

# COAST SOCCER LEAGUE

## 2016 Gaming Circuit Rules, Regulations & Policies

### ADMINISTRATIVE RULES, REGULATIONS & POLICIES

#### SECTION 1. GENERAL POLICIES

A. The Coast Soccer League Gaming Circuit (CSL Gaming Circuit) was created and established to operate a competitive gaming circuit designed to offer the highest and best competition in Southern California. The founding clubs mandated that each club desiring to have teams participate in the CSL Gaming Circuit will place into the league, at a minimum, the most competitive teams in their respective clubs and will register, at a minimum, the most competitive players in their club to its teams participating in the CSL Gaming Circuit. This philosophy is every bit as much as a mandatory pre-requisite for a team to be admitted in the CSL Gaming Circuit today as it was when the league was founded.

#### SECTION 2. LEAGUE ADMINISTRATION

A. The CSL Gaming Circuit shall be administrated by the Coast Soccer League Board of Directors who are elected every even year at the Coast Soccer League Annual General Meeting by the representatives of teams who are actually registered by Coast Soccer League and played in the Coast Soccer League Gaming Circuit the previous season.

#### SECTION 3. CLUBS/LEAGUES OF REGISTRATION ADMITTANCE INTO THE CSL GAMING CIRCUIT.

A. No Club or League of Registration shall be a member of, or a participant in, the CSL Gaming Circuit. And, inasmuch as Clubs and/or Leagues of Registration are not members or participants in or of the CSL Gaming Circuit, they have no rights of any nature or description, no privileges of any nature or description and no expectations of any due process requirements as required by Cal South, USYS and/or USSF.

B. A Club and/or a League of Registration may apply to the CSL Gaming Circuit to be accepted for the current playing season only as an administrative organization for the sole purpose of assisting any team or teams from its club that apply to participate in the CSL Gaming Circuit in order to meet its team's CSL Gaming Circuit team participation requirements, i.e. field permits, referee recruits, teams per field requirements, payment of team circuit participation fees, etc. The approval by the CSL Gaming Circuit for a Club and/or League of Registration to act as an administrative organization for its teams participating in the CSL Gaming Circuit expires on the last gaming day of the current CSL Gaming Circuit season.

C. Each season, a Club and/or League of Registration must re-apply to the CSL Gaming Circuit to be approved as an administrative organization. Clubs/Leagues of Registration shall have no right or expectation that because it was approved the prior year as an administrative organization, it will be approved the following year. Each seasonal year is a new year and each Club and/or League of Registration must re-apply and meet all the CSL Gaming Circuit Club/League of Registration requirements as set forth below:

1. All Clubs/Leagues of Registration requesting acceptance as an administrative organization shall submit a completed Club/League of Registration application form. Incomplete forms shall be returned, in which case a decision on the Club's/League of Registration's acceptance as an administrative organization shall be deferred until completed forms have been received. Forms MUST be received on or before the application closing date as set forth on said forms or the application shall be rejected.

2. All Clubs/Leagues of Registration applying shall abide by the founder's mandatory pre-requisite and shall place into the gaming circuit, at a minimum, the most competitive teams in their respective clubs and will register, at a minimum, the most competitive players in their club to its teams participating in the CSL Gaming Circuit. Any Club/League of Registration that is unwilling to adopt and adhere to the mandatory pre-requisites stated herein may not be accepted as an administrative organization.

3. All Clubs/Leagues of Registration applying shall have a minimum of six (6) 11 v 11 teams (not counting Premier teams); field permits for Saturday and Sunday use from September to end of November (the Field Parameter data must be input online); and be approved by Cal South as a League of Registration.

4. Clubs/Leagues of Registration who have not previously applied to the CSL Gaming Circuit requesting to act as an administrative organization must start the application process prior to April 1<sup>st</sup> and shall provide the CSL Gaming Circuit with the Club's/League's proposed name, a copy of its filing for a 501(c) 3 IRS approval letter and its request to Cal South that the club/league is requesting to be sanctioned as a Cal South League. The above referred to information must be submitted to the CSL Gaming Circuit by May 1<sup>st</sup>.

D. No Club and/or League of Registration requesting acceptance as an approved administrative organization combined with any of (but not limited to) the following: its affiliates, associates, partners, parent entity, subsidiaries, joint ventures, managing partners, limited partners, equity owners, and/or financial backers shall be permitted more than five (5) teams in any one age group by gender from U8 to U19. Clubs may request an exemption to this provision by petitioning Coast Soccer League for said exemption and stating the reason for said exemption.

E. Clubs/Leagues of Registration who are accepted by the CSL Gaming Circuit to

act as an administrative organization on behalf of its team who are accepted into the CSL Gaming Circuit for the current season are required to fulfill the following responsibilities as outlined in SECTION 13. FIELDS AND ETIQUETTE; SECTION 14. TEAM COLORS, UNIFORMS AND PLAYER SAFETY; and SECTION 17. SCHEDULING.

F. In addition, any Club/League of Registration that has been accepted as an administrative organization for its teams agrees to be responsible for a fee of \$500 for any of its teams that drops/withdraws from the CSL Gaming Circuit after August 1<sup>st</sup> and further agrees to be held responsible for a fee of \$25 per day for each day after August 1<sup>st</sup> that passes before the team withdraws/drops, not to exceed a total fee of \$1000 per team.

G. The CSL Gaming Circuit is not required to accept any Club and/or League of Registration to act as an administrative organization and specifically reserves the right to deny acceptance to any entity that, in the CSL Gaming Circuit's sole opinion, does not meet the requirements as set forth above.

#### **SECTION 4. TEAMS ADMITTANCE INTO THE CSL GAMING CIRCUIT.**

A. Teams requesting admittance into the CSL Gaming Circuit shall submit a completed team application. If the team does not have an accepted Club/League of Registration to act as its administrative organization, the team must receive permission from CSL to apply to the CSL Gaming Circuit as a CSL At Large Team and, if accepted, CSL may assign the team a playing field and assess its referee obligations. However, CSL does not register At Large Teams so the applying team must make arrangements for its players to be registered by an approved Cal South League of Registration.

B. Incomplete applications and/or forms shall be returned, in which case a decision on the Team's acceptance shall be deferred until all completed applications and/or forms, have been received by the CSL Gaming Circuit. Applications, fees and all forms MUST be received on or before the application closing date as set forth on said application or the application shall be rejected.

C. The CSL Gaming Circuit Play Dates are from the weekend after Labor Day thru the weekend before Thanksgiving for high school age teams and from the weekend after Labor Day thru the third (3<sup>rd</sup>) weekend in December for younger non-high school teams. By submitting a team application to the CSL Gaming Circuit, the entire membership of the team is acknowledging that the team will be available to play on each and every play date with no exceptions.

D. The CSL Gaming Circuit reserves the right to deny admittance to any team (new or returning) applying to participate in the gaming circuit.

E. For each competitive new season, a Team must re-apply to the CSL Gaming Circuit in order to be accepted as a participating team for the current season. Teams shall have no right or expectation that because it was accepted the prior year as a participating team, that it will be accepted the following year. Each seasonal year is a new year and each team must re-apply and meet all the CSL Gaming Circuit's requirements as set forth below:

1. Teams requesting admittance into the CSL Gaming Circuit shall submit a completed team application and pay the appropriate fees (including a \$150 performance bond if not previously supplied to the gaming circuit) on or before the registration deadline as set forth on the current season team application.

2. Teams shall be deemed accepted only upon the CSL Gaming Circuit having tentatively bracketed the team and the CSL Board of Directors having approved the tentative bracketing. The team shall be removed from the tentative bracketing should it fail to comply with Subsection 3 below.

3. To complete a team's acceptance, a completed roster of names and email addresses listing a minimum of one (1) administrator, one (1) Cal South licensed coach and a minimum of eleven (11) registered players or seven (7) registered players for short-sided teams must be listed on the CSL Gaming Circuit's online roster on or before July 20<sup>th</sup>. The rosters must be verified with the Club Registrar at the request of the CSL Gaming Circuit. If the minimum number of administrators and players cannot be verified, the team will be placed on a waiting list. The roster will be utilized for the CSL Gaming Circuit mailing purposes.

E. Teams and their administrative organizational Clubs/Leagues must meet all the requirements as set forth in Sections 1 & 3 above before acceptance into the Gaming Circuit will even be considered. In addition, teams shall be denied acceptance into the CSL Gaming Circuit if it or its administrative organizational Club/League have been found in violation of CSL Gaming Circuit Rules and Regulations, Cal South or the appropriate National Association rules and regulations; or due to prior excessive disciplinary problems caused by members of the Team, including, but not limited to, the administrators, coaches, players, parents and spectators.

#### **SECTION 5. TEAM'S WITHDRAWAL FROM THE CSL GAMING CIRCUIT.**

A. All application fees and the Performance Bond shall be returned if a team's application is not accepted prior to the start of the competitive season. This provision does not apply to teams who elect to drop or withdraw its team application after May 15<sup>th</sup>. As previously stated, teams shall be deemed accepted upon the CSL Gaming Circuit having tentatively bracketed the team and the CSL Board of Directors having approved the tentative bracketing.

B. Any team that drops/withdraws after its application is submitted to the CSL

Gaming Circuit because the team has not become viable and is therefore incapable of participating in any gaming circuit and does so on or before July 20<sup>th</sup>, will only forfeit its Bond. If the team is determined by CSL to be viable, then its BOND and APPLICATION FEE may be forfeited. Any team that withdraws/drops after July 20<sup>th</sup> will forfeit its BOND and APPLICATION FEE as well as any other fee paid the CSL Gaming Circuit through the registration process and will not be readmitted to the Circuit. Any refund provided a team under this paragraph will not be processed until on or after September 1<sup>st</sup>.

C. In the event that a Team is not a member of an accepted administrative organization, the team will be held responsible for an additional fee of \$500 should it drop/withdraw from the CSL Gaming Circuit after August 1<sup>st</sup> and will further be held responsible for a fee of \$25 per day for each day after August 1<sup>st</sup> that passes before the team withdraws/drops, not to exceed a total fee of \$1000 per team.

D. When any team in good standing determines that it will not apply for the next CSL Gaming Circuit competitive season, it may request the return of the team's Performance Bond that was paid on its original CSL Gaming Circuit application. The request must be done in writing (or via email) to the Coast Soccer League's office and a registered Team Administrator must sign the requesting letter or email. ONLY in the case that no registered Team Administrator is capable of signing or emailing the letter, the Team's Club/League President may sign the letter. The request must be made within twelve (12) months of the requesting team's last scheduled CSL Gaming Circuit game, or the bond shall be forfeited. Bond refunds will be made after July 1<sup>st</sup> for all requesting teams in order to verify that the 4-digit CSL Gaming Circuit number has been "retired".

E. Should a Club dissolve or elect to no longer participate in the CSL Gaming Circuit and owes any amount on an outstanding CSL invoice, then the Club will be considered to be in bad standing and all the club's existing bonds shall be forfeited.

## **SECTION 6. COMPETITIVE BRACKETING FOR CIRCUIT PARTICIPATION**

A. BASIC PRINCIPLE: The CSL Board of Directors has the absolute discretion to bracket teams applying for admittance into the CSL Gaming Circuit in any manner that, in the sole opinion of the CSL Board of Directors, will provide the best competition and meet the objectives of the gaming circuit.

B. The CSL Board of Directors may utilize the following guidelines in bracketing teams. These guidelines are advisory only, and the CSL Board of Directors is not required to follow any of them if, in the opinion of the CSL Board of Directors, adherence to the guidelines in a particular case will not provide the best

competition or meet the objectives of the gaming circuit. These guidelines do not apply to the CSL Premier League Division of the gaming circuit. As an "Invitational" division, the CSL Premier League sets its own guidelines in order to achieve the most competitive bracketing. Said Premier Guidelines are set forth below in this Section.

THE FOLLOWING ARE BRACKETING GUIDELINES ONLY AND ARE NOT TO BE CONSIDERED RULES OR REGULATIONS.

C. Any team that competed in the CSL Gaming Circuit the previous season has no guaranty or right of expectancy that it will be accepted to participate in the CSL Gaming Circuit for the current season. This rule applies to both "returning teams" as defined below and "new teams" as defined below.

#### DEFINITION OF A "RETURNING TEAM"

D. Should a team be accepted for participation in the current season, the team shall be considered a "returning team" for bracketing purposes if it meets the following requirements:

1. The team participated in the CSL Gaming Circuit the previous season;
2. The team must have a number of its core players, as determined by CSL, returning to the team. A "returning player" is defined as any player who has a valid player pass for the team in question and played in a minimum of five (5) CSL Gaming Circuit regular season games and/or in the CSL Gaming Circuit "League Cup" with the team during the previous CSL Gaming Circuit season. The names of said "Returning Players" shall be on the team application submitted for acceptance into the gaming circuit. In the event the required returning core players, as determined by CSL, are not listed on the team application, the team may be considered a new team.
3. The team should have a returning administrator who has a valid administrator/coach pass;
4. The team should be playing with or has applied to play out of the same Club/League of Registration with which it played under the previous CSL Gaming Circuit season; and
5. The CSL Board of Directors may make an exception for teams not meeting all of the above requirements based on a recommendation by a Competition Committee or on the CSL Board of Directors' own motion.

#### BRACKETING POLICIES FOR "RETURNING TEAMS"

E. Returning teams, which finished in first (1<sup>st</sup>) place in their bracket the previous season, will be promoted. Should a spot in a higher bracket remain open after all first (1<sup>st</sup>) place teams have been promoted, then Second (2<sup>nd</sup>) place teams and relegated teams may be considered for promotion. A team MAY, at the sole discretion of the CSL Board of Directors, be promoted more than one (1)

bracket (e.g. from Bronze to Gold). Returning teams, which placed in fifth (5<sup>th</sup>) place or below the prior season, WILL be considered for relegation (e.g. Gold to Silver Elite). A team MAY also be relegated more than one (1) bracket (e.g. Gold to Bronze).

1. It is the intent of the CSL Board of Directors to promote all first (1<sup>st</sup>) place bracket winners and to consider relegating two (2) teams out of each bracket from the prior season. However, the CSL Board may, in its sole discretion, refuse to promote or relegate teams out of a particular bracket if, in the opinion of the CSL Board, such promotion or relegation will not provide the best competition or meet the objectives of the gaming circuit.

2. The CSL Board of Directors may bracket in Premier, Gold or Silver Elite a premier team from another gaming circuit if, in the opinion of the CSL Board of Directors, such bracketing will provide the best competition and meet the objectives of the gaming circuit. A premier team from another gaming circuit is defined as a "Premier, Gold or Silver Elite" level team that played in another gaming league the prior season and which, in all respects, qualifies as a returning team.

#### **DEFINITION OF A "NEW TEAM"**

F. New teams are defined as teams that did not participate in the CSL Gaming Circuit the previous season or teams that do not meet the requirements of a "returning team" as outlined in Section 6, Paragraph E, above.

1. All new teams will be on probation for their first year of participation in the CSL Gaming Circuit and, as such, may be subject to removal from the league without a hearing if the CSL Board of Directors determines that the team has violated any of the Rules and Regulations contained herein.

#### **BRACKETING POLICIES FOR "NEW TEAMS"**

G. All new teams (as outlined in Paragraph F above) will be bracketed in the lowest brackets offered in each age group, unless, in the sole discretion of the CSL Board of Directors, to do so would not provide the best competition or meet the objectives of the gaming circuit and would then bracket the new team in the bracket that would provide the best competition and meet the objectives of the gaming circuit.

#### **SECTION 7. CSL PREMIER LEAGUE DIVISION.**

A. The CSL Premier League Division of the CSL Gaming Circuit is an "Invitational" League only. Any competitive Southern California Team, who, in the opinion of the Premier Committee, qualifies may be invited to participate in the Premier League. Premier teams from other leagues may be given priority in admittance into the Premier League over other returning CSL Gaming Circuit teams. A Premier team from another league means a Premier, Gold or Silver Elite level team that played in another competitive league the prior season and which in all respects qualifies as a returning team.

B. Any Team that believes it is qualified to participate in the Premier League may submit an application to do so during the CSL Gaming Circuit application period.

C. As an "Invitational" League, The CSL Premier League does not follow all the bracketing guidelines or all of the other rules and regulations set forth herein (Examples are (but not limited to): the number of required returning core players, loan player rules, home and away games, bracket sizes, awards, competition protests and game forfeitures). The Premier League has additional Rules and Regulations that the team must follow in addition to the Rules and Regulations specified herein. Said additional Rules and Regulations are contained in the "Premier Contract" that each Team's Coach and Manager must acknowledge and sign before the team will be accepted to participate in the Premier League.

D. For any team that applied to participate in the CSL Premier Division but was not accepted, the Premier Team Fee will be refunded to the Club in its entirety after June 15<sup>th</sup>.

## **COMPETITIVE GAMING CIRCUIT RULES, REGULATIONS & POLICIES**

### **SECTION 8. GENERAL COMPETITIVE POLICIES**

A. All CSL Gaming Circuit games shall be played under the current "Laws of the Game" as published by FIFA, subject to specific CSL Gaming Circuit Rules as created by the CSL Board of Directors and the appropriate CSL Rules and Regulations Committee.

B. 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 teams to acquire information regarding these competitions from the officiating organization.

C. Coast Soccer League shall publish and distribute, either electronically or in print, a CSL Gaming Circuit Handbook to all team administrators, referees, players and parents in order for them to become familiar with the CSL Gaming Circuit Rules and Regulations.

### **SECTION 9. TEAM FEES**

A. All team fees required to participate in the CSL Gaming Circuit shall be determined by the CSL Board of Directors and published by May 1<sup>st</sup> of each year.

B. Any team shall be considered in bad standing and shall not be allowed to participate in any CSL Gaming Circuit regular season game or its League Cup competitions until all outstanding fees and/or fines are paid in full.



## SECTION 10. AGE GROUPS

A. Age Divisions shall be comprised of players who are born on the first (1<sup>st</sup>) day of January or thereafter in that calendar year:

1997 Birth Year

1998 Birth Year

1999 Birth Year

2000 Birth Year

2001 Birth Year

2002 Birth Year

2003 Birth Year

2004 Birth Year

2005 Birth Year

2006 Birth Year

2007 Birth Year

2008 Birth Year

## SECTION 11. PLAYERS, ADMINISTRATORS AND COACHES REGISTRATION REQUIREMENTS AND DOCUMENTATION.

A. The CSL Board of Directors and/or the Competition Committee may request, from any participating team, proof of a player's age, proof of a coaching license, proof of live scan certifications and/or any other documents relevant to authentication as to any issue that may affect the eligibility of any player, coach or administrator who wishes to, or is currently, participating in the CSL Gaming Circuit. The CSL Board of Directors will communicate with the team administrator, either by email and/or a telephone call, requesting the documentation necessary to resolve the issue or issues in question. The CSL Board of Directors will forward a copy of the written request to Cal South and any other appropriate League of Registration. Proof of age, certification of license, live scan certification or any other requested documentation must be submitted to the CSL Board of Directors within seven (7) days of the date of the communication sent to the team administrator. Failure to respond to said request may result in the immediate suspension of the player, coach and/or administrator in question and forfeiture of all circuit games in which any of the parties participated until a Trial Board can be convened.

B. Any allegation or indication of Falsification of Documents received by Coast Soccer League will also be turned over to Cal South for further investigation. If further investigation reveals proof as to the allegations, charges will be filed with Cal South and a request for full prosecution will be filed.

C. All players and team officials and administrators must have a laminated Player/Coach /Administrator Pass issued pursuant to Cal South Rules and Regulations.

## SECTION 12. LOAN PLAYERS & TRANSFER PLAYERS

### **LOAN PLAYER RULE ONLY APPLIES TO PLAYERS REGISTERED WITHIN THE SAME CLUB**

A. Any Coast Soccer League team may use loan players in a regular league game providing the following requirements are followed by the team using loan players.

1. The Club intending to use the CSL Loan Player Program (hereinafter referred to as the "Loan Program") must first notify CSL that it will be participating in the Loan Program and will follow, and be bound by, all the policies set forth below.

2. The loan player must already be registered to the same Club currently participating in CSL and must not be registered to any team participating in any other Cal South sanctioned league. CSL Premier has a separate regulation regarding this policy and is covered under the terms and conditions contained in the CSL Premier Contract.

3. Loan Players MAY NOT be loaned to a team that is in a younger age group than the team the loan player is actually registered to, even if age appropriate.

4. The player may only be lent to a team that is in a higher competitive bracket in his or her registered age group; or to the same competitive level bracket or higher in an older age group. For example: a U14 Silver player may be lent to U14 Silver Elite, Gold or Premier team or to a U15 or older Silver, Silver Elite, Gold or Premier team. The player may not be loaned to any Bronze team in any age group. Premier players may only be lent to older Premier teams.

5. The borrowed player's name, Cal South ID Number and the name of the team the player currently plays for must be clearly set forth on the CSL Match Report for the game he/she is to be borrowed. The player's information must be HANDWRITTEN on the Match Report and submitted to the referee and must also be submitted to the opposing team's manager before the game begins.

6. No player shall play for two teams on the same day, therefore, the loan player's name must be crossed off the Match Report of the team which the loan player is actually registered to if that team has a game on the same day the player is to be loaned to another team.

7. Teams may borrow more than one player at a time. The maximum number of players that may be loaned to any one team on any given day is five (5).

8. No player may be loaned to a team for the CSL League Cup Competition at any time.

9. A. In the event the loaned player receives a "Double Yellow/Red" card or a "Straight Red" card as a loan player, the loan player shall not play in his or her own team's next scheduled game or as a loan player in any other game until the player has sat out the number of games required by said "Double Yellow/Red" card or "Straight Red" card. This means the player may not participate in any other games

for any other team as a loan player until the player has sat out the number of games required for his or her own team's schedule.

9. B. Should any player receive a "Double Yellow/Red" card or a "Straight Red" card in his/her own team's game, that player may not be loaned to any other team until he or she has sat out the number of games required from his or her own team's schedule.

9. C. It shall be the responsibility of the LENDING team's administrators to determine if the loaned player remains eligible to play with his or her own team once the game for which the player was loaned has been completed.

10. In the event any of the above policies and rules are not followed or are broken, a Disciplinary Hearing may be held and, in the event the Club is found to have violated the Policies and Regulations contained herein, the Club may lose its right to participate in the Player Loan Program, may also be fined up to \$1000 for each violation of these Policies and Rules, and any games the player participated in may also be forfeited.

#### **TRANSFER PLAYER RULE**

A. Any player who transfers from one (1) CSL team to another CSL team from September 1<sup>st</sup> thru December 10<sup>th</sup> may not participate in any further CSL League and/or CSL League Cup games for the remainder of the current league season. This provision includes transfers for players within the club they are currently registered with.

B. The above rule does not affect any play, tournaments or other events outside the scope of CSL League and CSL League Cup games.

#### **SECTION 13. FIELDS AND FIELD ETIQUETTE**

##### **FIELD REQUIREMENTS AND GAME DAY PROCEDURES**

A. All Teams must submit, either through their accepted administrative Club or, if not a member of an accepted administrative Club, then on their own, a current year Field Parameters Form online, detailing all field information requested on the form. A separate Field Parameters Form is required for each field submitted. The Scheduler will strive for the maximum use of each field on a home-and-away basis, with consideration given to referee availability.

1. Each Club must submit a field for Saturday and Sunday play and permitted to start play at 8:00AM and end play at dusk (10:00PM if lighted). The Club may submit separate Saturday and Sunday fields to satisfy this requirement.

2. Each field submitted must be a minimum of one hundred (100) yards long and fifty (50) yards wide for all 11 v 11 teams; and a minimum of forty (40) yards wide, up to a maximum of fifty (50) yards wide, and a minimum of seventy (70) yards long, up to a maximum of eighty (80) yards long, for fields

used by shortsided teams. For 9 v 9 teams: Clubs may choose to provide an additional field for 9 v 9 only, that is up to sixty (60) yards wide and ninety (90) yards long.

3. Each field submitted must be available beginning the weekend after Labor Day through the end of December.

4. Based on a full day of playing time (9 hours) as outlined above, up to nine (9) teams may be assigned per field.

5. A minimum of six (6) 11 v 11 teams must be assigned to a full sided field to accommodate referees.

6. Each field submitted must have a valid permit issued by the appropriate authority for the dates and times listed on the Field Parameters Form. A copy of the field permit must be submitted to the CSL Gaming Circuit prior to July 20<sup>th</sup> each year.

7. Each field must have additional named insurance designees as required by the appropriate field authority naming all entities as required by the field authority and also naming Coast Soccer League as an additional insured party. Said additional named insured certificates may be obtained through Cal South. Contact Cal South for the insurance application.

B. No Team, Club or League of Registration may charge for parking for home games unless the CSL Board of Directors approves of said charge. Any Team, Club or League of Registration requesting approval for charging a parking fee for its home games must submit its request to the CSL Board of Directors prior to July 21<sup>st</sup> each year.

C. The term "Home Field" may represent a field closest to the geographical 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 Board of Directors must obtain permission from the authorized user (Team/Club/League) that holds the permit for that field. 7 v 7 and 9 v 9 teams may be placed on "common" venues.

D. 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 the proper equipment set up, i.e. goal posts, nets and corner flags. It is the responsibility of each team to have a game ball.

E. In the event a field is not playable or not available, it is the responsibility of the home team to notify the Scheduler and THEN NOTIFY ALL TEAMS SCHEDULED TO PLAY on the field at least 48 HOURS prior to the scheduled game time.

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

G. 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 canceled by the facility owner, or a field is closed by the home Team/Club/League, the CSL Board of Directors shall make the determination as to whether the game/games shall be rescheduled or declared a forfeit against the home team.

#### FIELD ETIQUETTE

A. Coaching from the sidelines is permitted, subject to the following conditions:

1. Coaching is permitted only 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's Administrator and/or Coaches 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 or other players on the part of the team's players, parents, administrators, coaches or spectators.

B. The Team Administrators and Coaches are responsible for their sidelines and they may receive sanctions because of inappropriate behavior from players, parents and spectators on their sidelines.

C. Credentialed Team Administrators and/or Coaches MUST have a USYS white laminated Coach and/or an Administrator Cal South laminated card (adopted by Cal South for the 2014 Season) from the same club as the team per Cal South Rules & Regulations to be within the technical area (the team bench). Such Credentialed Administrators and/or Coaches MUST be on their sidelines at ALL TIMES during the game, or the game will be forfeited by the team without the Coach and/or a Administrator laminated card. In an EMERGENCY, any Cal South Administrator/Coach of any Cal South League/Club who holds at least a USSF "F" license with a current approved Risk Management designation may coach the Team.

1. 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., and no other carded coach and/or carded administrator is present, the team will immediately forfeit the game and the game will be terminated. It is suggested that each team have at least two (2) licensed and registered coaches/administrators to avoid forfeiture due to the absence of one of the coaches.

D. Administrators/Managers with Risk Management and a USYS white laminated

Administrator pass may sign the match report and be responsible for all paperwork for the team.

E. Teams may be expelled from further competition for conduct unacceptable to the field permit holder by the CSL Board of Directors.

F. It is recommended that each team have a First Aid Kit available at each game and practice.

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

H. All players, parents, administrators and spectators of each team must, where possible, stay on their respective side of the field (at least five (5) yards off the sideline) during all games. Administrators shall have the right to request the referee to enforce this rule during the game. Failure to comply with these rules shall, at the referee's discretion, result in the game being suspended. The offending team may be brought before the CSL Board of Directors or its designee for disciplinary action.

1. Respective side shall be determined by the HOME TEAM. The HOME TEAM shall select its side of the field and the VISITING TEAM shall go to the opposite side of the field. The HOME TEAM is the team that is listed 1<sup>st</sup> on the CSL Match Report.

#### SECTION 14. TEAM COLORS, UNIFORMS AND PLAYER SAFETY

A. Each player participating in the games shall be in a complete uniform, with permanent numbers six (6) inches tall 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 each game with shirts tucked in and socks pulled up over the shin guards. These requirements also apply to alternate uniforms.

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

C. When the colors of two (2) competing teams are similar to the point of confusion during play, as judged by the Referee, the home team (the 1<sup>st</sup> team listed on the CSL Match Report) 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.

D. It is recommended that each player use 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.

E. All players MUST have an individual uniform number assigned at the beginning of the season, which shall not change for the duration of the CSL Gaming Circuit competition. This number must be displayed on the player's uniform during any CSL Gaming Circuit competition in which the player participates.

F. The CSL Board of Directors must approve all advertisements (including sponsors) on uniforms.

#### PLAYER SAFETY

G. No player shall be allowed to play in any regularly scheduled Circuit or Circuit League Cup game with an injury that can be aggravated by playing or which constitutes a danger to others.

H. A player must not use equipment or wear anything that is dangerous to himself/herself or another player, including jewelry. (FIFA Law IV)

I. Shin guards are mandatory for all players in practice, games and tournaments.

J. No player may wear a hard/plaster cast in any CSL Gaming Circuit game. Whether a player may wear a knee brace, or any other type of brace, or not, will be up to the sole discretion of the referee on the field, who will be able to determine the safety of the brace. The referee's decision is final and may not be appealed.

K. Infringement of any of these rules shall result in a formal warning by the CSL Board of Directors, and further infringement will result in action by the CSL Board of Directors, as it deems necessary to maintain the standards outlined herein.

#### SECTION 15. NUMBER OF PLAYERS

A. No 2006 thru 2002 team shall have more than eighteen (18) players on its roster at any given time; and only fourteen (14) players for 2008 and 2007 teams are permitted. 2001 thru 1997 teams are permitted to roster a maximum of twenty-two players at any given time.

B. Any 2001 thru 1997 team that has more than eighteen (18) players up to a maximum of twenty-two players on its roster must cross off enough players on each Match Report to show a Match Report roster consisting of a maximum of

eighteen (18) players eligible to play in the game. Only the eighteen (18) players eligible on the team's roster to play shall be in uniform.

C. Any player listed on the Match Report shall be considered as having played under the name and shirt number as listed on the Match Report. The accuracy of the player entries is the responsibility of the team administrators. The penalty for any infraction of these rules may include forfeitures, fines, probation or suspension at the discretion of the CSL Board of Directors.

D. 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 a CSL Board of Directors action, which may include forfeiture, fines, probation and/or suspension at the discretion of the CSL Board of Directors.

#### **SECTION 16. PLAYER SUBSTITUTION**

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

B. Substitutions shall be made at midfield within ten (10) yards of the halfway line. The substituted player shall not enter the field of play until allowed by the Referee and the player substituted for has left the field of play.

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

#### **SECTION 17. SCHEDULING**

A. All the Presidents of the accepted administrative Clubs/Leagues of Registration shall review their Home Field Schedule for compliance with the field parameters provided by the annually established deadline and immediately notify the Scheduler of any scheduling errors or the schedule will be deemed approved by the President.

B. The CSL Gaming Circuit requires that these Presidents do not distribute their Home Field Schedule to any party other than their own Field Administrator.

C. Once the schedule is published, no exceptions to the CSL Gaming Circuit schedule shall be allowed for any reason unless approved by the CSL Board of Directors.

D. In a case where field conditions or availability are involved, the Club/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 to have the game(s) rescheduled to the earliest possible date. NOTE:



Requested changes of this type shall result in a \$50.00 fee assessed against every home team that has a game change. Also, the fee will be assessed against each Home Team where a change is required under Section 13, Paragraph F as set forth above.

E. For any game that is changed for any reason, the Scheduler will notify teams whose games are rescheduled as early as possible prior to the new date and time. Teams are required to play officially rescheduled games.

F. Whenever possible, the pools in bracketing for ages 2008 thru 2004 will result in a standard fourteen (14) game schedule; seven (7) home games and seven (7) away games depending on Home Team field availability. However, the CSL Board of Directors may determine that bracket sizes may need to be adjusted to accommodate travel requirements and/or equality of the competition. In ages 2003 and older, brackets may regularly consist of 12 teams and thereby each team will only play eleven (11) games in the regular season. A minimum of eleven (11) games will be scheduled for every team, however this minimum can be jeopardized after the season begins if, for example, a team drops or forfeits.

G. When a team is scheduled as the Home Team at a field other than its home field, it shall be responsible for Home 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 the Referee fees.

H. The Scheduler shall not be responsible for an inability to communicate schedule changes where such inability results from a Team Administrator's failure in having correct email addresses online for his or her team.

I. Any team(s) changing games without the CSL Gaming Circuit's 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 Board of Directors, be dropped from the Circuit entirely.

J. Every team applying and accepted to play in the CSL Gaming Circuit has agreed that the team will be available to play every Saturday and Sunday during the CSL Gaming Circuit season for its respective age group. There will be no exceptions to this rule. The CSL Gaming Circuit season begins the weekend after Labor Day for all teams and ends the weekend before Thanksgiving for all **high school age** groups and ends the third (3<sup>rd</sup>) weekend in December for **all younger teams**. Teams forfeiting any CSL Gaming Circuit game will forfeit the CSL Bond and may, at the sole discretion of the CSL Board of Directors, be dropped from the Gaming Circuit entirely.

K. Any team intending to forfeit any game MUST immediately notify the Scheduler at [Schedulers@coastsoccer.com](mailto:Schedulers@coastsoccer.com).

L. Any team that forfeits a game for any reason will automatically forfeit its \$150 team bond. In order to continue in the CSL League Competition, the team must reinstate its bond prior to the next scheduled game.

M. Inclement Weather:

1. In the event of inclement weather, the teams will assume that the game will be played unless otherwise 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 as late as 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 after the conclusion of the 1<sup>st</sup> half, the game will be considered a full game, unless there was purposeful misconduct or misuse of this regulation as determined by the Competitions Committee. If the game is suspended during the 1<sup>st</sup> half of play, the game will be replayed in its entirety.

5. All teams have the responsibility to check the CSL Website for the latest information regarding the field status of its game and for other information regarding the game.

## **SECTION 18. COMPETITIONS, STANDINGS AND AWARDS**

A. Two (2) competitions are organized by the CSL Gaming Circuit: The Circuit League competition and the Circuit League Cup.

### **1. CIRCUIT LEAGUE COMPETITION.**

a. It shall be a competition where every team in a bracket will play all the other teams in that bracket.

b. The standings of teams in their respective brackets shall be determined by points, with three (3) points awarded a team for each win and one (1) point is awarded both teams for a tie. No points are awarded to the team that lost the game.

c. If teams are tied in points for first place in their bracket, 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. The above rules do not apply to the CSL Premier League Division.

d. If a team disbands, or for any other reason, does not complete all of 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 CSL Gaming Circuit. No team may participate in any other organized competition on any CSL Gaming Circuit play date without the written permission of the CSL Board of Directors.

## 2. CIRCUIT LEAGUE CUP COMPETITION

a. The CSL Gaming Circuit League Cup competition format is to be determined by the Competition Committees and approved by the CSL Board of Directors.

b. Rosters are frozen on the Friday night before the first scheduled game of the age group.

c. Field loading will be utilized for the entire competition.

d. All players in good standing are permitted to participate in the CSL Gaming Circuit League Cup for one team only. All "caution" and "send-off" (yellow and red cards) infractions during the regular circuit season will not carry over to the Circuit League Cup competition unless the CSL Competition Committee determines that the foul or fouls were so serious as to require additional penalties during the Circuit League Cup.

e. A SEND-OFF (red card or double yellow) in the Circuit League Cup Competition will result in a minimum one (1) game suspension in the current Circuit League Cup Competition and that player or coach may be brought before the CSL Competition Committee and/or Trial Board for further disciplinary action and any penalty may be carried over to League Competition the following year.

f. Circuit 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 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, etc.)

3. During the Circuit League Cup competition, if the winning team is found in violation of the Circuit Rules and Regulations that requires a forfeiture, the competition shall continue with the last opponent of the forfeiting team taking the place of the forfeited team. Under no circumstances shall the competition be replayed from the entry of the offending team into the competition.

g. Scoring will be as follows; three (3) points for a win, one (1) point each team for a tie and zero (0) points to the losing team. A forfeited game in a pool play round may result in a forfeited score in all other pool games involving the forfeiting team regardless of the previous scores (i.e., forfeit one – forfeit all).

h. Game formats and times:

1. Pools may consist of three (3) teams and play each other on one (1) day. Pool games may end in ties.

2. The Round of 32, Sweet 16 and Quarter Finals 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 if necessary and then on to FIFA kicks from the penalty mark as necessary. Semi-finals played in a "two game" format will be shortened like a Quarterfinal match and, if tied, will go directly to FIFA kicks from the penalty mark as necessary.

4. Finals will be regulation time and go to overtime and FIFA kicks from the penalty mark as necessary.

5. Game Times:

2008 through 2004.....50 minutes

2003 and 2002.....60 minutes

2001 through 1997.....70 minutes

6. Overtime Periods:

2008 through 2004.....two 7-minute halves

2003 and 2002.....two 8-minute halves

2001 through 1997.....two 10-minute halves

i. 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 out the round. The last Wild Card Winner will play the first (1<sup>st</sup>) seeded team.

j. The top teams in a given age division may receive a bye through the pool round depending on the number of teams playing in the age division.

k. As determined by the appropriate Competition Committee each year, the Bronze bracket alone may compete in a pool play to advance to the next round of pool play.

l. The OFFICIAL CSL Gaming Circuit League Cup Tiebreakers are as follows and will be used in the order set forth below:

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 = three (3) points / Double Yellow = two (2) points / Caution = one (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 final tie-breaker.

m. League Cup Competition allows for a five (5) minute grace period before the game will be forfeited. However, if the game is at a CSL Complex and a CSL Board Member is present at the field, he/she may extend the grace period based upon the prevailing circumstances present at the Complex.

B. The CSL Gaming Circuit may make the following awards:

1. An award to each player on a League bracket championship team.

2. An award to each player on a League bracket runner-up team.

3. An award to each player and a team representative for each CSL League Cup Competition age division championship team.

4. An award to each player and a team representative for each CSL League Cup Competition age division finalist team.

#### SECTION 19. GAME PROCEDURES AND CONDUCT

A. All regularly scheduled league games must be played on approved scheduled dates. No team shall be scheduled to play two (2) league regulation games on the same day without approval by the CSL Board of Directors.

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

C. Game duration and ball size for 2016 shall be as follows:

2000 thru 1997 – two 45-minute halves played with a size 5 ball.

2002 and 2001 – two 40-minute halves played with a size 5 ball.

2004 and 2003 – two 35-minute halves played with a size 5 ball.

2005 and 2006 – two 30-minute halves played with a size 4 ball.

2008 and 2007 – two 25-minute halves played with a 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 2001, 2000, 1999 and 1997/8 team with a roster in excess of eighteen (18) players, all players over the eighteen (18) maximum game day player 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 Gaming Circuit Match Report and a mailing envelope with proper postage prior to the start of the game along with their player passes. Following the completion of the match, the Referee and both teams' Administrators/Coaches will sign the Match Report.

3. The Team Officials shall present their Players' and Administrators' Passes to the Referee prior to the start of the game. If there is no Administrator/Coach with a valid USYS Coach or a Qualified 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 the 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 must be listed on the Match Report.

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 are ineligible 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 the appropriate notations of all instances of ID irregularity on the Match Report. The Referee's Report shall constitute proof of the 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 Match Report all instances of misconduct on the part of the Players, Administrators, Parents or Spectators that he/she 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, Coach, Administrator or Parent is sent off, the Referee is required to make proper notations on the Official CSL Gaming Circuit Match Report and submit it to Coast Soccer League.

12. All Players' and Administrators' Passes should be returned to the team at the end of the match including those of Players, Coaches and Administrators sent off during the match. Only in cases of assault, violent conduct or suspected falsification of documents should the Player/Administrator/Coach Passes be withheld. In such cases, a Supplemental Referee Report detailing the events and violations should be made.

a. In the case of Violent Conduct only, the Supplemental Report, Match Report and Player/Administrator/Coach Passes should be sent to the Coast Soccer League's Vice-President at the Coast Soccer League offices within forty-eight (48) hours. Any such passes sent to the Coast Soccer League offices may be picked up by the team at said offices.

b. In the case of Assault, Referee Abuse or suspected Falsification of Documents, the Supplemental Report, Match Report and the Player/ Coach/ Administrator Passes should be sent to Cal South at the Cal South office within forty-eight (48) hours. A copy of said reports must also be sent to Coast Soccer League at its office also within said forty-eight (48) hour period. Contact Cal South about passes sent to the Cal South office.

13. The Referee is required to mail all official CSL Gaming Circuit Match Reports to the Coast Soccer League office within forty-eight (48) hours of the end of the game. Failure to submit the Official CSL Gaming Circuit Match Report shall subject the Referee to removal from the Coast Soccer League approved referee list.

14. The Referee is required to reject entries on the Official CSL Gaming Circuit 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/her decisions shall be final. No protest based on "Referee Judgment" shall be allowed.

2. Any complaints regarding referees shall be sent in writing directly to the Referee Assignor for the Referee Association providing the referees for the game. Said information is set forth on the Match Report.

3. Any CSL Gaming Circuit 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 at the game, a certified referee already present at the game may be appointed with the mutual agreement of both teams. Signatures on the official Match Report by the Administrator for each team shall constitute acceptance of the appointed referee.

5. Upon the written request of the CSL Board of Directors to the assignor of a Referee Association, said Referee Association shall cause a specified referee to be assessed by a USSF licensed assessor. The required assessment must take place within two weeks of the written request or the referee in question will not be assigned any further games until the assessment has been completed.

6. In the event of a "no show" forfeit, the team determined responsible for the forfeit may lose their CSL Team Bond and be dropped from the Circuit. Teams who reinstate their CSL Team Bond at least ninety-six (96) hours before their next game, may, at the sole discretion of the CSL Board of Directors, be allowed to continue to play in the Circuit. Any bond reinstatement must be made by check and delivered to, or mailed to and received by, the Coast Soccer League office before the ninety-six (96) hour deadline expires. Any check presented must have the game number forfeited, the age group and name of the team on it.

7. Failure to pay any fees required and any fines imposed by the Coast Soccer League Board of Directors before the next scheduled game shall subject the team to further CSL Board of Directors action.

8. The Referee fees for each team shall be as follows:

	Premier	Premier	2000-1997	2001-2002	2003-2004	2005-2006	2008-2007
Gm length	90 min	80 min	90 min	80 min	70 min	60 min	50 min
3 Ref	\$81	\$72	\$72	\$64	\$56	\$48	\$40
2 Ref	\$65	\$58	\$58	\$52	\$45	\$39	\$32
1 Ref	\$48	\$45	\$45	\$40	\$35	\$30	\$25

9. Referees are to be paid in cash, so they can split it with their assistant referees.

10. Club linesmen are not paid. A team booster, certified or not, is a club linesman.

11. 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 Referee System will not be used.

12. The fee to be paid is determined by the number of referees who officiate the entire game.

13. The CENTER Referee on the field for any 11 v 11 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 of experience as an Assistant Referee.

14. Assistant Referees shall be a minimum of twelve (12) years of age for all 11 v 11 games.

#### 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 at a later date, or, depending upon the circumstances, order such other action as they deem appropriate.



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 for Circuit regular season games and five (5) minutes for League Cup Competition games after the scheduled game start time. In the event a CSL Board Member is present or a CSL Board member is in contact by telephone with the CSL Game's Referee at any CSL Game, that CSL Board Member may extend the CSL Game grace period depending upon the circumstances surrounding the need for an extension of 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) players in good standing who are registered to that team. Six (6) players are required to start a short-sided game. 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 Competition Committees shall be based solely on official notations on the official CSL Gaming Circuit 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 subject to forfeiture.

8. The Referee may terminate or suspend the game, but only the Competition Committee or the CSL Board of Directors may determine a match to be a forfeit by one or both teams.

G. Teams are responsible for the actions of their players, administrators, parents and spectators. Teams are required to take all precautions to prevent and discourage unruly behavior, threats and/or assaults on players, parents and/or officials, before, during and after the game.

## **SECTION 20. FORFEITS, FINES AND SUSPENSIONS**

A. The CSL Board of Directors may fine, suspend or terminate the participation privileges (or any combination thereof) of any team or individual if the CSL Board of Directors determines that (1) the conduct of the team and/or individual(s) is adverse to the best interests of soccer or the CSL Gaming Circuit, or (2) the team and/or individual(s) has not complied with the requirements of its/their participation in the CSL Gaming Circuit. The CSL Board of Directors will act only after a hearing is given, reasonable notice to the team or individual(s), or both, of the time and place of the hearing, and has provided the team and/or the individual(s), or both, a reasonable opportunity to present evidence in support of its and/or their position. (USSF Bylaw 241, Section 2.)

B. It must be noted that the above paragraph does not apply to any CSL Board of Directors and/or Competition Committee decisions regarding any protest of any competitive rule. Bylaw 705, Section 1, paragraph (b) of the USSF Bylaws states: No decision of the CSL Gaming Circuit (name substituted for "Organizational Member") that arises out of an application of the rules of competition which is made in the course of competition, and has no consequence beyond the competition, is appealable.

C. Examples of some of conduct or activities that may lead to disciplinary action are set forth below. In addition, disciplinary offenses are also set forth in the Paragraph E set forth below. It must be noted that the listed conduct violations set forth below are not an all inclusive list of conduct violations and the CSL Board of Directors is not confined to address the following conduct exclusively.

D. General Violations Subject To Disciplinary Hearings.

1. If any Team or Individual shall refuse or neglect to fulfill any of its or his/her obligations as set forth herein, or violates any of the provisions contained herein.

2. If any Team or Individual shall commit any act which is determined to be contrary to or inconsistent with the principles and standards of good sportsmanship, fair play, or engages in any conduct or activity that is adverse to the best interests of soccer or the CSL Gaming Circuit, or the team and/or individuals have not complied with the requirements of its/their participation in the CSL Gaming Circuit.

3. Being Sent-Off for a second (2<sup>nd</sup>) time in a single season, or being Sent-Off during Circuit League Cup Competition.

4. Failure to submit documents pursuant to a CSL Board of Directors' request for proof of age of any player.

5. Behavior of an Administrator, Player, Coach, Parent or Spectator that encourages Referee Abuse, Referee Assault or any verbal abuse by other Administrators, Players, Coaches, Parents or Spectators.

E. General Violations of the following Competitive Rules and Regulations (but not limited to) that, if a Team is found to be in violation of, may cause forfeiture of a match and a Disciplinary hearing.

1. Non-payment of Team fees, including dishonored checks.

2. Non-payment of fines within fourteen (14) days of official CSL Hearings or trail Board Hearings.

3. Non-payment of Referee's fees prior to the next scheduled game.

4. Failure to show for a scheduled game.

5. Failing to accurately enter all information on a Match Report.

6. Failure to present proper identification of players in the form of a valid white laminated USYS Player Pass.

7. Inability to field (7) players in good standing who are registered to

that team. Six (6) players in good standing in the case of U8 thru U10 teams.

8. Failure to be on the field of play and ready to play at the scheduled game time following any grace period.

9. Leaving the field in total without the Referee's permission and with the intent to not continue the game.

10. Failure or refusal to continue the game.

11. Violation of registration rules.

12. Misconduct that causes the termination of the game. Should any parent or team spectator be ejected from the game/sidelines, before, during or after a game, sanctions may be given the team, the coach, the team administrator, the parent and/or all of the above.

13. Violation of disciplinary (red/yellow card) regulations.

14. Failure to have a USSF/USYS Licensed Administrator/Coach with a valid white laminated USYS Administrator pass per Cal South Rules & Regulations.

15. Failure to submit documentation to the CSL Board of Directors, as requested, for proof of the 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 Section 13, Field Requirements, Paragraph G.

18. Failure to meet administrative requirement that result in the termination, cancellation or suspension of the match.

F. In addition to the forfeiture of a game, a team may be subject to being dropped from the CSL Gaming Circuit entirely and fines of not less than Fifty Dollars (\$50.00) for violations of Section 20, Paragraph E, with the exception of the Rules in Sub-Sections 9 and 10 which may carry a fine of Seventy-Five Dollars (\$75.00) to a player or administrator.

G. The CSL Board of Directors may initiate suspension hearings for any administrator, player, associated party or other individuals for a specified period of time from participating in the CSL Gaming Circuit. The following offenses (but not limited to these specific offenses) shall subject parties to immediate suspension:

1. Any player ejected by the Referee shall be suspended automatically without appeal for the balance of the game and the next two (2) scheduled games for the same team that he/she was ejected from and may be subject to a CSL Board of Directors Trial Board Hearing. In addition, any ejected player may not participate in the CSL Loan Player Program with any team until his or her suspension has been completed. It shall be the responsibility of the Administrator to ensure the suspension is served regardless of whether or not the Referee returns the Player Pass, or fails to note the ejection 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 any game the player participated in until he/she sits out the two (2) game suspension.

2. Any player ejected for violent conduct may be suspended without appeal for the next six (6) scheduled games for that team (or any team he/she may transfer to) until the six (6) game suspension is met, which may also include the CSL Gaming Circuit League Cup Competition.

3. 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 same team that he/she was ejected from and may be subject to a CSL Board of Directors Trial Board Hearing. It shall be the responsibility of the Administrator to ensure the suspension is served regardless of whether or not the Referee returns the Coach's/Administrator's Passes, or fails to note the ejection 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 any game the Coach/Administrator participated in until he/she sits out the two (2) game suspension.

4. Any player, coach and/or 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.

5. All physical assaults are to be reported to Cal South at the Cal South offices in writing with a copy of the reports sent to the CSL Vice-President and the Competition Committee. Said assaults will be subject to further actions by Cal South and/or Coast Soccer League

6. 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 Circuit League games for that team (or any team he/she may transfer to until the four (4) game suspension is met) and shall be subject to a CSL Trail Board Hearing.

7. Coaches and Administrators sent off twice in one season (2 red cards) by a Referee shall be suspended automatically without appeal for the next four (4) scheduled Circuit League games for that team (or any team he/she may transfer to until the four (4) game suspension is met) and shall be subject to a CSL Trail Board Hearing.

8. All disciplinary (red/yellow cards) suspensions incurred during the regular CSL Gaming League Circuit Season play are in full force and effect until fully served. The suspension shall carry over to the following CSL Gaming League Circuit season.

9. 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 as having been given a Red Card). Three (3) Disciplinary Points shall be applied for each straight Red Card/Send-off received.

10. 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 Gaming Circuit sponsored events. If a team is suspended under this rule, all games played and yet to be played for the current season may be declared forfeit.

11. 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 the team's disciplinary point accumulation. As with all penal fouls, second cautions (double yellow/red cards) cannot be appealed.

H. 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 the 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 the 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.

I. The CSL Board of Directors may also recognize the suspensions and rulings of equal organizations that are affiliated with USSF.

## **SECTION 21. PROTESTS, DISCIPLINARY HEARINGS AND APPEAL PROCEDURES.**

A. PROTESTS. Any CSL Gaming League Circuit participating team may protest the action of another Team who it believes has violated one or more of the CSL Gaming League Circuit Rules and Regulations as outlined in the appropriate Sections set forth above by using the following procedure outlined below. 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

### **1. PROCEDURES FOR CIRCUIT 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 original protest must be submitted to the CSL Office with a non-refundable filing fee of \$50.00.

c. The Protest must clearly set forth the alleged Rules violated and the conduct that led to the alleged violations.

d. The referee's Match Report shall be the basis for assessing all offenses where predetermined penalties are applicable.

e. Other offenses alleged but not related to a competitive ruling shall be referred to and reviewed for disciplinary action by the CSL Board of Directors.

f. An additional copy of the protest must be submitted to the Competition's Chairperson.

g. The Protest will be heard by the Competition Committee.

h. A ruling on the protest will be made within thirty (30) days of CSL's receipt of the Protest.

i. All Competitions Committees' rulings shall be reviewed and approved by the CSL Board of Directors.

j. The Competitions Chairperson shall officially notify the protesting party of the decision orally and/or in writing.

k. Bylaw 705, Section 1, paragraph (b) of the USSF Bylaws states: No decision of the CSL Competition Committee (name substituted for Organizational Member) that arises out of an application of the rules of competition which is made in the course of competition, and has no consequence beyond the competition, is appealable.

## 2. PROCEDURES FOR CSL GAMING CIRCUIT LEAGUE CUP COMPETITION.

a. A protest of a CSL Gaming Circuit League Cup Competition 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 CSL office or Competitions Chairperson or designated delegate with the \$25.00 nonrefundable filing fee.

b. The Competitions Committee shall rule on the protest and its decision is final.

c. The Referee Match Report for the game in question 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.

f. Bylaw 705, Section 1, paragraph (b) of the USSF Bylaws states: No decision of the CSL Competition Committee (name substituted for Organizational Member) that arises out of an application of the rules of competition which is made in the course of competition, and has no consequence beyond the competition, is appealable.

B. DISCIPLINARY HEARINGS/TRIAL BOARDS. In all hearings conducted involving disciplinary issues and/or rules and regulations violations that may result in the suspension from the CSL Gaming Circuit of a team, an entity or any individual, the parties shall be accorded the following:

1. Notice of the specific charges or alleged violations in writing and possible consequences if the charges are found to be true;
2. Reasonable time between receipt of the notice of charges and the hearing within which to prepare a defense;
3. The right to have the hearing conducted at a time and place so as to make it practicable for the person(s) charged to attend;
4. A hearing before a disinterested and impartial body of fact finders;
5. The right to be assisted in the presentation of one's case at the hearing, but the parties may not be represented at the hearing itself by an attorney;
6. The right to call witnesses and present oral and written evidence and argument. The number of witnesses to be called shall be agreed upon by the parties before the hearing;
7. The right to confront witnesses, including the right to be provided the identity of a witness in advance of the hearing;
8. A written decision, with reasons for the decision, based solely on the evidence record, issued in a timely fashion;
9. Notice of any substantive and material action of the hearing panel in the course of the proceedings; and
10. Quality concerning communications, and no ex parte communications is permitted between a party and any person involved in making the decision or procedural determination except to provide explanations involving procedures to be followed.

C. APPEALS. Any team participating in CSL in its current CSL seasonal year or individual of said team may appeal a decision made by a CSL Trial Board or by the CSL Board of Directors relating to any non-competitive violation of the CSL Gaming Circuit Rules and Regulation.

1. The appeal shall be submitted in writing to Cal South through the Cal South District 3 Commissioner.
2. The appropriate Cal South Appeal Procedures are set forth in the Cal South Protests, Appeals and Discipline Manual. Said Manual may be found on Cal South website at [www.calsouth.com](http://www.calsouth.com) under Resources (PAD). A copy of said Manual will be included with any CSL Trial Board or Coast Soccer League Board of Directors' Decision.
3. Bylaw 705, Section 1, paragraph (b) of the USSF Bylaws states: No decision of the CSL Competition Committee (name substituted for Organizational Member) that arises out of an application of the rules of competition which is made in the course of competition, and has no consequence beyond the competition, is appealable. This Bylaw is also applicable to all CSL Gaming

Circuit League Bracket Appeals.

**SECTION 22. 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.**