

CALIFORNIA ELITE SOCCER LEAGUE FALL 2023 GAMING RULES AND REGULATIONS

1. **RULES OF PLAY.** FIFA Laws of the Game will apply as modified by Cal South and Pacific Players League as described.

Age Group	Format	Ball Size	Game Length	Heading	Buildout Line	Offside	Goal Size	Max Roster Size
2017	7v7	4	40 minutes	NO	YES	YES	6.5x12 to 6.5x18.5	12
2016	7v7	4	50 minutes	NO	YES	YES	6.5x12 to 6.5x18.5	12
2015	7v7	4	50 minutes	NO	YES	YES	6.5x12 to 6.5x18.5	12
2014	7v7	4	50 minutes	NO	YES	YES	6.5x12 to 6.5x18.5	12
2013	9v9	4	60 minutes	NO	NO	YES	6.5x18.5 to 7x21	16
2012	9v9	4	60 minutes	NO	NO	YES	6.5x18.5 to 7x21	16
2011	11v11	5	70 minutes	YES	NO	YES	8x24	18
2010	11v11	5	70 minutes	YES	NO	YES	8x24	18
2009	11v11	5	80 minutes	YES	NO	YES	8x24	18
2008	11v11	5	80 minutes	YES	NO	YES	8x24	18

2. **OFFICIAL MATCH/ROSTER GAME REPORT.** The home team shall provide the Official Match/Roster Game Report. The visitor team should bring a copy as well. This document is used to report what occurred in the game. The referee keeps the match/roster as their official record. **This document MUST be signed before the game by both teams.** By signing the teams are verifying that the players are legally registered, and they are ready to play the game.

3. Home & Away Team Responsibilities:

- a. Home team will be the first listed team on the schedule/game card and the online posted schedule.
- b. The Home Team will provide a game ball. The game ball is subject to referee approval.
- c. Home team will select which sideline they and their spectators will be on.
 - i. Teams along with their spectators will sit on opposite sides of each other when space permits.
 - ii. In all cases spectator and team seating will allow the referee's assistants clear runs and views of all touch lines.
 - iii. No persons are permitted behind the goals.
- d. Uniform color conflicts. The Home Team will be required to switch to an alternate jersey to accommodate a color conflict as declared by the referee. If the Home Team cannot supply an alternate jersey, the Home Team will forfeit the game.

4. **REPORTING SCORES AND CARDS.** CESL requires a manager or coach from each team to report score and any yellow or red cards issued in the game within 24 hours through the online scoring module on our website or by using the Digital Player Card mobile application. In addition, a copy of the Official Match/Roster Game Report shall be sent to the league director by fax or a scanned email PDF.

5. **ALL CAUTIONS/YELLOW CARDS** must be reported online within 24 hours and the Official Match/Roster Game Report sent to the league director by fax, or by a scanned email PDF.

All send-offs/red cards must be reported online within 24 hours and the Official Match/Roster Game Report sent to the league director by fax or by email.

Referees are required to **legibly print their name and enter the last four numbers of their USSF ID Number** in the section at the bottom of the CESL League Official Match/Roster Game Report.

6. **SUBSTITUTIONS:** Player Substitutions are according to FIFA with the exception that the number of substitutions is unlimited. **The Fall League** will use the following guidelines:
- a. All substitutions may be made by either team, with the consent of the referee, at any stoppage of play.
 - b. When a player injured on the field requires attention, they must be substituted off the field of play, except for the two players of the same team and goalkeeper. Only coach or trainer may attend to injured player unless approved by the referee.

- c. Substitutions shall be made at midfield line. The substitute player shall not enter the field of play until the player substituted has left the field of play.
 - d. Excessive substitutions resulting in delay of game is unsporting and is discouraged. The referee has the power through the laws of the game to manage this type of behavior.,
7. **GAMES:** The referee may abandon a match if there is an insufficient number of players to meet the requirements of the Law or the competition, if a team does not appear or if the field or any of its equipment do not meet the requirement of the Laws or are otherwise unsafe,. An abandoned match will be treated as protested games which may be ruled complete, ordered re-played or continued from the point of stoppage.

7v7	9v9	11v11
Minimum of 5	Minimum of 6	Minimum of 7

- a. Games stopped due to the elements are **SUSPENDED GAMES** and if terminated before the commencement of the second half will be re-played in their entirety. Suspended games terminated during the second half will be considered complete.
 - b. The referee may terminate a match for reasons of safety (lightning or darkness), for any serious infringement of the Laws, or because of **interference by spectators**. Only the competition authority, not the referee, has the authority to declare a winner, a forfeit, or a replay of the match in its entirety. The referee must report fully on the events. Abandoned or terminated games may be ruled a forfeit, when the actions of that team's players, coaches or spectators causing the abandonment or termination.
8. **FIELDS:** Fields shall conform to FIFA (Law 1). All fields **MUST** have standing corner flags, and goals **MUST** be anchored down. The suitability of corner flags, goals safely anchored and playability of the field are the sole and final discretion of the Referee under the laws of the game.
9. **Build-Out Line:** A Build-Out Line is a line across the width of the field of play mid-way between the top of the penalty area and the half-way line in each half. They should be equidistant between the penalty area line and the halfway line.
- a. When the goalkeeper has the ball in his or her hands during play from the opponent, the opposing team must move behind the build out line until the ball is put into play.
 - b. Once the opposing team is behind the build out line, the goalkeeper can pass, throw or roll the ball into play (punts and drop kicks are not allowed).
 - c. After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal.
10. **ADMINISTRATOR RED CARDS/FORFEITS:** If there is not a properly licensed coach affiliated with the club present during the entire game, that team will forfeit the game.

All coaches must be currently licensed by Cal South. Any coach from the team's club may continue the game if the coach has a valid coach's card with that club. If the coach is sent off and no other coach affiliated with the club is available to continue as coach, the referee will terminate the match. Team managers with a minimal coaching license will be allowed to start or end the match. Abandoned or terminated games may be ruled a forfeit, when the actions of that team's players, coaches or spectators causing the abandonment or termination. Any coach sent off must be out of sight and sound prior to, during and after the game.

11. ILLEGAL PLAYER / FALSIFICATION OF DOCUMENTS: A team shall forfeit each and every game of the team in which:

- a. An unregistered player was with the team at the game in a (team) uniform; or
- b. Player was improperly entered on the team's roster. Falsification of records, documents, player identification passes, or in any other matters or manner, shall be grounds for immediate suspension from further participation in the Fall Soccer League with any team or club and in addition can be subject to a Trial Board hearing.

12. PENALTY FOR COACH'S EXPULSION AND/OR FALSIFYING DOCUMENTS:

The coaches punishments is:

- a. 1 game suspension for coaches expulsion; committees discretion on the severity of the offense.
- b. Removed from participating in the season

*Games - In the case of a coach being expelled, the term games shall be considered as a game day. A coach shall not participate in any other Fall League games until the suspension is completed.

Example: The coach is expelled at a 9:00 a.m. game. In the event the infraction warrants a one game sit-out, the coach may not coach in any other Fall Soccer League game or games until the game(s) involving the team in which the coach was expelled, (requiring the coach's sit-out), has been completed. Specifically, a coach serving a sit-out may not work with another team participating in CESL until the sit-out time has been served.

The Coach must be out of sight and sound prior to, during and after the game. Any Coach that is found guilty of coaching while on suspension will be subject to Trial Board, possible fine and additional period of suspension.

13. SIDELINE BEHAVIOR: Coaches are responsible for their sideline and all actions thereon. Coaches are expected to coach their teams in a positive and respectful manner. CESL encourages referees to discipline any coach for irresponsible behavior if the coach, player, parent or spectator uses derogatory words or actions aimed at their players, the opposing team's players, coach, sideline or any of the referees.

Parent/Sideline Ejection Rule: If a parent is ejected from a game, he or she must leave

the field area immediately (be out of sight and sound) and will automatically be suspended for a minimum of 2 additional games.

In addition, the entire sideline will also be suspended for the team's next game, due to the parent being ejected from the game. The only individuals that are allowed on the sideline other than the team's players will be the coach and team manager, unless the team manager was the offending party.

If the manager was the offending party the club will appoint another pre-determined administrator or parent to act as the team manager for the game, prior to next game.

14. **Concussion Protocol:** Any player showing signs or symptoms characteristic of concussion will be removed from participation/competition. If an athlete who is 17 years of age or younger has been removed from athletic activity due to a suspected concussion, the Tournament will notify a parent or guardian of that athlete of the time and date of the injury, the symptoms observed, and any treatment provided to that athlete for the injury. The player ID card will be held, and the player will not be allowed to return to play until he/she has a full unconditional medical clearance from a licensed health provider or physician who is trained in the evaluation and management of concussions and is acting within the scope of his or her practice. The player's card will be returned if a clearance is received or after the player's last game. The clearance must be on the physician's letterhead and include his/hers wet and/or original signature and display the address of the office location. It is important to note that conditional clearances will NOT be accepted.
15. **REFEREES FEES-** CESL will be contracting the referees. Each team will have to pay the Referee fee to their assigned Referee at the field prior to the start of the game. Minimum two referees per game for 9v9 and 11v11. One referee for 5v5 and 7v7. Referee fees and scheduling are subject to change without notice.

AGE DIVISION	GAME LENGTH	REF FEE PER TEAM
2008 - 2009	80 min	*TBD
2010 - 2011	70 min	*TBD
2012 - 2013	60 min	*TBD
2014 - 2016	50 min	*TBD
2017	40 min	*TBD

16. **PROTESTS:** All protests shall be written and mailed to the respective Fall Soccer League Director within 48 hours of the incident with a \$50 fee (certified check). The fee is refunded if the protest is upheld. Only protests based on violation of the Fall Soccer League or Cal South By-laws, the misapplication of a playing rule by a Referee or the use of an ineligible player will be considered. No protest will be considered involving a Referee's judgment.
17. **REFEREE AND TRIAL BOARDS:** The Referee agrees that by refereeing a Fall Soccer League game, when requested, to appear before Trial Board Hearing. Failure to do so will result in said Referee being relieved of all Fall Soccer League referee duties until the matter has been resolved.

18. RECRUITING The players of all teams are to be respected and no team is to recruit or attempt to recruit players from other teams. Any team found in violation will be automatically expelled from league play with no refund.

19. REFEREES will be checking teams in prior to the start of each game. Referees will check player's equipment (FIFA Law 4): cleats, shin guards, and other uniform requirements. Illegal equipment, NO PLAY, SAFETY FIRST. Safety of all players is a vital concern of CESL.

Referees will check that each player on the lineup sheet has:

- Only Cal-South Player Cards will be allowed.
- The coach is affiliated with the club. [DIGITAL CARDS WILL BE ALLOWED]
- Player's jersey numbers and names are listed on the lineup sheet.
- Players being checked-in must match the pictures on cards.

20. FORM OF COMPETITION:

Teams will be awarded points for games in the preliminary round as follows:

ITEM	POINTS
Points for win	3
Points for tie	1
Points for loss	0

21. TIES in points in the preliminary rounds shall use the following tiebreaker rules in order:

- 1) The winner in head-to-head competition
- 2) Goal differential (goals scored minus goals allowed to a maximum differential of 4)
- 3) Least goals allowed (8 max goals against per game)
- 4) Most goals scored (8 max goals per game)
- 5) Shut-out wins (forfeits not counting)
- 6) FIFA kicks from the penalty mark

22. DURATION OF THE GAME

Elimination round games tied after regulation will have two complete overtime halves added. If the game is still tied after two equal overtime periods, the match is decided by FIFA kicks from the penalty mark, which will immediately follow the overtime. Only players on the field at the conclusion of the overtime periods shall be eligible to participate in FIFA kicks from the penalty mark. (NO GOLDEN GOAL)

AGE GROUP	GAME LENGTH	OVERTIME (Elimination Rounds)	BALL
2017	Two 20 min. halves	Two 5 min. halves	3
2014-2016	Two 25 min. halves	Two 5 min. halves	4
2012-2013	Two 30 min. halves	Two 5 min. halves	4
2010-2011	Two 35 min. halves	Two 5 min. halves	5
2008-2009	Two 40 min. halves	Two 5 min. halves	5

15.2 The home team is listed first in the schedule, shall have choice of touch lines, shall change shirts if the referee decides there is a color conflict, and shall supply the game balls.

15.3. Prior to each game, each team must present to the referee the completed Game Roster form and the team's Cal South/US Youth Soccer player passes, and Administrator/Coach passes from same League/Club of registration.

15.4. Each coach may review the Team Game Roster form and player passes of his/her opponent only at the time the game official checks credentials.

23. Registration and Check-In

17.1 Preliminary **Games Check in:** Teams will Check in Referee prior to the beginning of preliminary games. At Check in, the team representative shall present to the officials the following documents:

- 1) A completed League Team/Game Roster Form, provided by the League Committee;
- 2) Administrator/Coach Cards from same League/Club of registration,
- 3) Player Cards for said team for the current seasonal year;
- 4) The original white medical release forms.

24. LEAGUE REGISTRATION date, time, and place:

- Registration Dates: August 4, 2023 to September 20, 2023
- All teams must Register online at: [California Elite \(californiaelitesoccerleague.com\)](https://californiaelitesoccerleague.com)
- Payments
 - Online - at [California Elite \(californiaelitesoccerleague.com\)](https://californiaelitesoccerleague.com)

25. Player passes, Game Roster Forms, and Uniforms.

Passes/Cards

Each player must present to the referee his or her, plastic laminated Cal South/US Youth Soccer player pass for said team/Club. Each administrator/coach must present his/her Cal South/US Youth Soccer pass from same League/Club bearing a recent picture of the identified individual, issued by Cal South for the current seasonal year, prior to competing in a match. It is the responsibility of administrators of a team to obtain Cal South US Youth Soccer passes before their first League game and that the passes are correctly prepared with, photo, registrar's signature (on the back side), and fully laminated.

Failure to present a correct pass/card renders the player (s) or administrator(s)/coaches(s) ineligible for the game.

26. Team Game Roster Forms: Team administrators prior to each game shall present to the referee an official typed Game Roster form.

27. Uniforms: Each player, including the goalkeeper, must have a number listed on the Game Roster form and each shall wear a numbered jersey. The number shall be affixed to the back of the jersey and shall be clearly visible. Each player must wear a different numbered jersey. Goalkeepers must wear colors, which distinguish them from other players and game officials.

28. Team Eligibility

The team must be comprised of properly registered and rostered players on an Activated Team within the Cal South Online system (CSOS) (as defined by the rules of USYS and Cal South).

The team must be in good standing with Cal South, it's League/Club of registration and Competitive League, if applicable, and must be in compliance with, and has not violated, any of the rules of USYS, Cal South and its Competitive Leagues.

The Maximum Roster Size for the respective Team Rosters are displayed in the table below.

AGE GROUP	MAX ROSTER
2017	10
2014-2016	12
2012-2013	16
2008-2011	18

Roster Freeze: The team must name its team's Roster for League competition on their assigned registration night. Any changes; adds, or deletions to Team Rosters after registration night must be approved by your league director.

29. Player Eligibility

A player maybe registered only in one soccer club.

A player is eligible to participate in up to two games per day.

A Youth Player may play up in age. If it is three (3) years or more beyond the player's proper birth date age division, the parent/legal guardian of the player will be required to execute an additional Waiver and Release of Liability prior to approval.

A player who has been suspended may play after the player's term of suspension has expired.

30. Player Transfers/Roster Freeze

CESL does allow for club pass for the 2023 Fall season.

Players will be frozen to a roster on Wednesday October 25, 2023.

31. LOAN PLAYERS. No loaned Pass players are allowed in Pacific Players League.

32. Transfer will be considered and reviewed by our committee only if both coaches/club director agree. Clubs of transferring player have VETO power to nullify a transfer.

33. Refund Policy

Note: All refunds will be processed the week following the league.

Refunds will be made to all teams not accepted. To withdraw from the league before SCHEDULES ARE FINAL (September 22, 2023), a team official must send a refund request via e-mail to [California Elite \(californiasoccerleague.com\)](mailto:California Elite (californiasoccerleague.com)). An administration fee of \$100.00 will be deducted from the refund total.

An administration fee of \$100 will be withheld from each team's refund if the league is canceled as a result of weather, acts of terrorism or acts of God. If the league is canceled once it begins, determinations of any refunds will be determined by the Committee of the California Elite Soccer League. The League Director or Referee may suspend a league match for any circumstance in consideration of player safety or potential field damage.

1. Cancellation of all games = 100% refund less \$100.00 Admin. Fee
2. One game played = 60% refund less \$100.00 Admin. Fee
3. Two matches played = 40% refund less \$100.00 Admin. Fee
4. Three matches played = 0% refund

California Elite Soccer League Contacts:

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