

# **SOCAL Soccer League**

**Handbook  
2021-2022 Season**



***A US Club Soccer Sanctioned League***



## **SOCAL Mission**

SOCAL was created to allow clubs to do what is in the best interest of their players. With a focus on developing players and providing multi-faceted programming, SOCAL has grown to be the leading youth sports soccer program in Southern California

## **SOCAL Core Values**

### ***Collaboration***

We collaborate with our soccer community to make wise decisions.

### ***Joy***

We celebrate soccer and take fun seriously!

### ***Impact***

We make a meaningful difference.

### ***Integrity***

We strive to do the right thing.

### ***Agility***

We move quickly.

### ***Competition***

We believe that healthy competition is essential to progress.

### ***Education***

We are committed to learning and development.

Guided by our Founding Philosophy and Core Values, SOCAL's purpose is to set the highest standards for soccer Clubs to develop Players to their fullest potential – physically, emotionally, and ethically.

Membership in SOCAL is considered and reviewed by application. Applications for new member clubs begins January 15 of each year and closes March 15 of each calendar year. All member clubs must meet our criteria of membership as outlined in the application and be accepting of our rules, policies, and procedures. Our competitions are governed by regulations approved by the Technical Committee and our membership and are written in this handbook. The Technical Committee shall rule on all disputes and issues pertaining to SOCAL competitions. The Technical Committee may overrule stated rules, policies, or procedures in this handbook if it is determined to be for the good of the game. Additionally, all participants in SOCAL events are members of US Club Soccer and therefore must adhere fully and faithfully, both to the letter and the spirit, to its stated bylaws, rules, and policies.

When SOCAL's rules and policies are in direct conflict with the rules of another league or governing body, SOCAL may be restricted from implementing certain rules. However, our Code of Ethics must be adhered to at all times.

## **Definitions**

As used herein, the following terms shall have the following definitions:

**Adult:** Any Coach, Director of Coaching, Trainer, Manager, Official, (Team) Parent, or other individual 18 years of age or older affiliated with a Club and having access to a Player, the Player's parents, or the Player's contact information that is not available publicly.

**Club:** Any entity (such as a Club) admitted as a member of SOCAL.

**Coach:** Any individual engaged in Coaching or training Players on behalf of a Club, whether in a paid or voluntary, permanent, or temporary capacity.

**Director of Coaching:** Any individual employed by or volunteering for a Club as a Director of Coaching, Executive Director, Technical Director, General Manager, or as an assistant to any of the above-listed roles and all Adults filling similar roles regardless of title. A Director of Coaching is responsible for having oversight of each team in their Club and for each team's involvement in SOCAL competitions.

**Field or Facility:** Any Facility or Field used by a Club to conduct tryouts, Training Sessions, or games (other than tournament games).

**League Staff:** Any individual employed by or volunteering in any capacity for SOCAL, including, but not limited to the Board of Directors, employees, staff, and committees.

**Player:** Any Player holding a valid Player pass from US Club Soccer and currently playing for a SOCAL

**Referee:** Any Referee licensed for the current year by the United States Soccer Federation.

**Training Session:** Any Club sanctioned or private training session or practice.

## **Code of Ethics**

As a SOCAL Member, your adherence to the Code of Ethics signals your commitment to the basic laws of the organization, and thus basic moral standards of the soccer community at large.

### **For All Members**

- A. Know, respect, and follow the letter and spirit of the [Laws of the Game](#).
- B. Treat others with respect and courtesy.
- C. Adhere to the rules and policies of SOCAL, [US Club Soccer](#), and [US Soccer](#).
- D. Recognize the rights, dignity, and worth of all – regardless of gender, ability, cultural background, or religion.

### **For Clubs**

- A. Require sportsmanlike conduct at all times.
- B. Address issues with other Clubs in a professional and timely manner.
- C. Ensure that all Adults and Players in your Club are familiar with the rules and expectations of SOCAL.
- D. Respect the Facilities used by other Clubs.
- E. Actively uphold the Player Transfer Policy

### **For Coaches**

- A. Place your Player's physical, mental, and emotional development and well-being ahead of all else.
- B. Continuously seek education on sound Coaching techniques.
- C. Model and teach good sporting behavior.

### **For Players**

- A. Participate for your own enjoyment and development.
- B. Take responsibility for your sportsmanship and conduct.

## **Section 1 - Club Policies and Administration**

### **1.1 - Club Definition**

In order for a Club to be considered a member of SOCAL, the following conditions must be satisfied:

1. All teams participating in SOCAL events must belong to a single legal entity, with a single leadership structure, a single financial structure, and a single governance structure.
2. All teams participating in SOCAL events must have a common Club name, logo, and uniform (which should be unique to their Club) and should practice/play games in the same geographical area of operation.
3. All teams participating in SOCAL events must operate under a single technical structure/plan and report to a single Director of Coaching.
4. All Players participating in SOCAL events must be registered under a single US Club Soccer sanctioned Club.
5. All Clubs participating in SOCAL must meet the minimum of 5-teams playing in the same geographical area, playing on the same size field.
6. All Clubs participating in SOCAL must have field availability on Saturday's and Sunday's for home games.

### **1.2 - Required Club Contacts**

Each Club's SOCAL account must be kept up to date with the proper contact information. Please keep in mind that this is the primary method by which SOCAL communicates with your Club. Failing to have the proper contact information may result in your Club missing vital league communication. Each Club shall maintain the following Club contacts with a current email address:

1. Club Administrator
2. Coaching/Technical Director/DOC AND/OR Executive Director
3. Registrar
4. President
5. Field Scheduler

### **1.3 - Home Field**

Clubs should have at least one game-quality Field (5-time slots) per eight teams. In the event of a complaint about the quality of a Field, the appropriate League Staff shall determine if a Field is game-quality.

### **1.4 - Club Pass Rule**

Each US Club Soccer Player pass can be used for any age-appropriate team in the issuing Club. Thus, Players have the ability to move up and down within their Club, giving individual teams the ability to make changes, game to game due to illness, injury, vacation, or other conflicts. Limitations apply in State Cup and NPL - leagues where Players cannot play on two teams.

It is considered unethical for teams to move Players to teams in a lower-level division within the same Club for the purpose of creating a competitive advantage. While this is not a violation of the club-pass rule, any team club passing players to create a competitive advantage will be in violation of the Spirit of the Game.

For SOCAL league play, players may play in no more than 2 games in one-day.

Limits for the amount of players that can Club Pass are as follows:

7v7 and 9v9 games – limit 3 players per game

11v11 games – limit 5 players per game (non-NPL games)

Discovery NPL rule for players club passing from leagues outside of SOCAL but from the same club as the SOCAL Discovery NPL team – 3 players maximum and all must have a US Club Soccer player card to participate in a Discovery NPL or SOCAL game.

### 1.5 - Transfer Policy

Any player that has registered with a SOCAL member for the upcoming 2021/22 season cannot transfer to another SOCAL member club unless:

1. The player has paid the club IN FULL, all outstanding club dues.
2. The outgoing DOC approves the transfer.

*A player can "RELEASE" from a team at any time for any reason so a release cannot be stopped. However, the "TRANSFER" portion of the policy means that a player can NOT move to another SOCAL member club unless they have paid in full OR have DOC approval to transfer.*

If the player has paid in full then the DOC cannot stop the transfer.

If the player is a scholarship player, then it is between the family and the club to come to an agreement on what needs to be paid in order for the transfer to be allowed.

The league does not get involved with transfer matters unless a member club is in violation of the policy and accepts a player transfer without meeting one of the criteria for approval of the transfer.

***Players moving from a SOCAL team to a member club team that plays in other leagues*** - The policy applies to ALL teams within a member club on both sides of the transfer. IF a player wants to leave Team A to go to an ECRL/GA/MLS Next, DPL, EA, ECNL team, the transfer policy still applies. Membership in SOCAL requires that all clubs adhere to and honor the transfer policy regardless of the team that a SOCAL player wants to transfer to.

***Players playing in other leagues wanting to transfer to another SOCAL member club team in another league?*** As an example, a GA player wants to transfer to a ECNL team. SOCAL does not have jurisdiction over players transferring off of a non-SOCAL team to another non-SOCAL team.

The SOCAL policy only applies to players wanting to transfer from a SOCAL team to:

- a. another SOCAL team OR

b. another non-SOCAL team of a SOCAL member club

***Gaining permission to transfer*** The DOC (of the incoming CLUB) reaches out, via email or phone, to the DOC of the outgoing club to discuss the player and get approval from the outgoing DOC. This is NOT to be done between coaches or parents and coaches and not between Registrars. The policy requires communication between DOC's. Once approved, the Registrar of the outgoing club will release the player in GotSport so that the player can then be registered to the new club.

Failure to follow can result in monetary fines, clubs being placed in bad standing and clubs that violate the policy will be required to release the player until the proper criteria is met

## **Section 2 - Team Policies and Administration**

### **2.1 - Team Management**

In order to compete in SOCAL events, each team must have at least one team manager whose duties may include, but are not limited to: printing Game Reports and providing them to the referees, referee payments, travel arrangements, reporting of scores, and communication with appropriate club officials. All team managers must have access to a current email address that is checked on a daily basis and a telephone number connected to a 24-hour answering system during the season.

### **2.2 - Communication**

Communication will come from League Staff to Club Officials and/or Team Contacts. Please make sure all contact information for the appropriate officials is in the Demosphere system.

### **2.3 - Rescheduling Games/Rainouts/COVID**

In the event of a forced reschedule (ie., rainout, COVID, fires, etc ), matches may be cancelled or rescheduled depending on available playdates for the remainder of the season. There is no guarantee that games will be rescheduled but they will not be forfeited.

### **2.4 - Cancellation/Forfeit Policy**

- 1. Forfeits (Day of to 72 hours prior to game time)** - A forfeit occurs when a team is unable to attend a scheduled game. A forfeit will result in a 1-0 win to the team not at fault. The forfeiting CLUB will be fined \$250 plus all Referee and Field costs for the first forfeit and \$500 plus all Referee fees and Field costs for any further forfeit. A team unable to attend a scheduled game because of an accident or "Act of God" should immediately notify the opponent and michelle@scdlsoccer. In these circumstances, League Staff will review and rule on the situation.
- 2. No-Show** - A no-show occurs when a team willfully does not show up to a game. The penalty for a no-show shall be a forfeit to the opposing team with a 0-1 score as well as a \$250 fine plus referee fees imposed on the Club for the first no-show and \$500 plus all Referee Fees and Field costs for any further no-shows. Any no-show from a team may result in the offending team being removed from the competition by the League Office.

### **REPORT A FORFEIT OR NO-SHOW**

The following is a list of common excuses teams cite for wanting to reschedule or cancel a game. We recommend the following solutions to frequently posed problems:

- 1. Too many Players missing (sick, testing, weddings, vacations, birthday parties, etc.)** - Remember that any Player from your Club is available to participate with your team as long as they are of the correct age and have a US Club Soccer player card. In league matches please use lower team Players or Players from younger teams within your Club to fill out your roster.
- 2. Missing Coach** - Any Adult with a valid pass for your Club is able to Coach any team in that Club. If your Coach has several commitments then it is recommended that teams have an assistant Coach or another Adult from the Club available to cover games.
- 3. No Fields or Field Permit Issues** - It is expected that if your team is playing in SOCAL, you have access to quality Fields and valid field permits. This excuse will not be accepted for the cancellation of a match.

4. Tournaments/other games - SOCAL understands that teams will possibly play in a tournament during the league. This will be an unacceptable excuse to ask to reschedule a game. Please plan your schedule well in advance so your schedule does not become so full that you are unable to fulfill your league commitment.

## 2.5 - Fines

The SOCAL League Office may impose the following fines:

1. A team drops out of the league after final brackets are posted: \$500
2. A team drops out after August 15<sup>th</sup>: \$1000
3. A team drops out after September 1<sup>st</sup> – start of league play: \$2000
4. A team drops out once the season starts: \$2000 plus any applicable referee fees and forfeit fees through the 2 weeks of games after the team drops.
5. Playing illegal Players - \$500 per instance (non-US Club Soccer registered players)
6. No-show/Forfeit: \$250 plus Referee Fees and Field Costs for the first no-show/forfeit and \$500 plus Referee Fees and Field Costs for all no-shows/forfeits after the first.
7. Any team that does not complete payment within 60 days will be subject to a late fee of 15%

**All fines collected by SOCAL will be added to the travel fund for teams qualifying for national events via SOCAL competitions, after the deduction of Referee fees or Field Rental Costs.**

## 2.6 - Play-Up Guidelines

SOCAL does not allow team play-ups with the exception of high school age teams which team the following criteria:

1. The team is the current State Cup Champion and CA Cup Champion within their own age group,  
AND
2. The team has proven in previous seasons to be a very dominant team within their own age group,  
OR
3. The team is the current US Club NPL or National Cup Champion in their own age group.

Players are allowed to play up.

## Section 3 - League Discipline

### 3.1 - Violation of League Rules

The SOCAL Discipline Committee and the SOCAL League Office shall have the authority to suspend, fine, disqualify or otherwise impose sanctions on Players, team officials, or competing Clubs for violating SOCAL Rules, Policies & Code of Ethics, or for any action or conduct not in the best interest of soccer or the SOCAL Soccer League.

### 3.2 - Red Cards

If a straight Red Card is shown, it will result in a minimum three (3) game suspension. A double-yellow card will result in a one (1) game suspension. The game in which a player, coach or parent is sent-off does not count in the suspension. Any Player used during a suspension will be considered an illegal Player and the team, Coach and Club will be punished accordingly. Players can not play for any team while serving their suspension. Players club passing from leagues outside of SOCAL that receive a red card will not be permitted to play for any SOCAL team for the remainder of the season.

Parent send-offs will result in an automatic 3-game suspension for the parent.

### 3.3 - Reporting Process

1. Any breach of SOCAL Rules outlined in this Handbook should be reported michelle@scdssloccer.com who will then initiate an investigation into the alleged breach. All reports of violations may only be reported by a Club's Director of Coaching or President.
2. In any game where a Red Card is issued, the Referee must complete a [USSF Supplemental Report](#) within 24 hours and submit it via email to [hayley@scdssloccer.com](mailto:hayley@scdssloccer.com) and [michelle@scdssloccer.com](mailto:michelle@scdssloccer.com)
3. Player cards will be confiscated for players or coaches that receive Violent Conduct and/or Referee Abuse (Verbal or Physical) send-offs.
4. The referee should send in the player card with a copy of the USSF Supplemental Report within 24 hours to:  

SCDSL  
23071 E. LaPalma Ave  
Yorba Linda, CA 92887
5. Once the player has served their suspension, the player card can either be picked up from the League Office or it can be mailed to the Team Manger.

### 3.4 - Suspensions

It is the team's and/or Club's responsibility to ensure their Red Carded Player/Coach/Parent serves the applied game suspension. It is also their responsibility to ensure that their Player/Coach/Parent serves any additional suspension determined by the Discipline committee.

There shall be two types of suspensions:

1. Minor Offenses – These include send-offs for normal soccer actions, 2<sup>nd</sup> yellow cards, etc. Minor offenses will be given suspensions for a number of games.
2. Major Offenses – These include send-offs for violent actions. Major offenses will incur suspensions for an amount of time.

Suspensions for both minor and major offenses, for both Players, Parents and Coaches, shall be served immediately in upcoming SOCAL games, regardless of the SOCAL competition. The Player/Coach/Parent shall serve the suspension with the team with whom the violation occurred. Players may not compete for another team in their Club in any SOCAL competitions until their suspension is served in full. However, Coaches may Coach another team in their Club during their suspension but must serve their suspension, in full, with the team the violation occurred, only if the suspension is a fixed amount of games (as opposed to a period of time).

The SOCAL League Office has the ability to postpone or re-allocate suspensions in the best interests of the game and the integrity of the competition. For the avoidance of doubt, Play Date games do count towards suspensions for both Players and Coaches but tournament games (in or out of state) do not.

## Section 4 - General Competition Rules

### 4.1 - Playing Rules

All games under league jurisdiction shall be played according to the rules and regulations recognized by the NorCal Premier League which shall be the same rules set by FIFA/U.S. Soccer (USSF) except for those exceptions authorized by FIFA or USSF.

### 4.2 - Game Details

	<b>U7/U8 2015/2014</b>	<b>U9-U10 2013, 2012</b>	<b>U11-U12 2011, 2010</b>		<b>U13 2009</b>	<b>U14-U16 2008, 2007,2006</b>	<b>U17-U19 2005, 2004, 2003</b>
<b>Field Size (yds) Estimated</b>	55/65 L 35/45 W	55/65 L 35/45 W	70/80 L 45/55 W		100/120 L 50/80 W	100/120 L 50/80 W	100/120 L 55/80 W
<b>**Number of Refs</b>	1	1	1		1 - 3	1 - 3	3
<b>Number of Players</b>	7V7	7V7	9v9		11v11	11v11	11v11
<b>Minimum # of Players</b>	5	5	6		7	7	7
<b>Maximum # of Players on roster</b>	12	12	16		26	26	26
<b>Maximum # of Players per game</b>	12	12	16		18	18	18
<b>Goalkeeper</b>	Yes	Yes	Yes		Yes	Yes	Yes
<b>Playing Time</b>	2x25	2x25	2x30		2x35	2x40	2x45
<b>Half-Time</b>	10 mins	10 mins	10 mins		10 mins	10 mins	10 mins
<b>Ball Size</b>	4	4	4		5	5	5
<b>Goal Size (ft)</b>	6.5x18.5- 7x21	6.5x18.5- 7x21	6.5x18.5- 7x21		8x24	8x24	8x24
<b>Offside</b>	Yes	Yes	Yes		Yes	Yes	Yes
<b>Substitutions</b>	At Any Stoppage (not including Discovery NPL)						
<b>Substitutions Discovery NPL</b>	No re-entry in each half with the exception of concussion assessment. 3 substitution moments each half. Half-time does not count as a moment.						
<b>Fouls (free kicks)</b>	Indirect	Indirect & Direct Free Kicks					
<b>Free Kick clearance</b>	8 yd	8 yd	8 yd		10 yd	10 yd	10 yd

<b>Throw-in</b>	Normal	Normal	Normal		Normal	Normal	Normal
<b>Penalty Kicks</b>	Yes (mark at 10 yds)	Yes (mark at 10 yds)	Yes (mark at 10 yds)		Yes (mark at 12 yds)	Yes (mark at 12 yds)	Yes (mark at 12 yds)
<b>Penalty Area (yds)</b>	12x24	12x24	14x36		18 x 44	18 x 44	18 x 44
<b>Goal Area (yards)</b>	4x8	4x8	5x16		6 x 20	6 x 20	6 x 20
<b>Heading</b>	No Heading			As per the Laws of the Game			

\*\*Recommended **minimum** number of Referees (for 2021/22 due to low numbers of certified referees)

## 4.3 - Equipment

### 1. Player Uniforms

Opponents must wear colors that distinguish them from each other, and also the Referee and the assistant Referees. It is recommended that the home team wears light uniforms while the away team wears dark uniforms. Each goalkeeper must wear colors that distinguish them from the other Players, the Referee, and the assistant Referees. All Players on a team except the goalkeeper shall wear identical uniforms (shirts, shorts, and socks).

- a. If there is a conflict in the uniform color, the away team shall change uniforms.
- b. Player numbers must be affixed to the back of the uniform shirt. Each Player on a team shall wear a unique number.

### 2. Safety

A Player must not use equipment or wear anything which is dangerous to themselves or another Player.

- a. **Casts** - No orthopedic (hard) casts, air splints, or metal splints may be worn. Players will be allowed to play in a soft cast at the discretion of the Referee.
- b. **Jewelry** - Absolutely no jewelry, including rings, chains, watches, jewelry, hair clips, bobby pins, earrings, bracelets, rubber bracelets, or excessively long fingernails may be worn while participating in any SOCAL games. Only Medical Alert Warning Bracelets may be worn and shall be taped to secure them to the Player's body. Earrings and other piercings cannot be taped and must be removed.
- c. **Shin Guards** - All Players are required to use shin guards at all times. They must be worn properly and be professionally manufactured and unaltered. Socks must completely cover shin guards.
- d. **Braces** (e.g. knee, elbow) - It is strongly recommended for the safety of the Player, that a Player does not wear a brace during games. Braces are allowed as long as the Referee decides that the brace will not or cannot hurt the Player wearing the brace or any other Player. All metal, metal-like, or plastic brace supports are to be properly covered for the duration of the match. Elastic-type supports without any metal, carbon fiber, hard plastic, or like devices are permitted provided the Referee does not deem the support to be potentially harmful to other Players.

- e. **Eyeglasses** - Players who must wear eyeglasses are encouraged to wear sports goggles. Lenses must be unbreakable and frames must be unbreakable plastic or sturdy metal.

### **3. Game Ball**

The home team is the team listed first on the official schedule. The home team will furnish the game balls.

Game balls in Discovery NPL will be provided by SOCAL.

#### **4.4 - Match Officials**

Match officials must be current year USSF licensed Referees. The match officials shall consist of the Referee and two assistant Referees, except 7v7 and 9v9 formats of play may be played with one Referee. Clubs may elect to use Club linesmen for 7v7 and 9v9 formats of play. No match officials, other than Club linesmen, may have family members in the game they are working. Club linesmen may only signal when the ball has left the Field of play, they may not call offsides or fouls.

#### **4.5 - Protests**

Protests regarding the match conditions (i.e. Field condition, etc.) must be made prior to the start of the match and be clearly written on the official game card. Protests regarding the use of illegal Players may be made prior to or following the match and be clearly written on the game card. Referee decisions cannot be protested. No match condition protests will be allowed at SOCAL hosted events. Video of games will not be reviewed to support protests or objections.

#### **4.6 - Point System**

All SOCAL league games shall operate under a point system. The point system shall award three points for a win, one point for a tie, and no points for a loss.

#### **4.7 - League Standings**

No scores or standings in the 7v7 divisions. Scores are posted but no standings kept in the 9v9 divisions. Scores and standings are posted in all 11v11 divisions. SOCAL only has promotion and relegation between Discovery NPL and Flight 1 Champions Divisions.

#### **4.8 - Ties**

If a league game is tied after regulation, the tie stands and will be posted as a tie.

#### **4.9 - Tie Breakers**

In case of a tie on points in the standings within Discovery NPL or Flight 1 Champions league, the following will be used as tiebreakers:

1. "Head to head" points (win/lose/draw) between teams
2. Overall Goal Differential
3. Goals for
4. Goals against
5. Most points against the
6. Most shutouts
7. Fewest red cards
8. Coin toss

If more than two teams are tied, the tie-breaking process will be used until a winner is determined. The

tie-breaking procedure does not revert to previous criteria if one team is eliminated.

All standings in 11v11 divisions are based on Points Per Game (PPG) to decide standings.

#### **4.10 - Incomplete games**

In the event that a game cannot be completed, the game will stand if at least half of the game was played; provided, however, that if any team is directly responsible for the termination of the game, no matter how much of the match remains, due to poor sportsmanship towards a Referee, opposing fans, or opposing Players, the team will be required to forfeit the match. This could also lead to other sanctions set forth by SOCAL and/or US CLUB SOCCER. If there is no result, and the match is suspended prior to the expiration of one half, the game shall attempt to be replayed at if playdates remain available.

#### **4.11 - Heading Game Rule**

For U11 (2011) and below, when a Player deliberately heads the ball in a game, an indirect free kick should be awarded to the opposing team from the spot of the offense. If the deliberate header occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred. If a Player does not deliberately head the ball, then play should continue.

*This rule shall apply to the age groups of U11 and below. Players who are playing up will play according to the rules of the age group in which they are playing. It is the Club's responsibility to understand the effects of this rule on Players playing up.*

#### **4.12 - No Re-Entry Protocol (for Head Injury and SCA)**

In accordance with the US Club Soccer return to play guidelines, any Player removed from the Field for a suspected head injury or SCA (sudden cardiac arrest) will not be allowed to return to the Field of play unless cleared by a Licensed Healthcare Provider, defined by CA law AB-379 as an individual who is trained in the evaluation and management of concussions and is acting within the scope of the provider's practice for evaluation and management of concussions or other head injuries and/or an individual who is trained in the evaluation and management of cardiac conditions and is acting within the scope of that provider's practice for evaluation and management of sudden cardiac arrest, fainting, and shortness of breath. For players in the Discovery NPL or State Cup games with suspected concussion or head injury, the player's card will be held until a Doctor's note clearing the player can be provided to on-site staff in exchange for reclaiming the player card.

#### **4.13 - Substitutions**

As per FIFA guidelines, unlimited substitutions are allowed in all age groups (except for Discovery NPL - see Section 4.2). However, teams may substitute only with the Referee's permission. Substitutes must wait at the halfway line (off of the Field of play) until the Field Player has left the Field of play and/or the Referee has indicated the substitute may enter the Field of play.

*Substitutions by either team are allowed at any stoppage of play with the permission of the Referee. Referees will be instructed not to allow substitutions that are deemed "excessive" or of a "time-wasting" nature. Please be respectful of the integrity of the game and do not use the free substitution rules as a means to disrupt the match.*



## **Section 5 - Rosters**

### **5.1 - Player Registration**

Players shall be registered through GotSport according to [US Club Soccer](#) rules.

### **5.2 - US Club Soccer Player Pass**

All Players and Coaches must present their US Club Soccer pass to the Referee prior to the match. If the individual picture is not on the ID card and the card is not laminated, the individual will not be eligible for the match. Photos of player or coach cards are acceptable.

### **5.3 - Forgotten US Club Player Credentials**

If a team forgets their US Club Player passes for a SOCAL game the game can begin and can continue play if the player passes are at the game by half-time. If the player cards are not there by half-time then the game shall be abandoned and the team that did not produce the player passes will forfeit the game 1-0 but will not be fined for the forfeit.

### **5.4 - Game Roster**

Each team must create an official SOCAL roster in their Demosphere account. Only Players who are listed on the official Game Report will be eligible to play in SOCAL matches. All club passed players, within roster limits, are to be hand-written on all 3 copies of the Game Report along with their US Club Soccer Player ID # and the team that the player is club passing from. No matter how many Players are listed on a team's roster, only 18 Players for U13 and up, 16 Players for U11-U12, and 14 Players for U8-U10 may be used for SOCAL matches.

*Players may play for 2 teams on any game day for the fall 2021/22 season. This rule will be re-evaluated in early-2022 by SOCAL DOC's*

### **5.5 - Guest Players**

No guest Players (Players with a Player pass from another Club) are allowed to play in SOCAL competitions.

### **5.6 - Illegal Players**

Any Player who does not appear on the official SOCAL Game Card either ON the roster or hand-written on to the roster or have a valid US Club Soccer Player Pass issued by the same Club at the time of the match shall be considered an illegal Player. Any team using, or attempting to use, an illegal Player shall forfeit the game, the Coach of the team using the illegal Player will be suspended from all SOCAL competitions for a minimum of 3-games.

## **Section 6 - Game Day Procedures**

### **6.1 – Pre and Post-Game (League non-Discovery NPL)**

1. Refer to Game Day Instructions on website under Resource Center

### **6.2 - Field Set-Up**

## **Personnel on the Bench**

A maximum of 3 team officials are allowed in each team's technical area. Team officials must have a US Club pass in order to sit in the technical area. It is highly recommended that teams have several credentialed Coaches or managers with passes for the team just in case something happens to the Head Coach. A US Club pass makes a person eligible to Coach any team in the Club for which that Coach or manager is credentialed. A minimum of a Grassroots license is required to coach a game in SOCAL.

## **Section 7 - Additional Competition Instructions (for Discovery NPL)**

### **7.1 – DISCOVERY NPL**

#### **Pre-Game**

SOCAL will provide

1. Benches for both teams
2. 1 game ball for each game. If the game ball is lost or stolen, the home team will provide the game ball.
3. Both teams provide player and coach cards to the referee.
4. SOCAL pays the referee fees for this division's league games only (does not include paying referees for State Cup).
5. Home team provides 3 copies of the Game Report to the referee.

#### **Post-Game**

1. Both teams sign all 3 copies of the Game Reports. Each team keeps a copy.
2. Both teams should collect their player and coach cards from the referee.
3. SOCAL on-site staff will collect the league copy of the Game Report and will report/post the scores online

#### **Tie Breakers**

In case of a tie on points in the standings within a league, the following will be used as tiebreakers:

1. "Head to head" points (win/lose/ draw) between teams
2. Overall Goal Differential
3. Goals for
4. Goals against
5. Best goal differential against the highest non-tied team in the group
6. Most shutouts
7. Least red cards
8. Coin toss

#### **Substitutions**

1. No re-entry in each half.
2. 3 moments, per half, for substitutions. Half-time does not count as a moment. A maximum of 7 subs total per half.
3. In accordance with the new USSF Head Injury guidelines, a substitution for a suspected head injury will not count against re-entry rules.

**Eligibility**

Players may only play for one Club, their Club, during any Discovery NPL match. All Players from a Club are eligible to participate in NPL matches within the age eligibility limits. No Players may play for more than one team within a level of play in the NPL.

Only 18 Players may be dressed for a match. The 18 Players must be on the official Game Card given to the match official and opposing team before the start of the game. Any Players listed on the roster that will not play must have a line through their names on the Game Card.

Any situation not covered in the SOCAL Handbook will be reviewed by League Staff for a decision.