

Coast Soccer League Competition Rules and Regulations to remember:

SECTION 10. PLAYER SUBSTITUTION

- A. Substitutions may be made, with the consent of the referee, at any stoppage of play.
- B. 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.
- C. Excessive substitutions resulting in confusion or delay of game are to be discouraged by the referee.

SECTION 13. GAME PROCEDURES AND CONDUCT

- A. 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.
- B. The Scheduler may reschedule League and/or League Cup games on consecutive days.
- C. 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.
- D. 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.

E. 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) 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.

F. 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.

G. 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.