

CPL RULES and POLICIES

The Community Playing League (CPL) shall operate under the General Procedures and Specific Rules of the California Youth Soccer Association (CYSA), and any additional Rules and Policies adopted by District VI.

Section 1: Team and Club Responsibilities

1:01 The hosting club is responsible for providing a correctly sized, safe, and properly equipped field at the scheduled time. The field shall have distinctive lines, approved flags at each corner, and appropriate sized nets and goals. The hosting club shall also provide the Referees as described in Section 3.

1:02 The coach of the home team is to **verbally** contact the visiting coach on or before the Wednesday prior to their scheduled match in order to confirm the game time and location, and to provide directions. The club of the home team is to be notified of any change to the published time, date and/or location of the scheduled match on or before the Wednesday prior to the date of the originally scheduled match.

1:03 The coaches of **both** teams (home and visitor) are to report the results of their game in a timely manner. There are **NO** forfeit matches; only un-played games. Standings are kept in order to appropriately seed the teams into playing divisions; a forfeit is meaningless for seeding purposes.

1:04 The game card should be retained by the Referee, by the home team coach, or by the hosting club or League as specified by the policy of the home team's League of Registration.

1:05 Coaches are responsible for the control of their team; the players, their parents, and other spectators. The coach may be sent off by the Referee as a result of inappropriate behavior by any of these individuals.

Section 2: Coaches and Players

2:01 In order to participate in **any** CPL match, players and coaches **must** have a current, valid CYSA pass; **no exceptions**. Referees may **not** accept a Team Roster in lieu of player passes. Players who attempt to participate without a valid player pass shall be sent-off, and any coach who allows this infraction to occur shall be subject to disciplinary action. The participation of 'Guest' players (those registered to a team other than one of the teams scheduled to play the match) is **not** allowed. During the Fall CPL season of play, players rostered on CPL teams may **not** be registered to, nor be listed on the roster of any other soccer team (other than their High School team).

2:02 At least one coach or League representative with a currently valid coach's pass must be present for each team throughout the match. If there is no coach or League representative with a currently valid pass present for each team, the game shall be immediately terminated. *If the home team's League requires both teams to be on one side of the field and all spectators on the other, **only** those players and coaches as documented by their CYSA passes are allowed to occupy the team's side of the field.*

2:03 In extraordinary situations, the coach of one team may act as the coach of another team *that is* registered within the same League, provided that the substitution has been approved by an officer of the the *team's* League of registration.

2:04 Coach and player passes shall be given to, and retained by, the Referee prior to the start of each match. Unless a coach and/or player has committed a violation requiring a 24-hour report to be sent to the District PAD Chairperson, or the CYSA concussion protocol has been invoked, the coach and player passes shall be returned to each of the teams after the game.

2:05 All players on a team's roster who are present for a game are to play a **minimum of one-half of that match** unless there are disciplinary or medical reasons why they should not. Only those players who have missed practice and are being disciplined, or are ill or injured may play less than one-half of the game. Both the Referee and opposing coach are to be notified prior to the start of the game of any player(s) who will not be participating in at least one-half of the match.

2:06 As noted in CYSA PIM 10-1:5:b.i, U14 and older teams may list up to 22 registered players on their roster. In order to encourage participation in recreational play, **all** rostered players present may participate in CPL sanctioned matches. In District VI CPL play **only**, teams are **not** subject to the 18 player game roster maximum as specified in CYSA PIM 10-1:5:b.iv.

Section 3: Referees

3:01 All matches played in CPL shall be officiated by at least one **adult** Referee currently certified by the United States Soccer Federation (USSF) at grade 8, or at a higher grade level.

3:02 All matches played in CPL are to use the **three** Referee system. The Assistant Referees may **not** be younger than the age group of the teams playing, and are to be USSF certified at grade 8 or a higher grade level.

3:03 Both coaches must agree before the match is begun to any exceptions to the preceding 3:02. Once both coaches have agreed, they may **not** cite the agreed upon exception(s) as a reason to protest a game. There shall be **no** exception allowed to paragraph 3:01 requiring at least one adult USSF Referee.

3:04 Decisions of the Referee that are purely judgmental (i.e. the ball in or out of play, determination of intent if the ball is handled, etc.) shall **not** be challenged, and shall **not** be grounds for protest.

3:05 The Referee shall permit the coaches of both teams to add written comments on the game card after the conclusion of the match. The Referee should include the identity of the coach(es) making written comments.

3:06 When a player or a coach has been sent off, the Referee **must** forward the player and/or coach pass(es), and Send-Off Report(s) to the District VI PAD Chairperson. A blank Send-Off Report form (24-hour report) may be downloaded from the District VI website or from the CPL TeamSideline website.

Section 4: Rules of Play

4:01 The rules of play for all games in CPL shall be those in the most recent edition of the United States Soccer Federation (USSF) Laws of the Game as modified by the California Youth Soccer Association (CYSA) and as modified herein by the District VI Community Playing League (CPL).

4:02 Game length and ball size specifications for CPL are as follows (CYSA PIM 10-2 abridged):

<u>Age Group</u>	<u>Length of Half</u>	<u>Ball</u>	<u>Age Group</u>	<u>Length of Half</u>	<u>Ball</u>
Under 16	40 minutes	#5	Under 19	45 minutes	#5

4:03 The following CYSA modifications shall apply to all matches played in CPL (CYSA PIM 10-3 abridged):

- A. Charging the goalkeeper shall not be permitted at any time when he/she is within his/her own goal area.
- B. Coaching from the sideline, giving direction to one's team on points of strategy and position, is permitted provided that:
 - 1. No mechanical devices are used,
 - 2. The tone of voice is informative and not a harangue.
 - 3. No coach, substitute, player or spectator is to be anywhere but at his/her bench area during the game.
 - 4. No coach, substitute, player or spectator is to make derogatory remarks or gestures to the Referees, other players, substitutes or spectators.
 - 5. No coach, substitute or player is to use profanity.
 - 6. No coach, substitute, player or spectator is to incite in any manner, disruptive behavior of any kind.

The penalty for the above shall be ejection from the game and disciplinary action which will be taken by the CYSA Board of Directors, and/or the District VI Board or PAD Committee.

- C. Where colors of uniforms are similar, the home team must effect a change to colors which are distinct from those of the opponent. *Alternatively, vests (pinnies) may be worn if approved by the Referee.*
- D. The host club is responsible for the condition of the playing field (see 1:01). Both teams are to have a game ball (usually provided by the home team), and ensure that their spectators behave in a proper and respectful manner.
- E. The number of substitutes shall be unlimited. A substitute shall not enter the field of play until he/she has been given a signal to do so by the referee. Players may be substituted at the following times:
 - 1. Prior to a throw-in, by the team in possession of the ball. The opposing team may also substitute player(s) only if the possessing team substitutes player(s).
 - 2. Prior to a goal kick, by either team.
 - 3. After a goal is scored, by either team.
 - 4. After an injury, when play is stopped by Referee, by either team.
 - 5. At half time, by either team.
 - 6. When the Referee has stopped play to caution a player. Only the cautioned player may be substituted, and only prior to the re-start of play.
- F. The Referee shall require that both teams enter all appropriate information on a CYSA Referee Report form (the game card) prior to the start of the game. (See also 1:04 and 3:04)

4:04 Players wearing orthopedic casts, air-splints or metal splints may **not** participate in any match. Players may be allowed to wear or to use certain orthopedic supports, medical devices and prosthetic devices, provided that they conform to the device definitions and the requirement for appropriate documentation as specified in CYSA PIM 12-1.