

SIGNATURE LEAGUE

RULES OF PLAY



April 2019

CALIFORNIA STATE SOCCER ASSOCIATION-SOUTH

Signature League Rules of Play

Last updated April 2019

(Cal South/USYS/ USSF/FIFA Laws & Rules Apply EXCEPT as Modified Below)

1 Section 1. Playing Rules

1.1 The game length for 2011 (9U) and 2010 (10U) games is 50 minutes with a 10-minute half time break. The game length for 2009 (11U) and 2008 (12U) games is 60 minutes with a 10-minute half time break. The game length for 2007 (13U) and 2006 (14U) games is 70 minutes with a 10-minute half time break. The game length for 2005 (15U) and 2004 (16U) games is 80 minutes with a 10-minute half time break. The game length for 2003-2001 (17U-19U) games is 90 minutes with a 10-minute half time break.

1.2. Each team will be given a 10-minute grace period for the minimum number of players to arrive for the game. For 7v7 games there shall be 6 field players and 1 GK. For 9v9 games there shall be 8 field players and 1 GK. Failure to field a team of a minimum of 6 players for 2011 (9U) and 2010 (10U) teams and to field a team of a minimum of 7 players for 2009 (11U) and 2008 (12U) will result in a forfeit. Failure to field a team of 9 players for 2007 (13U) through 2001 (19U) teams will result in a forfeit.

1.3. Any game played at least to half time shall be considered an official game.

1.4. Post-Season Games in Final only with ties at the end of regulation time will have two extra 7 min. halves without another halftime - immediately switch sides at half. NO GOLDEN GOAL rules. If the game is still tied after these extra halves, teams will go straight to penalty kicks. Format subject to change.

1.5. Unless previously notified of a postponement, both teams must show up at the field, be ready to play and be certified as ready to play by the referee.

1.6. In the event of a rain out, smog out, unplayable conditions, etc., Signature League Director along with league representative will attempt to reschedule the game within 2 weeks. Individual teams, coaches or leagues cannot reschedule games. Games that are not rescheduled or played for any reason will not count toward the standings. It is the individual team's responsibility to check the Mudline Message Board on the Official Signature League website and with the home team to stay apprised of current field conditions.

1.7. **All Age brackets will have unlimited free substitution** and can occur during any stoppage. It is the direct responsibility of the Coach to ensure that a player's 50% minimum playing requirement is never breached. The 50% rule applies to an entire game, including games that go into extra time. It is strongly urged that most players receive 75% playing time. Playing Time infractions will be dealt with by the local hosting League/Club and or the Cal South Signature League Circuit Director. Infractions could result in a game forfeiture. Injured players may be substituted for during the game and the injury must be documented on the game roster and USSF Referee Supplemental Report.

1.8. All substitutes shall be at the discretion of the Center Referee. Substituted player infractions are not protestable.

1.9. A size 4 soccer ball shall be used for all 2011 (9U) through 2008 (12U) Signature League games. Size 5 soccer ball shall be used for all 2007 (13U) and above Signature League games.

1.10. The recommended field size for 2011 (9U) and 2010 (10U) teams (7v7) is 65 yards in length by 45 yards in width. The goal size will be 6 ½ feet by 18 feet. The field length may vary from 55-65 yards and width from 35-45 yards. The penalty area will be 12 yards by 24 yards. The goal area will be 4 yards by 8 yards. The half-moon at the top of the penalty box will be at an 8 yard radius from the penalty mark. The center circle will be 8 yards in radius. Any penalty kick will be taken from the 10-yard mark.

1.11. Build Out Line: (for ALL 7v7 games – 2011/9U and 2010/10U)

1.11.1. The field will include Build Out Lines to promote individual skills and facilitate game flow. It promotes playing the ball out of the back in a less pressured setting and teaches players how to receive, dribble and pass.

1.11.2. The Build Out Line will be defined as a line across the width of the field half-way between the penalty area and the mid-field line on any field.

1.11.3. When the GK has the ball in his/her hands during play from the opponent, the opposing team must move behind the Build Out Line until the ball is put into play.

1.11.4. Once the opposing team is behind the Build Out Line, the GK can pass (with their own feet), throw or roll the ball into play. PUNTING OR DROP KICKING IS NOT ALLOWED BY THE GK.

1.11.5 Ideally the GK will wait to put the ball into play once all opponents are behind the Build Out Line. However, the GK can put the ball into play sooner but he/she does so accepting the positioning of the opponents and the consequences of how play resumes.

1.11.6. After the ball is put into play by the GK the opposing team can cross the Build Out Line and play resumes as normal.

1.11.7 The GK has 6 seconds to put the ball into play. Counting the time of possession should only begin when all opponents have moved behind the Build Out Line. Referees should be flexible when enforcing the 6 second rule.

1.11.8 If the team GK does not put the ball into play within 6 seconds, an indirect free kick shall be awarded to the opposing team from the center of the Build Out Line.

1.11.9 To support the intent of the Build Out Line development rule coaches and referees should be mindful of any intentional delays by opponents not retreating in a timely manner or encroaching over the Build Out Line prior to the ball being put into play. Coaches are responsible for addressing these types of unsportsmanlike issues with their players. Referees can manage the situation with Misconduct if deemed appropriate.

1.12. Punting of the Ball by the Goalkeeper – ONLY applies to 7v7 games, 2011/9U and 2010/10U age groups

1.12.1 Drop kicks, volley kicks, etc. are NOT PERMITTED by the GK. Drop kick, volley kicks, etc. will be considered a punt. No type of kick by the goalkeeper is permitted when they have the ball in their hands. The GK must throw, roll or drop the ball to their feet and either dribble or distribute the ball.

1.12.2. If a GK punts or drop kicks the ball, the GK will be given the opportunity to restart again. A second offense shall result in an indirect free kick for the opposing team from the spot of the offense.

1.12.2 If the punt or drop kick occurs within the goal area the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred.

1.13. For goal kicks the opposing team must move behind the Build Out Line until the ball is put into play.

1.14. After the ball is put into play by the player taking the goal kick the opposing team can cross the Build Out Line.

1.15. Off-Sides:

1.15.1. The Build Out Line will also be used to denote where offside offenses can be called.

1.15.2. Players cannot be penalized for an offside offense between the halfway line and the Build Out Line.

1.15.3. Players can be penalized for an offside offense between the Build Out Line and the goal line.

1.16. Heading:

1.16.1. There is **NO HEADING** in the 2011/9U thru 2009/11U age brackets.

1.16.2. Heading is allowed from 2008/12U and older age groups.

1.16.3. If a player deliberately heads the ball in a game an indirect free kick shall be awarded to the opposing team from the spot of the offense.

1.16.4. If a defensive player deliberately heads the ball inside of their own penalty area, an indirect free kick shall be awarded to the attacking team parallel to the spot of the infringement **OUTSIDE THE PENALTY AREA**.

1.16.5. If an attacking player deliberately heads the ball inside of the opposing team's penalty area, an indirect free kick shall be awarded to the defending team from the point of the infringement.

1.16.6. **There will be no attempt by Referees to identify players playing up on older teams. Compliance of the Youth Heading Policy is left to the coach to implement and monitor.**

Age Group Classification	Heading
2007/13U and older	1. Allowed in Games and Practice
2008/12U	1. Allowed in Games 2. Allowed in practice no more than a maximum of 30 minutes per week with no more than 15-20 headers per player per week
2009/11U	1. Not allowed in Games 2. Allowed in Practice no more than a maximum of 30 minutes per week with no more than 15-20 headers per player per week
2010/10U and younger	1. Not Allowed in Games 2. Not Allowed in Practice

1.17. For 2011/9U and 2010/10U games, all opponents must position themselves at least 8 yards away whenever a free kick, corner kick or penalty kick is taken by a player.

1.18. The recommended field size for 2009/11U and 2008/12U teams (9v9) is 80 yards in length by 55 yards in width. The field length may vary from 70-80 yards and width from 45-55 yards. The goal shall be a standard 7 feet by 21 feet. The penalty area will be 14 yards by 36 yards. The goal area will be 5 yards by 12 yards. The half-moon at the top of the penalty box will be at an 8 yard radius from the penalty mark. The center circle will be 8 yards in radius. Any penalty kick will be taken from the 10-yard mark.

1.19. The recommended field size for 2007/13U through 2001/19U teams (11v11) is the FIFA Standard. The field length may vary from 96-110 yards and width from 56-70 yards. The goal shall be a standard 8 feet by 24 feet and all standard field markings.

1.20. Any coach or team that abandons a game prior to its normal conclusion may be subject to disciplinary action by the local hosting League/Club or Signature League Circuit Director.

- 1.21. The 2011 (9U) and 2010 (10U) teams shall field a team of 7 players, one of which must be the goalie.
- 1.22. The 2009 (11U) and 2008 (12U) teams shall field a team of 9 players, one of which must be the goalie.
- 1.23. The 2007 (13U) through 2001 (19U) teams shall field a team of 11 players, one of which must be the goalie.
- 1.24. Every team shall have a maximum Team roster and Game roster

	Team Roster Max	Game Roster Max	Game Roster Min.	Ball Size
2011 / 9U	12	12	7	4
2010 / 10U	12	12	7	4
2009 / 11U	16	16	9	4
2008 / 12U	16	16	9	4
2007 / 13U	18	18	11	5
2006 / 14U	18	18	11	5
2005 / 15U	18	18	11	5
2004-01 / 16U-19U	18	18	11	5

1.25. Coaches MUST remove yellow-carded players from the game at the time the referee shows the yellow card to the player and before restarting the game. Players may re-enter the game at the next stoppage in play and when allowed by the referee. A player receiving a second yellow card may not reenter the game.

2 Section 2 Referees and Fees

- 2.1. The assignment of Referees for regular season games will be determined by the home League/Club Referee Coordinator or official Referee Assignor of the Home Team.
- 2.2. All League and Referee Association Assignors must be USSF Certified. Referee Assignors shall use best efforts to assign unbiased and neutral referees throughout the season.
- 2.3. All Referees must be USSF registered and certified (displaying current year badge). The three (3) man referee system shall be used at all games. Referees shall be at least 2 years older than the age of the players they are officiating.
- 2.4. Both teams will split fees and are responsible for 100% of the Referee fee paid in cash prior to kick off.
- 2.5. Referee payment for 3 Referees per game is \$1.50 per minute of game time. Referee payments should be pro-rated when there are less than 3 referees officiating any game. Assistant referees not in proper uniform are considered to be Club Linesman and should not to be paid for their services.
- 2.6. Fees to be paid in full by both home and visiting team:
 2001 (19U) \$134.00/ 2004 (16U)-2005 (15U) \$120.00/ 2006 (14U)-2007 (13U) \$106.00/ 2008 (12U)-2009 (11U) \$90.00/ 2010 (10U)-2011 (9U) \$50.00. Each team will bring half of fees for age specific game. For example, the 7v7 each coach will have \$25.00 each to hand to referee.
- 2.7. In combined age brackets the Home Team shall play game length per their age bracket and pay the referee fees of their team's age bracket. As an example, for a U14/15 game at the home field of the 2006/14U team, the game shall be 70 minutes and the referees shall be paid \$106.00.

2.8. If there is no assigned referee present at the start of the game, the coaches shall jointly select an assistant referee or other agreeable party to fulfill the center referee responsibilities. The replacement Center Referee shall receive due payment. (Every effort shall be made to complete the scheduled game). In the event that a replacement Center Referee cannot be obtained for a regular season game, the Home team shall forfeit the game or a rescheduled game may occur.

2.9. Teams forfeiting league scheduled games will pay the full cost of referee fees if the forfeit is after Wednesday 5:00 PM of the week's league scheduled game. A forfeit can be, not limited to:

- 2.9.1. A team that doesn't show up for a league-scheduled game
- 2.9.2. A team having less than 6 players for 2011 (9U) and 2010 (10U) and less than 7 players for 2009 (11U) and 2008 (12U) and less than 8 players for 2006 (13U) through 2000 (19U) on the field at game time, with the grace period
- 2.9.3. A team that doesn't have ID cards or a printed photo roster showing a minimum number of eligible players
- 2.9.4. A team that uses ineligible players in league games will forfeit the game and may be subject to forfeiting the entire season

3 Section 3 Uniforms

3.1. Each team shall have uniforms consisting of one light color jersey with light color socks to match, one dark color jersey and dark colored socks to match and one pair of shorts.

3.2. The Home Team shall wear their dark-colored uniform. The Visiting Team shall wear their light-colored uniform. Every team should have a set of colored pennies different than their jersey color at each game.

3.3. Knit caps, sweatshirts under the jersey, bicycle or sliding shorts of any color, or similar items may be worn. Socks shall cover the shin guard. Goalies may wear gloves, leg coverings, elbow and kneepads.

3.4. Shin guards are mandatory for all players in practices, games and tournaments within Cal South.

3.5. No player wearing an orthopedic cast, temporary cast, non-oral brace (such as knees or other areas of the body) with hard, hinged or rigid supports, or splint shall be permitted to play in any sanctioned play.

4 Section 4 Standings and Tie Breaker Rules

4.1. In the age bracket standings, each team will be awarded 3 points for a victory, 1 point for a tied game and zero points for a loss. All forfeit games shall be considered a score of 1-0. Should a team drop from the Circuit bracket during the season, all remaining games for that team shall be considered forfeit games (1-0F).

4.2. The tie-breakers listed below in this order shall determine the outcome of a tie:

- 1. Head-to-Head
- 2. Least Amount of Goals Allowed
- 3. Most Shutouts
- 4. Goal Differential
- 5. Goals Scored
- 6. Coin Flip

4.3. League Playoff team ranking/seeding will be based on the league standings at the end of regular league play or the predetermined season cutoff date.

5 Section 5 ID Cards and Game Rosters/Match Reports

5.1. Each coach shall complete and sign the Official Game Roster/Match Report (Photo Roster) prior to the game and present it to the referee along with the team's CAL SOUTH player and team administrator cards at check-in. After the conclusion of the game, the player and administrator cards are to be returned to the coach/team. Teams sign their own game roster and the official game roster verifying all game information and the final score is correct. The Official Match Report /Game Roster are official records of the Cal South Signature League.

5.2. The Home Team will deliver the completed game rosters, along with any additional information about sideline conduct, cautions, injuries or ejections, to their Signature League Coordinator. Individual player cards or coach cards shall not be taken from the coach/team should a red card be issued. The home Signature League Coordinator or the Referee Coordinator will review the game reports and forward to the Cal South office those game rosters that have reported red card, player injury, misconduct problems or referee assault reports.

5.3. Per US Soccer/Cal South Concussion Initiative Policy if a player is suspected to have a head injury the referee* is instructed to stop play to allow for treatment/evaluation as needed. If the player leaves the field of play for additional evaluation, a substitution can be made in that moment. The player with the suspected head injury may not return to the game unless a Health Care Professional (HCP) or Certified Athletic Trainer (ATC) has cleared the player. Any coach or parent insisting on returning the player to the game without approved clearance will result in the referee* ending the game.

6 Section 6 Conduct/Suspensions

6.1. The safety of all participants and maintaining an atmosphere of good sportsmanship is the responsibility of all members.

6.2. Each team, coaches, administrators and spectators shall be on opposite sides of the field, wherever possible. Coaching and encouraging players shall occur from that team's side of the field only. Spectators giving instructions from behind the goal area is prohibited.

6.3. Any player/team found responsible for promoting violence, instigating, or enticing a team disturbance, causing the referee to suspend play prior to the completion of regulation time, will have forfeited that game (even if they are winning at the time of the incident).

6.4. Coaches are responsible for all conduct on their sidelines. This includes themselves, team administrators, players, parents, friends, visitors and spectators. Any player, coach, administrator, parent or spectator promoting violence, enticing team dissent or generally in violation of sub-paragraph a (above) should be brought before the local hosting League/Club for possible disciplinary action (including suspension or removal of that player, coach, administrator, parent and spectators). Any appeals of local League/Club actions may be brought before the Signature League Circuit Director. Individuals may be subject to additional Cal South Protest, Appeal and Disciplinary (PAD) Committee disciplinary action.

6.5. Conduct on the field offenses shall be subject to suspension (These guidelines will be inclusive and apply to all circuit activities including seasonal play and post-season play):

6.5.1. Any player, coach or administrator receiving three (3) yellow cards (warning / caution) may be brought before a committee of the Circuit Board. An individual receiving a fourth yellow card (warning/caution) shall be suspended for the next scheduled game. After a suspension of this type, the count of yellow cards is set to one (1).

6.5.2. Any player, coach or administrator receiving a red card (ejection/send off – whether by a straight red card or 2 yellow cards) from the referee shall be suspended for that game and their team's next scheduled game. (An ejection caused by two yellow cards shall not be counted as yellow cards described in subparagraph a. above).

6.5.3. Any player, coach or administrator receiving two (2) red cards (ejection / sendoff) in one season will be suspended from playing, coaching or attending games until that person has been brought before a committee of the Circuit Board for a review of the ejections. The Committee shall determine the eligibility of the player, coach, spectator or administrator in question.

6.6. Player Safety (from Cal South Rules and Regulations 2.4 Player Safety)

6.6.1. No player should be allowed to play in any regularly scheduled league or tournament game with an injury which can be aggravated by playing or which constitutes a danger to others.

7 Section 7 Rescheduled Games

7.1. Games will not be rescheduled by the Signature League Director once the game schedule is published.

7.2. All team scheduling concerns should be directed to your Signature League representative and the Cal South Signature League game scheduler prior to September 2nd.

8 Section 8 Home and Visiting Team Responsibilities

8.1. The Home Team shall complete field set up (nets, flags, field markings, trash cans, etc.). This should occur at least 30 minutes prior to game time. As a common courtesy, the Visiting Team should assist with field set up and take down.

8.2. Teams/players and coaches must sit on opposite sides of the field from parents and supporters. Only players, coaches and Team Managers with a proper and current Cal South laminated ID card are allowed on the players benches and team side.

8.3. It is recommended that the Home Team provide three (3) game balls (one behind each goal and the match ball).

8.4. The Home Team is responsible for collecting the completed game rosters after the match and delivering the game roster to their Signature League Coordinator. Failure to deliver the game cards to the League Coordinator/Club within a week may result in a forfeit game for the Home Team.

8.5. The Home Team and Visiting Team shall both be responsible for cleaning up the field, team bench and sideline areas after the game.

9 Section 9 Protests

9.1. If a coach deems it necessary to PROTEST a game because of misapplication of **Cal South/Signature League/USYS/ USSF/FIFA Laws & Rules**, not a judgment call, the coach must notify the referees of the intent

to protest, write a very brief statement citing the misapplied rule on the game roster and sign the match report/game roster. Prior to leaving the field of play, the head coach should send an Internet e-mail explanation of the protest to the Circuit Director, including citation of the **Cal South/Signature League/USYS/ USSF/FIFA Law(s) & Rule(s)** the protesting team feels was misapplied. A \$50.00 non-refundable protest fee must be paid to Cal South within 48 hours to the Cal South Signature League Director. The Signature League Director may gather additional information and determine whether a **Cal South/Signature League/USYS/ USSF/FIFA Law(s) & Rule(s)** violation has occurred or whether it was a referee judgment call. The Signature League Director shall make a ruling on the protest. An appeal of Signature League Director's ruling can be made to the Circuit Board in writing within 3 business days. The appeal of any Circuit Board ruling can be made to the entire Signature League Board. The Signature League Director shall determine whether if and when an upheld protested game shall be replayed. **PROTESTS ON REFEREE JUDGMENT CALLS WILL NOT BE ALLOWED.**

10 Section 10 Appeals

10.1. The Signature League Director shall be the first point of appeal for actions taken by the local hosting Recreational League.

10.2. The Cal South Protest, Appeals and Disciplinary (PAD) Committee shall be the next and final point of appeal.

Birth Year and Season Matrix

When determining the age group for a season the year the season ends should be used for determining the play level. Note that the "age" followed by the letter "U" means that age and younger. For example, 8U should be read as 8 years and younger. The matrix below begins with the 2016-17 season when Cal South implemented the initiative into their competitions.

Season	2016-17	2017-18	2018-19	2019-20	2020-21	2021-22	2022-23	2023-24	2024-25
Birth Year									
2020									
2019									6U
2018								6U	7U
2017							6U	7U	8U
2016						6U	7U	8U	9U
2015					6U	7U	8U	9U	10U
2014				6U	7U	8U	9U	10U	11U
2013			6U	7U	8U	9U	10U	11U	12U
2012		6U	7U	8U	9U	10U	11U	12U	13U
2011	6U	7U	8U	9U	10U	11U	12U	13U	14U
2010	7U	8U	9U	10U	11U	12U	13U	14U	15U
2009	8U	9U	10U	11U	12U	13U	14U	15U	16U
2008	9U	10U	11U	12U	13U	14U	15U	16U	17U
2007	10U	11U	12U	13U	14U	15U	16U	17U	18U
2006	11U	12U	13U	14U	15U	16U	17U	18U	19U
2005	12U	13U	14U	15U	16U	17U	18U	19U	
2004	13U	14U	15U	16U	17U	18U	19U		
2003	14U	15U	16U	17U	18U	19U			
2002	15U	16U	17U	18U	19U				
2001	16U	17U	18U	19U					
2000	17U	18U	19U						
1999	18U	19U							
1998	19U								