. Being Sent-Off for a second time in a single season, or being Sent-Off during League Cup.
  5. Failure to submit to a CSL BOD request for proof of age of any Player.
  6. Behavior of an Administrator, Player or Spectator that encourages Referee Abuse, Referee Assault or Non-Referee Assault, or any verbal abuse by the other Administrators, Players or Spectators.
- B. A team may be subject to forfeiture of games if it is found in violation of any of the following:
  1. Non-payment of Club/Team fees, including dishonored checks.
  2. Non-payment of fines within fourteen (14) days of official Trial Board action.
  3. Non-payment of referee's fees prior to the next scheduled game.
  4. Failure to show for a scheduled game.
  5. Failure to present proper identification of players in the form of valid white laminated USYS Player Passes.

6. Inability to field seven (7) players [six (6) for U9-10] in good standing who are registered to that team.
7. Failure to be on the field of play and ready to play at the scheduled game time, following any grace period.
8. Leaving the field in total without the referee's permission and with the intent to not continue the game.
9. Failure or refusal to continue the game.
10. Violations of registration rules.
11. Misconduct that causes the termination of the game.
12. Violation of disciplinary (red/yellow card) regulations.
13. Using loan players during CSL competition. (Exception for Premier)
14. Failure to have a USSF/USYS Licensed Administrator/Coach with a valid white laminated USYS Administrator pass as per CYSA-S Rules & Regulations.
15. Failure to submit to a CSL BOD request for proof of age of any Player.
16. Falsification of documents related to a game, such as a Match Report, Player Registration Form, etc.
17. Failure to comply with Rule 7.G.
18. Failure to meet administrative requirements that results in the termination, cancellation or suspension of the match.
19. Failure to accurately enter all information on Match Report.

In addition to the forfeiture of a game, a team may be subject to being dropped from CSL entirely and fines of not less than \$50.00 for violations of CSL Rule 14.B, with the exception of the rules in subsections 8 and 9 which may carry a minimum fine of \$75.00 to a player or administrator.

The CSL BOD may recognize the suspensions and rulings of equal organizations that are affiliated with USSF. The CSL BOD may initiate suspension of any administrator, player or associated bodies or individuals of any member club/team for a stipulated time period from participation in CSL. The following offenses shall subject members to suspension:

1. Any player ejected by the referee shall be suspended automatically without appeal for the next two (2) scheduled games for the same team that he/she was ejected from and may be subject to CSL Trial Board action. It shall be the responsibility of the Administrator to ensure the suspension is served regardless of whether the Referee returns the Player Pass, or fails to note it on the Match Report. Any administrator found in violation of this rule shall be subject to a fine and/or suspension, and will be brought before a CSL Trial Board, and the Administrator's team shall be subject to forfeiture of game. However, any player ejected for violent conduct shall be suspended automatically without appeal for the next six (6) scheduled games.
2. Any Coach/Administrator sent off by the Referee shall be suspended automatically without appeal for the balance of that game and for the next two (2) scheduled games for the team from whose game he/she was ejected and may be subject to CSL Trial Board action. It shall be the responsibility of the Administrator to ensure the Pass, or fails to note it on the Match Report. Any administrator found in violation of this rule shall be subject to a fine and/or suspension, and will be brought before a CSL Trial Board, and the Administrator's team shall be subject to forfeiture of game.
3. Any player, club/team administrator who is alleged to have committed a physical assault on a referee or assistant referee may be immediately suspended, and such suspension shall remain in force and effect until the matter is adjudicated.
4. All physical assaults are to be reported to the CYSA-S PAD Committee at the CYSA-S Offices in writing with a copy sent to the CSL Vice President and Competition Committee, and will be subject to further actions.
5. Players sent off twice in one season (2 red cards) by a referee shall be suspended automatically without appeal for the next four (4) scheduled league games for that team and shall be subjected to CSL Trial Board action.
6. Any club/team administrator sent off twice in one season (2 red cards) by a referee shall be suspended automatically without appeal for the next four (4) scheduled games for the team from whose game he/she was ejected, and shall be subject to CSL Trial Board action.
7. All disciplinary (red/yellow card) suspensions incurred during regular League Season play are in full force and effect until fully served. The suspension will involve a carryover to the following CSL League Season.
8. A Disciplinary Point shall be applied to a team for each Caution (Yellow Card) received by a member of that

team. Two (2) Disciplinary Points shall be applied for each Double Yellow Send-off received (Collectively considered has having been given a Red Card). Three (3) Disciplinary Points shall be applied for each straight Red Card/Send-off received.

9. Any team accumulating twenty (20) Disciplinary Points during the season shall be subjected to a loss of (1) point in the appropriate standings. If thirty (30) Disciplinary points are accumulated during the season, two (2) additional points shall be deducted from the team's standings (for a total of three (3) points in the standings). In the event a team accumulates forty (40) Disciplinary Points in the season, the team shall be immediately suspended from further participation in CSL sponsored events. If a team is suspended under this rule, all games played and yet to be played for the current season shall be declared forfeit.
10. A second caution (double yellow/red) given for non-violent fouls will result in the player serving suspension for the remainder of the existing game and the next game played. This infraction does not count towards a send off (two game suspension, or a second send off four game suspension). However, it does count as two points against your team's disciplinary point accumulation. As with all penal fouls, second cautions (double yellow/red cards) cannot be appealed.

Any administrator found guilty of coaching while on suspension shall be subject to a fine and/or an additional period of suspension and their team may be subject to forfeiture of game. To aid in the enforcement of this rule, coaching is defined as any interaction or communication of any kind with any player, any interaction or communication of any kind with opposing coach/team, and any interaction or communication of any kind with game officials, AND/OR being within visibility of the field and/or Complex on game day. Violation of any of the above will be in violation of the suspension.

## SECTION 15. PROTESTS AND APPEALS PROCEDURE

### PROTESTS

Any member Club/Team may protest the action of another Club/Team by using the following procedure. Any protest must be made in writing, and the postmark will determine the filing date, or if hand delivered by the date and time received and acknowledged by signature by the appropriate person. If delivered by hand, the person delivering the protest must countersign the document.

The original protest must be submitted to the CSL Office with a filing fee of \$50.00.

An additional copy of the protest must be submitted to the Competitions Chairperson.

### LEAGUE COMPETITION

- a. A protest of competition must be received in writing within seventy-two (72) hours following the completion of the game.
- b. The protest must be submitted to the CSL Office with a copy to the Competitions Chairperson.
- c. A filing fee of fifty (\$50.00) dollars must accompany the protest.
- d. The referee's Match Report shall be the basis for assessing all offenses where predetermined penalties are applicable. Other offenses shall be reviewed and administered by the Trial Board.
- e. The Competitions Committee shall rule on the protest.
- f. All Competitions Committees rulings shall be reviewed and approved by the CSL BOD.
- g. Members shall be officially advised orally and/or in writing by the Competitions Committee of penalties applied and imposed.

### CSL LEAGUE CUP COMPETITION

- a. A protest of a game must be made orally and in writing no later than two (2) hours following completion of the game. Delivery of the protest shall be by hand to the Competitions Chairperson or designated delegate with the \$25.00 filing fee.
- b. The Competitions Committee shall rule on the protest and their decision is final.
- c. A referee Match Report shall be used with other appropriate evidence as the Competitions Committee may determine to be necessary to render a decision.
- d. The Competitions Chairperson shall officially notify the protesting party of the decision orally and/or in writing.
- e. No protest concerning CSL League Cup Finals will be entertained at any time or date.

**APPEALS.**

Any member Club/Team may appeal any action taken against them using the following procedure:

1. Appeal of a Trial Board or Competition Committee decision is made to the CSL BOD using the following procedure:
  - a. The appeal shall be submitted in writing to the CSL Office with a \$75.00 filing fee and a copy submitted to the CSL President.
  - b. The appeal must be made within seven (7) days from notification of the action being appealed.
2. Appeal of a CSL BOD non-competition decision may be made to the CYSA-South District Commissioner using the following procedure:
  - a. The appeal shall be submitted in writing to the District 3 Commissioner.
  - b. Protest, Appeal and Disciplinary Hearing procedure is set in the CYSA-S Manual of Procedure. (CYSA-S Rules & Regulations)
  - c. The appeal must be made within forty-eight (48) hours after notification of the CSL BOD ruling.
3. Failure of an affected appealing party to appear at the scheduled meeting after proper notification shall result in the automatic denial of the appeal and forfeiture of the fee. Notification of the meeting shall be at the discretion of the CSL BOD addressed to the appellant at the address that was submitted with the appeal to the CSL Office.
4. Filing fees will be returned only when a ruling is made in favor of the appellant.
5. All Competitions Committees and/or Trial Board actions, excepting such actions provided for elsewhere in these Rules, shall be reviewed and approved by the CSL BOD. The decisions of Competitions Committees and Trial Boards do not become final before this review.
6. Members and associated parties will be advised by the CSL BOD of their decision.
7. CSL shall provide right of appeal per CYSA-South.
8. These Appeal Procedures do not apply to Bracketing Appeals

**SECTION 16. ALCOHOLIC BEVERAGES, TOBACCO AND SMOKING**

A. THE PURCHASE, SALE AND/OR CONSUMPTION OF ALCOHOLIC BEVERAGES OR THE USE OF TOBACCO OR SMOKING AT ANY CSL SANCTIONED COMPETITION OR EVENT IS EXPRESSLY PROHIBITED.