

Mini CPL RULES and POLICIES

Modified for ARYSL / FLSL / EDYSL & RHYSL

U9 - U14 Playing League

**To be used in conjunction with the League (specific age) Modified Laws of the Game Document
& the FIFA Laws of the Game Manual (unless there has been a modification made)*

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 Prior to the start of the league season, each Club is to provide a breakdown of their team's skill level to the league. This information will provide input into the 1st half of the season's schedule.

1:02 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.

1:03 The coach of the home team is to contact the visiting coach on, or before, the Wednesday preceding their scheduled match in order to confirm the game time and location, and to provide directions.

1:04 The coaches of **both** teams (home and visitor) are to report the results of their game in a timely manner. Standings are kept in order to appropriately seed the teams into playing divisions

1:05 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.

1:06 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.

1:07 Coaches and Players (for both teams) are to sit on the same side of the field & remain in their technical areas. Fans and spectators are to sit on the opposite side of the field, mirroring their team's half of the field.

1:08 Home Coach must call opposing coach by the Wednesday prior to game. It is assumed that Home coach has opposing coach's contact information being contact was made earlier in the week.

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 is **not** allowed.

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.

2:03 In extraordinary situations, the coach of one team may act as the coach of another team registered within the same League, provided that the substitution has been approved by an officer of their 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; 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 (*Adopted 7/2015*), 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 Players may not be registered or listed on another roster for any other team, playing league or club while concurrently playing in this Fall CPL recreation league, other than a school team.

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 has begun to any exceptions to the preceding

3:04 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.

3:05 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.

3:06 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.

3:07 When a player, coach or team personnel has been sent off, the Referee **must** forward the player and/or coach pass(es), and the 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>
Under 9/10	25 minutes	#4
Under 11/12	30 minutes	#4
Under 13/14	35 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. U9/U10 goalkeeper will play ball as “roll out” and the build out line will be in effect for all U9/U10 games.
- C. Coaching from the sidelines, giving direction to one’s own 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 or player is to be anywhere but at his/her bench technical 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.
7. Per the Laws of the Game, only one person at a time is authorized to convey tactical instructions from the technical area

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.

D. Where colors of uniforms are similar, the home team must affect a change to colors which are distinct from those of the opponent. In CPL, bibs (pennies) may be used if appropriate.

E. 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.

F. 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. Substitutions by either team are allowed at any stoppage of play with the permission of the referee. Referees can deny a substitution if they deem it excessive, or of a time

wasting nature. Coaches must be respectful of the integrity of the game, and not use the free substitution rules as a means of disrupting the game.

G. 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)

H. It is not uncommon for recreational teams to be miss-seeded during league play. Teams may find themselves in a game with teams of mismatched skills. Teams are not to run up the score. A score differential of more than 6 is unacceptable. Coaches are encouraged to find ways to improve their own team's skills without scoring more goals on its opponent.

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.

*U12 and below players are not allowed to head the ball per Cal North Guidelines (per 8.2019 CalNorth decision)

- All players age eleven (11) years old and younger, who are playing up in 13U and older games, are prohibited from heading, and must clearly be identifiable to the match official. (i.e. armband)

Section 5: Coach Scoring & Sportsmanship Ranking

5:01 As mentioned in Team/Club Responsibilities 1:04, teams (home & visitor) must report games in a "timely manner". No more than 48 hours after the scheduled game time.

5:02 Teams will be asked to give a sportsmanship ranking on how well their opponent displayed good sportsmanship throughout the game - when they input the score of their game.

- These rankings will be used to inform clubs about which of their teams are or are not displaying good sportsmanship.
- When the Coach gives a poor sportsmanship score they need to give a brief explanation i.e. yells, parents yell, etc. This will provide a starting point for the Club/League when they go to audit a game.
- Repeatedly bad rankings due to poor sportsmanship may cause a team to receive a warning; visit with PAD committee; or dismissal.

Section 6: Inclement Weather

6:01 Games postponed or cancelled due to inclement weather may or may not be rescheduled based on field availability, referee availability and time of year.

6:02 Cancellation of game due to "Acts of Nature" should occur 2 hours prior to game time. Home Head Coach to contact opponents.

Section 7: PAD Procedures (Protests, Appeals and Discipline) – Honoring the Game

7:01 Teams, Coaches & Players will be held accountable to their own Leagues of Registration if ejected from a game.



District 6 Small Sided Standards Recreational Guidelines

	U6	U7	U8	U9	U10	U11	U12	U13-19
Max Field Size (yds)	25/35 L 15/25 W	25/35 L 15/25 W	25/35 L 15/25 W	55/65 L 35/45 W	55/65 L 35/65 W	70/80 L 45/55 W	70/80 L 45/55 W	112x75
Number of Players	4v4	4v4	4v4	7V7	7v7	9v9	9v9	11v11
Goal Keeper	No	No	No	Yes	Yes	Yes	Yes	Yes
Playing Time	4x8	4x10	3x15 / 4x10	2x25	2x25	2x30	2x30	2x35/40/45
Ball Size	3	3	3	4	4	4	4	5
Goal Mouth Size (feet)	4x6	4x6	4x6	6.5x18.5	6.5x18.5	6.5x18.5	6.5x18.5	8x24
Offside	No	No	No	Yes	Yes	Yes	Yes	Yes
Substitutes	Injuries & Quarters	Injuries & Quarters	Injuries & 3rds/Qtrs	Injuries Unlimited Halves	Injuries Unlimited Halves	Injuries Unlimited Halves	Injuries Unlimited Halves	Injuries Unlimited Halves
Fouls (type of kick)	Indirect Free Kicks Only	Indirect Free Kicks Only	Indirect Free Kicks Only	Indirect & Direct Free Kicks	Indirect / Direct Free Kicks	Indirect / Direct Free Kicks	Indirect / Direct Free Kicks	Indirect / Direct Free Kicks
Free Kick clearance	6 yd	6 yd	6 yd	7 yd	7 yd	8 yd	8 yd	10 yd
Throw-in	1 Rethrow	1 Rethrow	1 Rethrow	Normal	Normal	Normal	Normal	Normal
Penalty Kicks	None	None	None	Yes (mark at 7 yds)	Yes (mark at 7 yds)	Yes (mark at 8 yds)	Yes (mark at 8 yds)	Yes (mark at 12 yds)
Penalty Area (yds)	None	None	None	10 x 20	10 x 20	12 x 30	12 x 30	18 x 44
Goal Area (yards)	Optional 3x8	3x8	3x8	4 x 14	4 x 14	4 x 14	4 x 14	6 x 20
Heading	None	None	None	None	None	None	None	per Laws

Note to 'Unlimited' substitutes: District policy is that all recreational players present are to play at least half of the match.