

Southern California Developmental Soccer League

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Rules and Regulations

June, 2011

The Southern California Developmental Soccer League (“SCDSL”) is a player development league for youth soccer players in the Southern California geographic region committed to providing an environment that allows players to experience high levels of competition with developmentally sensitive scheduling. The primary goals of SCDSL are to allow participating clubs to focus, first and foremost, on player development and to have the freedom to make decisions that are in the best interest of their players. The league will be comprised of regional home and away games and as well as showcase events where teams will cross play with teams from other regional areas.

The SCDSL will be implementing US Soccer’s Respect Initiative.

Everyday: Respect
Respect: Yourself
Respect: Your Coach
Respect: The Referees
Respect: The Game

I. ADMINISTRATION

a. Club Application

Clubs can apply to the SCDSL by completing a Club Application located on the SCDSL website (www.scdslsoccer.com). Club applications must identify a minimum of 5 teams per club to participate in the SCDSL. Club acceptance and non-acceptance into the SCDSL will be made via email by April 24 of each year. Clubs may apply to participate in the SCDSL from March 1 thru April 1, annually.

When determining whether to admit a club, SCDSL will take into account factors believed to be in the best interest of its core mission.

b. Team Application

Upon acceptance in to the SCDSL, each club will complete an application listing all teams, within said club, that will play in the SCDSL. Team fees are \$400 per team and each club must submit one check inclusive of all participating teams. All completed applications must be postmarked by May 23rd of each year. If May 23rd falls on a Sunday, then clubs have until May 24th to postmark their application.

Clubs may add teams that wish to participate in the SCDSL up to and including June 15th. After that date, no teams may be added without special consideration from the Technical Directors’ Committee. A team is only considered approved if the \$400 team fee is received.

To receive a full refund of \$400 for teams that fold, a request must be submitted via email to the Executive Director and Operations Manager of the SCDSL no later than July 15th. No refund will be given for requests made after this date.

c. Player

Southern California Developmental Soccer League players shall affiliate and comply with the authority of the California Youth Soccer Association – South (“Cal South”), the United States Youth Soccer Association (“USYSA”), and the United States Soccer Federation (“USSF”).

d. Club Pass Rule

Players registered to a SCDSL club may be loaned to play on a SCDSL team from their club. Players registered to a SCDSL team may be loaned to another SCDSL team within the same club for a given match or day. **ALL PLAYERS MUST BE REGISTERED, THROUGH CAL SOUTH, TO THE SCDSL IN ORDER FOR THE CLUB PASS RULE TO APPLY. PLAYERS REGISTERED TO OTHER CAL SOUTH LEAGUES MAY NOT PLAY ON A SCDSL TEAM UNDER THE CLUB PASS RULE.**

Players may play “up” or at the same age group when being loaned. Players may play “down”, if they are age appropriate and legally registered to an existing SCDSL team. No player may participate on more than one SCDSL team on a given day. The maximum number of games a SCDSL player may participate in on any given day is one (1) for Regional Competition Game Days and two (2) for Showcase Competition Events.

e. Player Transfer Rule

Players committing to play for a SCDSL member team will commit to that team for the season. The season is defined as August 1st through State or National Cup. Players will not be able to transfer to another club within the SCDSL unless the DOC’s from both clubs have approved the transfer. Players may, however, transfer from a SCDSL team to a team participating in another league other than the SCDSL in accordance to the Cal South transfer rules. Players may transfer from a non-SCDSL team to a SCDSL team, at any time, according to the Cal South transfer rules. Players may transfer to a team within the same club in accordance to Cal South transfer rules.

f. Age and Competition Levels

Team Age Groups will be based on Cal South Age designations using an August 1 – July 31 calendar.

SCDSL will have players in the following age groups: U9, U10, U11, U12, U13, U14, U15, U16, U17, U19. The SCDSL does not have an U8 age group. However, U8 players will be able to play U9 with a maximum of five underage players per U9 team.

The maximum number of players per team is 14 for U9-U10; 18 for U11-U15; and, 22 for U16-U19.

Within each age group there will be two brackets of play: Flight I and Flight II. Team placement will be made by recommendation of Club Director of Coaching and reviewed by the Technical Directors' Committee.

g. Player, Coach and Administrator Registration

All players must be registered with Cal South, and to the SCDSL, before participating in any scheduled SCDSL game.

All players must have in their possession or team's possession a current laminated Player ID Card with a current photo attached.

Unlimited inter club loan players are allowed. All loan players must have a current laminated Player ID Card with a current photo attached for the same club for which they are playing. All players must be registered to the SCDSL.

All coaches must have a laminated Cal South Administrator Card with a Coaching License Level and Risk Management Clearance printed on the card.

All Team Managers must have a current laminated Cal South Administrator Card with Risk Management Clearance to act as a manager, but cannot act as a coach, unless also properly certified as a coach under this Section.

II. GAMING

The SCDSL will consist of Regional and Showcase Competitions. Regional games will be played at home and away venues for clubs in like geographical regions (whenever possible) within SCDSL. For regional games, no more than one game will be played per team on a given weekend, unless a cancelled game needs to be rescheduled due to rain, wind or other Acts of God. At Showcase events, each team will play two games with teams usually not in their geographic region. Both Showcase games will be played on the same day for a given team.

Upon receiving DOC's recommended teams per flight, every DOC will request which Flight II teams within his/her club would like the opportunity to play versus a Flight I team in a showcase

a. Regional Competition Schedule Changes

The Game Schedule will be loaded and posted at www.scdslsoccer.com. Any changes to the SCDSL schedule must be agreed upon by both SCDSL teams involved and submitted to the SCDSL scheduler 4 days before the scheduled game date and time. All game change requests must be submitted by email and include: *Club Name, Age Group, Person Sending Change, Game Number for Game, Agreed upon date, time and location of reschedule*. **Please make sure that both clubs have agreed upon the change before sending a change request to SCDSL. Please copy the other club on this change request.**

Changes may include: Field location, field assignments, game times, or game dates. Final approval for game change requests rest with Executive Director and League Scheduler. Changes must be made a minimum of 4 business days prior to the game date. Business days shall be defined as any Monday – Friday, excluding holidays. Changes may not be requested due to coaching conflicts.

b. Showcase Competition Schedule Changes

Showcase Competition schedule changes will be made using the same procedure as the Regional Competition schedule changes. Final approval for game change requests rest with Executive Director and League Scheduler. Showcase competition changes will only be allowed for field assignment and game time. All Showcase competitions will be played on Showcase dates and at Showcase fields.

All games scheduled for play at a field located more than 100 miles from the opponent's home field will have a scheduled start time no earlier than 10:00 a.m. and no later than 4:00 p.m. unless agreed to by both teams.

c. Referee Fees

Each SCDSL team shall be responsible for paying one half of the total referee fees based on the pay scale set forth by the SCDSL Board of Directors.

The pay scale for SCDSL Competitions will be determined by the SCDSL based on the charges imposed by the Certified Referee Association servicing SCDSL games.

Fees for referee assignors for the SCDSL will be the responsibility of the SCDSL.

d. Game Length

SCDSL Competitions shall be played with the following game lengths:

90 minutes U17-19

80 minutes U15-16

70 minutes U13-14

60 minutes U11-12

50 minutes U8-10

The length of break at halftime is a maximum of 10 minutes.

Game times for showcase events may be shortened to allow for the 2-game per day format.

e. Fields

All fields must be properly marked, have corner flags and regulation goals. Home team is responsible for field set up. The SCDSL will be responsible for Showcase field set up.

The playability of fields will be determined by the referee. If a field is declared not playable due to rain or other unforeseeable acts of nature and games cannot be played, the game will be rescheduled by the League Scheduler.

In the event of rain, teams will assume that games will be played unless notified by the SCDSL website. It is the home team's responsibility to notify SCDSL and the opposing teams of field closures if they occur by Friday at noon when possible or Saturday morning at 5:30am.

f. Player, Coach and Manager Identification and Expectations

All coaches must have laminated Cal South Administrator cards with license level and risk management clearance and be present during the game. If a coach is ejected or leaves the field of play, another coach from the same club with proper credentials must be in attendance or the game will be forfeited. If the coach that starts the game leaves during the game, the referee must be notified and the substitute coach will show their card before the game may resume.

No one, other than those listed on the official game roster, unless otherwise approved by the club's coaching staff, may sit on the team bench before and during games.

g. Game procedures

For all SCDSL games teams will sit on one side of the field and the spectators on the opposite side. The Home team will have choice of bench. It is the responsibility of each team to monitor their spectator decorum during each game. Home team can't be responsible for the behavior of the opposing team.

Coaches are not permitted to cross over midfield line into opposing team's technical area at any time during the game.

Coaches are responsible for the sideline behavior of all players.

All SCDSL players must have a laminated current Cal South Player Pass with current photo attached.

All players must be listed on the game roster. Two (2) copies of the SCDSL Game Report will be printed by the home team prior to the game and all borrowed players will be hand written on each of the SCDSL Game Rosters by each team prior to the game and prior to the referee checking the teams in for said game.

All game jerseys numbers and SCDSL Cal South ID numbers must be listed on the Game Report.

A player listed on the roster, unless crossed off, shall be considered a participant under the name and number listed. Team Administrators and/or coaches are responsible for the accuracy of the Game Reports. Accuracy of the players listed on the Game Reports is not the responsibility of the referee.

h. Game Reports/Score Reporting/Game Day Procedures

An official SCDSL Game Report must be completed for each SCDSL Competition. Two copies of the Game Report should be provided to the referee prior to the match by the home team. The Game Report may be accessed on the SCDSL website under schedules.

The names of any younger players playing up in a SCDSL Competition must be hand-written on the SCDSL Game Report. Regardless of the number of players listed on a SCDSL Game Report, no more than 18 players shall be eligible to appear in the SCDSL Competition for ages U11 and up and no more than 14 players shall be eligible for ages U10 and below. If more than the designated number of players appear on the Game Report, the players "activated" for the game must be designated as such. The SCDSL Game Report must be completed in full and signed by both teams. Loan players must come from within the club they are playing on and be SCDSL registered players.

Home team shall provide game balls for competition.

Home team will change jerseys in the event of a uniform color conflict.

The grace period for minimum number of players to be on the field is 15 minutes after the scheduled start time.

A team must start a game with a minimum of 7 players for U11 and above and 5 players for U10 and below. Players must be on the field and ready to play at the end of the grace period or the game will be declared a forfeit against the offending team.

If a team fails to appear, the referee shall check in the players, player passes and game roster of the team in attendance. A Game Report will be submitted to SCDSL and the absent team will be subject to forfeiture, and possible suspension by the SCDSL.

Coaches are responsible for their sideline and all actions therein. Coaches are expected to coach their teams in a positive and respectful manner. The SCDSL encourages referees to discipline any coach for irresponsible behavior if the coach, player or parent uses derogatory words or actions aimed at their players, the opposing team's players, coach or sideline or any of the referees.

Home team will be responsible for:

- Calling in the score to the automated score reporting system within 1 hour of the completion of the game.
- Updating the online game information, within 5 hours of the completion of the game including:
 - Players that participated in the game for both teams
 - Yellow and red cards issued to both teams
 - Goals scored by players on both teams
- Keeping Game Report for all home games during the SCDSL season in case of discrepancies. If discrepancies arise, home team will be asked to send an electronic version of the Game Record to the designated SCDSL Representative for review.

i. Referees

Referees will dress in appropriate referee attire and will wear a Current USSF badge. Referees will change jersey if in conflict with either of the teams they are officiating over.

Referees must be registered for the current year through USSF and have completed Live Scan if over the age of 18. All referees must be on the Cal South's Official Referee List and possess a Cal South identification card.

When asked, referees must provide their name and proof of registration (as listed below). Failure to provide this information will result in the game being abandoned and the referee(s) not being paid.

All center referees must be at least 4 years older than the age of the teams playing.

REFEREE GAME RESPONSIBILITIES:

- Check player's equipment (FIFA Law 4): cleats, shin guards, and other uniform requirements.
- Any player without proper equipment will not be allowed to play.
- Check that the SCDSL Official Game Report is filled out completely and signed by a coach or manager from each team before the game.
- Check that each player on the lineup sheet has a valid Cal South player pass/card.

- Check that each player and coach is affiliated with the club.
- Check that player's jersey numbers and names are listed on the lineup sheet and that no two players on a given team have the same number.
- Insure that all players being checked-in match the picture on each players card.
- Check that each team has a coach with a valid Cal South coaching pass. A minimum of an "E" License is mandatory for all competitive coaches. Any team that does not have person with a valid Cal South coaching pass shall forfeit the game.

Referees shall be familiar with and understand all SCDSL, Cal South and USSF Rules and Regulations. Referees shall know the length of the game, length of halftime and ball size. SCDSL expects referees to be neutral and impartial with all calls.

Referees are required to legibly print their name and sign the Game Report. All Player Cards must be returned to the team at the conclusion of the game, except when there is an assault, referee abuse or suspected falsification of documents. In the event that any of these occur, a report will be immediately sent to SCDSL.

Safety of all players is the paramount concern in SCDSL games.

The referee agrees that, when requested, he/she will appear before a Trial Board Hearing, or be available by phone for any Trial Board Hearings, where their testimony is required. Failure to do so will result in said referee being relieved of all SCDSL referee duties until the matter has been resolved.

Cautioned and ejected players shall have their names and numbers recorded by the referee on the Game Report. In addition, referees shall use the proper infraction codes designated by USSF. The referee shall submit a clearly written report to the designated SCDSL Director within 48 hours. This report should only be for Violent Conduct, not for yellow, double yellow or non-violent conduct red cards. This would include any Supplemental Reports with specific details of a red card infraction of SCDSL or Cal South rules. Report must also be sent to referee's association President and/or assignor.

Referee will be the sole judge on the field of play and all decisions are final. No protests based on referee judgment will be allowed.

Any complaint about a referee shall be submitted to the SCDSL Referee Liaison and the SCDSL Executive Director via email. Complaints will only be accepted from the team's Coach, Manager or Director of Coaching.

j. Substitutions – Spirit and flow of game

Player Substitutions are according to FIFA with the exception that the number of substitutions for the following age groups will be as follows:

U9-U10 Unlimited substitutions

U11-U13 One re-entry per half

U14-U19 No re-entry in the first half and one re-entry in the second half

U9-U19 Substitutions may only take place during:

- Your throw-in (if opposing team substitutes, you may substitute)
- Your player has an injury
- Either team may sub on goal kick
- Either team may sub on kick-off
- Yellow cards optional

NO Substitutions on any dead ball

- Free kick (direct or indirect)
- Corner kick
- Penalty kick

When a player is injured on the field that requires attention, they must be substituted off the field of play, except for the goalkeeper. Players may exit the field and re-enter the game at next dead-ball, with the referee's approval.

Substitutions shall be made at midfield line. The substitute player shall not enter the field of play until the player substituted has left the field of play.

k. Games

The referee may abandon a match if there is an insufficient number of players to meet the requirements of the Laws of the competition, if a team does not appear, or if the field or any of its equipment does not meet the requirement of the Laws or are otherwise unsafe. An abandoned match will be treated as protested games which may be ruled complete, ordered re-played or continued from the point of stoppage.

Games stopped due to the elements are **suspended games** and if terminated before the commencement of the second half will be re-played in their entirety, if the schedule allows. Suspended games terminated during the second half will be considered complete.

The referee may terminate a match for reasons of safety (unsafe weather conditions or darkness), for any serious infringement of the Laws, or because of interference by spectators.

Only the competition authority, not the referee, has the authority to declare a winner, a forfeit, or a replay of the match in its entirety. The referee must report fully on the events.

Abandoned or terminated games may be ruled a forfeit, when the actions of that team's players, coaches or spectators caused the abandonment or termination.

A team shall forfeit each and every game in which:

- An unregistered player was with the team at the game in a (team) uniform; and
- The player was improperly entered on the team's roster.

Falsification of records, documents, player identification passes, or in any other matters or manner, shall be grounds for immediate suspension from further participation in SCDSL for the offending club.

The Board of Directors of SCDSL, or a Representative of the SCDSL, may request proof of age to be established. Proof of age shall be presented within forty-eight (48) hours of the presentation of written request. Failure to respond to such request shall result in the immediate suspension of the player involved and forfeiture of all league games in which that player participated in violation of these rules.

I. Forfeits, Protests, Suspensions and Fines

A coach ejected by the referee will be automatically ineligible to participate in the next two scheduled games with that team. If the coach has another game that day for another team within the club, he/she will be able to coach in that game. It is the responsibility of the coach/manager to insure that the ejected player/coach/manager sits out.

1. First Dismissal/Ejection = 2 game suspension
2. Second Dismissal/Ejection = 3 game suspension
3. Third Dismissal/Ejection = 6 game suspension

The coach must be out of sight and sound prior to, during and after the game. Any coach that is found guilty of coaching while on suspension will be subject to Trial Board review, possible fine and additional period of suspension.

A coach that is ejected from a game cannot coach in another game until the suspension has been served for the team that the coach was coaching when the ejection occurred. The exception is a Showcase Event, where due to possible multiple game responsibilities across age groups, coaches will be allowed to coach their team in the next game even if they were ejected in the previous showcase match while coaching that team.

Any player/coach/manager who is alleged to have committed any "violent conduct" on a referee, assistant referee or player will be immediately suspended and referred to the

SCDSL PAD and/or Cal South PAD for investigation.

Violent conduct by Coach (Conduct detrimental to the game)

- Physical contact with a Referee, Assistant Referee or Player
- Extreme racial content
- Spitting
- Fighting

1. First offense = 3 game suspension with additional review from PAD, and possible extended penalties.
2. Second Offense = Dismissal from league

All verbal or physical assaults are to be reported to the SCDSL in writing.

Violent Conduct by Player (Conduct detrimental to the game)

- Physically striking another Player
- Extreme racial content
- Spitting
- Fighting

A PLAYER ejected by the Referee will be automatically ineligible to participate in the next scheduled game with that team. It is the responsibility of the Coach/Manager to insure that the ejected Player sits out.

1. First Offense = That game and next scheduled game
2. Second Offense = 1 game suspension, plus additional review from PAD.
3. Third Offense = 1 game suspension, plus additional review from PAD.

Yellow Card Accumulation

1. Individual = 7 yellow cards accumulated = 1 game suspension on play date. Because of our league rules, he/she would miss the weekend.
2. Teams = Point accumulation by a team
 - 30 = review from PAD
 - 40 = forfeit all remaining games of year, and subject to review by PAD for following year participation.

➤ **Coach dismissals counts against team totals.**

All protests shall be written and mailed to the SCDSL within 48 hours of the incident with a \$50 fee (certified or league check only). The fee is refunded if the protest is upheld. Only protests based on violation of the SCDSL or Cal South By-Laws, the misapplication of a playing rule by a referee or the use of an ineligible player will be considered. No protest will be considered involving a referee's judgment.

If a game is terminated prior to completion due to actions of a team or sidelines, the outcome of the game will be decided by a committee selected by the SCDSL President.

The SCDSL may fine or suspend any member club, team or individual that:

1. Violates any of the provisions of the posted rules;
2. Refuses or neglects to fulfill any of their obligations to the league; or
3. Fails to submit any documents on time that are requested by the SCDSL.

For any situation not listed in these rules, refer to SCDSL By Laws and Cal South Rules and Regulations.