

The
Southern California Developmental Soccer
League



Rules and Regulations
Updated January, 2012

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

New Clubs can apply to the SCDSL by completing the Club Application located on the SCDSL website (www.scdslsoccer.com). Criteria for consideration in to the SCDSL.

- Club must identify a minimum of 5 teams to participate in the SCDSL.
- Club must have an established and identifiable Director of Coaching.
- Club must have a Board of Directors and a specified Club Administrator.
- Club must have sufficient home fields to accommodate all teams within the club.
- Club must have a player development program in place and be willing to support the platform of development that the SCDSL is based on.
- Geographical location of the club applying will be considered.

The SCDSL will begin accepting applications on January 15, 2012. Completed *application must be mailed, along with a \$500 check made payable to the Southern California Developmental Soccer League.* All new SCDSL clubs will be required to pay a non-refundable \$3500.00 membership fee if accepted in to the SCDSL. The \$500 submitted with the application will be applied to said membership fee upon acceptance. If a club is not accepted in to the SCDSL, the check will be returned to the club. The application process will end on February 29, 2012. All clubs that have applied to the SCDSL will receive notification of acceptance or non-acceptance by March 3, 2012. For new clubs accepted in to the SCDSL, the remaining \$3000.00 will be due by March 15, 2012.

**Application and \$500 check should be mailed to:
SCDSL, 21520 Yorba Linda Blvd. #G493, Yorba Linda, CA 92887**

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

b. Team Application

Teams from new and returning SCDSL club's, may begin the application process on March 15, 2012. Team applications will be accepted through May 1, 2012. Clubs may add teams that wish to participate in the SCDSL up to and including June 1, 2012. Teams added post-May 1st, will be placed on a waiting list for acceptance. Teams placed on the waiting list will be notified by June 15, 2012 if they have been accepted in to the league. The club of the teams that are not accepted in to the SCDSL will receive a refund. After that date, no teams may be added without special consideration from the Technical Directors' Committee. A team is only considered for approval if the \$450 team fee is received. Each participating SCDSL club, will submit one check to the SCDSL for all participating teams. This check must be postmarked by May 1, 2012. Any team that is added between May 1st and June 1st must be paid for immediately, via check, for the team to be considered for acceptance in to the SCDSL.

All payments should be mailed to:
SCDSL, 21520 Yorba Linda Blvd. #G493, Yorba Linda, CA 92887

To receive a full refund of \$450 for teams that withdraw from the SCDSL, a request must be submitted via email to the SCDSL Operations Manager no later than July 1, 2012. 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 SCSDL 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.

The "anti-recruiting" transfer rule that the SCDSL adopted is enforceable at the league level. Cal South will allow transfers without requiring DOC approvals from both affected clubs. However, for SCDSL purposes, clubs that disregard the SCDSL rule are undermining the spirit of the league, and will be subject to board and technical director review, and potential non-renewal for the following season.

Specifically, a player release (drop) from any SCDSL club and subsequent signing at any time prior to the end of State/National Cup competition, by another SCDSL club, is considered a transfer and will be considered a violation of the SCDSL rule as it is intended.

f. Age and Competition Levels

Team Age Groups will be based on Cal South age designations using the August 1 – July 31 rule. The SCDSL will not be adopting calendar year age designation. However, within each club, they are free to do as they so choose in regards to determining age designations per team so long as the players are all age appropriate and not overage for the specific age group.

SCDSL will have players in the following age groups: U8, U9, U10, U11, U12, U13, U14, U15, U16, U17, U19. True U8 players may play on a U9 team with a maximum of five underage players per U9 team.

The maximum number of players per team is 14 for U8-U10; 18 for U11-U15; and, 22 for U16-U19.

Within each age group there may be three flights of play: Flight I, Flight II and (possibly) Flight III. The addition of Flight III will be determined based on level of competition within the age group. Not all age groups will have Flight III. 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 through Cal South, and to the SCDSL, before participating in any scheduled SCDSL game. No guest players are allowed to participate in any SCDSL event.

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 club that they are playing for during the SCDSL league season.

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. 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.

a. Regional Competition Schedule Changes

The Game Schedule will be loaded and posted at www.scdslsoccer.com. *No schedule changes will be made for coaching conflicts or convenience.* Teams may request a game change for “exceptional circumstances” only by submitting \$150.00 with their request, no later than the Monday prior to date of game. Requests are not guaranteed to be granted.

Changes requested due to field closures or issues must meet the following criteria: If a field goes down due to permits, the field permit must be submitted to the SCDSL Operations Manager for verification. There must be documentation to support the request for the change.

b. Showcase Competition Schedule Changes

Showcase Competition schedules will take in to account driving distance of teams involved. 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.

Change requests for Showcase Competition should follow the same procedure as the Regional Competition Schedule Change Requests and be submitted to the Showcase Scheduler. This includes the \$150.00 fee for submitting the request. Change requests can only be made for game time and opponent. All Showcase Competitions will be played on Showcase dates and at Showcase specific fields. Change requests may not necessarily be granted.

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 God 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 of the field mirroring their respective team. The Home team will have choice of bench. It is the responsibility of each team to monitor their spectator behavior 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. Three (3) copies of the SCDSL Game Report will be printed by the home team prior to the game and all borrowed players (utilizing the club pass rule) 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. Three 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 appears 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.

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:

- Printing three (3) copies of the Game Report and supplying the reports to the referee prior to the game.
- Calling in the score to the automated score reporting system within 1 hour of the completion of the game. If the home team does not have the score called in, the manager of the opposing team may call the score in.
- 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 Report to the designated SCDSL Representative for review.

Both teams will be responsible for:

- Updating their own online game information including:
 - Players that participated in the game for their team.
 - Yellow and red cards issued to their team.
- Paying their half of the established referee fees for their age group.
- Signing Game Reports at the end of the game and verifying information on the Game Report is accurate.

Each team must post all game information no later than the Tuesday following game day. For each game where cards are not reported, the club will be fined \$150.00. **Violent Conduct red cards must be reported by the team receiving the Violent Conduct red card, to the SCDSL Operations Manager within 24 hours of the infraction so that the necessary inquiries can be made prior to submission to the SCDSL PAD/Trial Board Committee. If a Violent Conduct red card is not reported within 24 hours, the club will be fined \$150.00 for each occurrence.**

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.

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 the player 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, substitution rules for the age group 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 USSF report must be sent 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 clear USSF report to the SCDSL Operations Manager within 48 hours of the incident. The report can

be emailed or mailed to the SCDSL. This report should only be submitted for Violent Conduct or Referee Abuse, not for yellow, double yellow or non-violent conduct red cards. 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 Operations Manager via email. Complaints will only be accepted from the coach of the team participating in the game at issue or the Director of Coaching of the club.

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:

U8-U10 Unlimited substitutions
U11-U13 One re-entry per half, per player. Each half stands on its own
U14-U19 No re-entry in the first half and one re-entry in the second half, per player. Each half stands on its own.

U8-U19 Substitutions may only take place during:

- Own throw-in
- Own player has an injury
- Any goal kick
- Any kick-off
- Yellow cards optional for player receiving yellow card only.
- If opposing team substitutes, you may substitute.

NO Substitutions on:

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

When a player is injured on the field that requires attention from the coach, the player 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 incoming player shall not enter the field of play until the player being 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.

The referee must report fully on the events of any game. Referees do not determine, nor suggest, the length of a suspension of a player(s) ejected from a game.

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.

Clubs, coaches and players involved in such activity shall be referred to the SCDSL PAD Committee for fines, sanctions, suspensions, etc.

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

If a team forfeits a game, the club of the forfeiting team will pay a \$250.00 fine to the SCDSL for the forfeit. If the club has a 2nd forfeit of a game, the club will be fined \$500.00. A 3rd forfeit will result in the club being placed in bad standing and the club will be reviewed by the Board of Directors and the Technical Committee for future membership in the SCDSL. Fines will be paid by the club and the club bears the responsibility for making sure all teams understand the rules and fines regarding forfeits.

In addition to the club being fined, the forfeiting team will be responsible for paying full game referee fees for the game that was forfeited.

A coach dismissed/sent-off (coaches do not need to be shown a red card to be considered "dismissed" or "sent-off") by the referee, will automatically be ineligible to participate in the next two scheduled games with that team (with the exception of a dismissal/send-off for Violent Conduct*). 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 dismissed/sent-off coach/manager sits out.

- First Dismissal/Send-off = 2 game suspension
- Second Dismissal/Send-off = 4 game suspension + PAD review for potential extension of suspension
- Third Dismissal/Send-off = 6 game suspension + PAD review for extension of suspension.

***Violent Conduct by a Coach** (Conduct detrimental to the game)

- Physical contact with a Referee, Assistant Referee, Player or Coach
- Any racial verbiage, excessive use of profanity or verbal abuse
- Threatening behavior
- Spitting
- Fighting

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

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

The coach must be out of sight and sound prior to, during and after the games in which he is suspended. 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 dismissed/sent-off from a game cannot coach in another game until the suspension has been served for the team that the coach was coaching when the dismissal/send-off 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 dismissed/sent-off in the previous showcase match while coaching that team.

Any player/coach/manager that 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 Player (Conduct detrimental to the game)

- Physically striking another Player, Referee, Assistant Referee or Coach
- Any racial verbiage, excessive use of profanity or verbal abuse
- Threatening behavior
- Spitting
- Fighting

A PLAYER ejected from a game for Violent Conduct will be suspended as follows:

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

A PLAYER ejected by the Referee for all other non-violent conduct infractions will be automatically ineligible to participate in the next scheduled game with that team, or any team within the club. It is the responsibility of the Coach/Manager to insure that the ejected Player sits out.

1. First Offense = 1 game suspension
2. Second Offense = 2 game suspension + additional review from PAD.
3. Third Offense = 3 game suspension + additional review from PAD.

Yellow Card Accumulation

Each yellow card issued is worth 1 penalty point against the team.

Each double yellow or red card issued is worth 3 penalty points against the team.

1. Individual = 7 yellow cards accumulated = 1 game suspension
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 send-offs count against team totals.

All protests shall be written and mailed to the SCDSL within 48 hours of the incident with a \$150 fee (certified or club check only). The fee is refunded if the protest is upheld or not considered. SCDSL reserves the right to not consider a protest and to enforce its rulings and decisions. 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 the SCDSL PAD Committee.

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 above shall be referred to the SCDSL PAD Committee for action or resolution.