

# The Southern California Developmental Soccer League



## Rules and Regulations

Revised September 8, 2017

The Southern California Developmental Soccer League (“SCDSL”) is a player development league for youth soccer players in the Southern California geographic region committed to providing an environment that allows players to experience high levels of competition with developmentally sensitive scheduling. The primary goals of SCDSL are to allow member clubs to focus, first and foremost, on player development and to have the freedom to make decisions that are in the best interest of their players. The league will be comprised of regional home and away games and as well as showcase events where teams will cross play with teams from other regional areas.

The SCDSL will be implementing US Soccer’s Respect Initiative.

**Everyday: Respect**  
Respect: Yourself  
Respect: Your Coach  
Respect: The Referees  
Respect: The Game

## **I. ADMINISTRATION**

### **a. Club Application**

New Clubs can apply to the SCDSL by completing the Club Application located on the SCDSL website ([www.scdslsoccer.com](http://www.scdslsoccer.com)). Criteria for consideration in to the SCDSL includes:

- Club must identify a minimum of 10 teams to participate in the SCDSL.
- Club must have an established and identifiable Director of Coaching.
- Club must have a Board of Directors and a specified Club Administrator.
- Club must have sufficient home fields to accommodate all teams within the club.
- Club must have a player development program in place and be willing to support the platform of development that the SCDSL is based on.
- Geographical location of the club applying will be considered.

The SCDSL will begin accepting applications on January 15, 2018. Completed *application must be mailed, along with a \$500 check made payable to the Southern California Developmental Soccer League.* All new SCDSL clubs will be required to pay a non-refundable \$3500.00 membership fee if accepted in to the SCDSL. The \$500 submitted with the application will be applied to said membership fee upon acceptance. If a club is not accepted in to the SCDSL, the check will be returned to the club. The application process will end on February 28, 2018. All clubs that have applied to the SCDSL will receive notification of acceptance or non-acceptance by March 3, 2018. For new clubs accepted in to the SCDSL, the remaining \$3000.00 will be due by March 15, 2018.

**Application and \$500 check should be mailed to:  
SCDSL, 23071 E. LaPalma Ave., Yorba Linda, CA 92887**

When determining whether to admit a club, the SCDSL will take into account factors believed to be in the best interest of its core mission.

### **b. Team Application**

Teams from new and returning SCDSL clubs, may begin the application process on March 15, 2018. Team applications will be accepted through May 15, 2018. Clubs may add new teams that wish to participate in the

SCDSL up to and including July 1, 2018. The club of the teams that are not accepted in to the SCDSL will receive a refund. After that date, no teams may be added without special consideration from the Technical Committee. A team is only considered for approval if the \$450 team fee is received. Each participating SCDSL club will submit one check to the SCDSL for all participating teams. This check must be postmarked by May 15, 2018. Any team that is added between May 13<sup>th</sup> and July 1<sup>st</sup> must be paid for immediately, via check, for the team to be considered for acceptance in to the SCDSL.

**All final payments should be mailed to:  
SCDSL, 23071 E. LaPalma Ave., Yorba Linda, CA 92887**

To receive a full refund of \$450 for teams that withdraw from the SCDSL, a request must be submitted via email to the SCDSL Operations Manager no later than July 1, 2018. No refund will be given for requests made after this date.

All clubs must maintain a minimum of 5 teams that play 11 v 11 to be scheduled for home games in these age groups. All clubs must maintain a minimum of 5 teams that play 7 v 7 and/or 9 v 9 in order to be scheduled for home games in these age groups. Any member club dropping below the 10 team minimum, as required, will be reviewed for membership for the following season.

#### c. Player

Southern California Developmental Soccer League players shall affiliate and comply with the authority of the California Youth Soccer Association – South (“Cal South”), the United States Youth Soccer Association (“USYSA”), and the United States Soccer Federation (“USSF”).

#### d. Club Pass Rule

Players registered to a SCDSL club may be loaned to play on a SCDSL team from their club. Players registered to a SCDSL team may be loaned to another SCDSL team within the same club for a given match or day. **ALL PLAYERS MUST BE REGISTERED, THROUGH CAL SOUTH, TO THE SCDSL IN ORDER FOR THE CLUB PASS RULE TO APPLY. PLAYERS REGISTERED TO OTHER CAL SOUTH LEAGUES **MAY NOT** PLAY ON A SCDSL TEAM UNDER THE CLUB PASS RULE.**

Players may play “up” or in the same birth year when being loaned. Players may play “down”, if they are age appropriate and legally registered to an existing SCDSL team within their own club. No player may participate on more than one SCDSL team on a given day (*with the exception of a GoalKeeper who may play in no more than 2 games per day in which, when “club passed” for a second game of the day may ONLY play in goal as the “club passed” player in a 2-game day*). The maximum number of games a SCDSL player may participate in on any given day is one (1) for League Games (GK rule above applies) and two (2) for Showcase Competition Events. Maximum number of players that can Club Pass to any given 11 v 11 team will be 8 players. Maximum number of players that can Club Pass to any given 7 v 7 game is 4 and maximum number of players that can club pass to any 9 v 9 team is 5 players.

**“Loan” players from other clubs are not permitted to play in SCDSL league games OR SCDSL Showcase events.** All loan players utilizing the club pass rule must be registered to the SCDSL member club and come from an SCDSL registered team. Players that are registered in other Cal South sanctioned leagues are not eligible to participate in ANY SCDSL event even if other teams within their club participate in the SCDSL.

#### e. Player Transfer Rule

Players committing to play for a SCDSL member team will commit to that team for the “season”. The “season” is defined as August 1<sup>st</sup> through State or National Cup for that player’s team. State/National Cup competition shall be defined as any local, regional or national USYS Competition. Players will not be able to transfer to another SCDSL team unless the DOC’s from both clubs have approved the transfer. Transfers from a SCDSL team to a team participating in another league other than the SCDSL may be contested and denied in accordance to the Cal South transfer rules. Players transferring from a non-SCDSL team to a SCDSL team, may be contested by the outgoing club, in accordance to the Cal South transfer rules. Players may transfer to a team within the same club in accordance to Cal South transfer rules at any time. The SCDSL Transfer Rule is strictly enforced and all member clubs are expected to follow the rule as it is intended.

*The transfer rule that the SCDSL adopted is enforceable at the league level. The new Cal South Transfer Rule (effective 8/1/14) now requires DOC approval from both clubs on the release and transfer, no matter what league the player participates in. It also includes an appeal process, through Cal South, if the outgoing DOC refuses the player release. However, for SCDSL purposes, clubs that disregard the SCDSL rule are undermining the spirit of the league, and will be subject to board and Technical Committee review, and potential non-renewal for the following season. Even if an appeal is upheld through Cal South and the player is allowed to release from a SCDSL team, the incoming SCDSL club is expected to obtain the required approval from the outgoing DOC per the SCDSL Transfer Rule. If the outgoing DOC denies the transfer then the incoming club cannot register the player via a transfer.*

*Specifically, a player release (drop) from any SCDSL team and subsequent signing at any time prior to the end of State/National Cup competition, as defined above, by another SCDSL team, is considered a transfer and will be considered a violation of the SCDSL rule as it is intended.*

#### f. Age and Competition Levels

Team Birth Years will be based on the new US Soccer birth year mandates meaning players may be born from January 1 – December 31 of said birth year. Players may play “up” in an older birth year but may not play “down” in a younger birth year unless age appropriate to do so.

SCDSL will have players in the following age groups: 2009(b), 2009, 2008, 2007, 2006, 2005, 2004, 2003, 2002, 2001, 2000, and 1999

The maximum number of players per team for the 2009(b), 2009, 2008 and 2007 birth years is 14. The maximum number of players for the 2003 - 2007 birth years is 18. The maximum number of players for the 1999 - 2002 birth years is 18 although Cal South will allow these birth years to register up to 22 players (only 18 of which may play in any SCDSL game at a time).

Within each birth year there may be three flights of play: Flight I, Flight II and (possibly) Flight III. The addition of Flight III will be determined based on level of competition within the birth year and the number of teams requesting Flight III in each birth year. Not all birth years will have Flight III. Team placement will be made by recommendation of Club Director of Coaching and reviewed by the Flight Review Committee comprised of the Technical Committee and various other volunteer representatives from SCDSL member clubs. Clubs found to be mis-fighting teams from season to season will be subject to review by the Technical Committee and measures may be taken by said Committee to manage and/or approve the fighting of the teams of the violating club for future seasons.

## **g. Player, Coach and Administrator Registration**

All players must be registered through Cal South, and to the SCDSL, before participating in any scheduled SCDSL game. **No guest players are allowed to participate in any SCDSL event.**

Every team must have in their possession or team's possession a current laminated Player ID Card with a current photo attached for every player and staff member on the team bench.

Players registered to other Cal South sanctioned league are **never** eligible to participate in SCDSL league games or fall showcase or playoff events.

All coaches must have a laminated Cal South Administrator Card with a Coaching License Level and Risk Management Clearance printed on the card.

All Team Managers must have a current laminated Cal South Administrator Card with Risk Management Clearance to act as a manager, but cannot act as a coach, unless also properly certified as a coach under this Section.

The SCDSL does not recognize the "F" license for any coach or manager in the league. Any coach/staff/team manager covering a game in the SCDSL **MUST** have a minimum of an "E" license to coach the game.

If a coach is ejected or leaves the field of play, another coach from the same club with proper credentials must be in attendance or the game will be forfeited. If the coach that starts the game leaves during the game, the referee must be notified and the substitute coach will show their card before the game may resume.

No one, other than those listed on the official game roster, unless otherwise approved by the club's coaching staff, may sit on the team bench before and/or during games. ALL staff on the team side of the field must have proper Cal South credentials.

## **II. GAMING**

The SCDSL will consist of Conference (League), Showcase Competitions (2009(b) - 2005 birth years) and Playoffs (2004 and older birth years). Conference (League) games will be played at home and away venues for clubs in like geographical regions (whenever possible) within SCDSL in age groups 2009(b) – 2005 birth years (all flights) and in 2004 and older birth years (Flights 2&3). Flight 1 in the 2004 and older birth years will have a Champions Division (top 11 teams in the birth year) and Europa Divisions, based on geography, for the remaining teams in said birth year. All teams playing in Flight 1 do so with the knowledge that games scheduled based on competition will require teams to travel to home team venues. The exception would be games in which the opposing teams are from "extreme geographical" areas. In this case, games may be moved to neutral sites as field space allows at the neutral sites. Every effort is made to have a balanced home/away schedule in Flight 1 in the older birth years but this may be affected by the opposing teams and the travel distance required when games are moved to neutral sites. At Showcase events, each team in the 2009(b) - 2005 birth years will play two games with teams usually not from their geographic region. Both Showcase games will be played on the same day for a given team even if the showcase is scheduled to be played over both days of a weekend. Showcase games do not count in standings.

### a. Conference Competition Schedule Changes

The Game Schedule will be posted at [www.scdslsoccer.com](http://www.scdslsoccer.com). *No schedule changes will be made for coaching conflicts or convenience.*

### b. Showcase Competition Schedule Changes

Showcase Competition schedules will take in to account driving distance of teams involved. All games scheduled for play at a field located more than 100 miles from the opponent's home field will have a scheduled start time no earlier than 10:00 a.m. when possible.

Game times for showcase events may be shortened to allow for the 2-game per day format. Game lengths for showcases are:

2009(b), 2009, 2008 birth years will play 25 minute halves

2005 – 2007 birth years will play 30 minute halves

### c. Referee Fees

Each SCDSL team shall be responsible for paying one half of the total referee fees based on the pay scale set forth by the SCDSL.

The pay scale for SCDSL Competitions will be determined by the SCDSL based on the charges imposed by the Certified Referee Association servicing SCDSL games. Referee fees are located on the SCDSL website under Resource Center > League Documents > Referee Fees.

Fees for referee assignors for the SCDSL will be the responsibility of the SCDSL.

### d. 2009(b), 2009, 2008, 2007, 2006 Division Format and Rules specific to these Birth Years

- There may be three Flights in these Divisions and games will be scheduled by geography.
- Standings and scores will not be posted on the SCDSL website for the 2009(b), 2009 or 2008 birth years. Scores only are posted for the 2006 and 2007 birth year games but no standings will be posted.
- All players must play a minimum of 50% of each game.
- Only "true" 2010 players may play on a 2009(b) team. NO TRUE 2009 PLAYERS MAY PLAY ON A 2009(b) team. Birth year 2010 players may play on a 2009 team with a maximum of four underage players per 2009 team.
- Coaches may NOT agree between themselves to NOT follow the rules of these birth years. All rules are expected to be followed by ALL coaches involved in these birth years.

1. **There is no deliberate heading in the 2007 or younger birth years.** See the US Soccer PDI's for specifics to this rule.

<http://media.calsouth.com/data/Downloads/Resources/PDIFebruary2017.pdf?rev=B87B>

2. **Rules specific to 7 v 7 games, please go to**

<http://media.calsouth.com/data/Downloads/Referees/2018/7v7.pdf>

3. **Rules specific to 9 v 9 games, please go to**

<http://media.calsouth.com/data/Downloads/Referees/2018/9v9.pdf>

#### 4.7 v 7 and 9 v 9 games:

The SCDSL will follow the US Soccer PDI's regarding build-out lines, off-side, heading, etc.

Please refer to <http://media.calsouth.com/data/Downloads/Resources/PDIFebruary2017.pdf?rev=B87B> for rules specific to the US Soccer mandates imposed in the SCDSL.

#### 5. All short-sided 2006 and younger will use a Size 4 ball.

6. For 7 v 7 games there may be 6 field players and 1 GK. Games may not be played with fewer than 5 players on the field.

7. For 9 v 9 games there may be 8 field players and 1 GK. Games may not be played with fewer than 6 players on the field.

#### 8. Substitutions are unlimited in all short-sided games. (See Substitution Rules on Page 11-12 as to when substitutions may be made.)

9. 7 v 7 games are 25-minute halves and a mandatory 10-minute half time.

10. 9 v 9 games are 30-minute halves and a mandatory 10-minute half time.

11. The SCDSL does not post scores or standings in the 2009(b), 2009 or 2008 birth year.

12. The SCDSL does not keep standings in the 2006 or 2007 birth years but please make sure to report your scores as scores are reflected on the website.

13. For scores in the 2006 and 2007 birth years, we do not post scores where the winning Goal Differential is more than 8 goals (8-0, 9-1, 10-2, etc.). If you post a score with more than an 8-goal differential the league will change the score.

#### e. Game Length

SCDSL Competitions shall be played with the following game lengths:

90 minutes (45 minute halves) birth years 1999, 2000 and 2001

80 minutes (40 minute halves) birth years 2002 and 2003

70 minutes (35 minute halves) birth years 2004 and 2005

60 minutes (30 minute halves) birth years 2006 and 2007

50 minutes (25 minute halves) birth years 2008, 2009 and 2009(b)

The length of break at halftime is mandatory 10 minutes with 15 minutes scheduled in between the end of a game and the start of the next game.

#### f. Fields

All fields must be properly marked, have corner flags and regulation goals. Home team is responsible for field set up. The SCDSL will be responsible for Showcase field set up.

The playability of fields will be determined by the referee. If a field is declared not playable due to rain or other

unforeseeable Acts of God and games cannot be played, the game will be rescheduled by the League Scheduler.

In the event of rain, teams will assume that games will be played unless notified via the SCDSL website. It is the home team's responsibility to notify SCDSL and the opposing teams of field closures if they occur by Friday at noon when possible or Saturday morning at 5:30am. The SCDSL website also has a TEXT MESSAGE ALERT system where members can sign up for field closure alerts.

#### **g. Game procedures**

For **all** SCDSL games teams will sit on one side of the field and the spectators on the opposite side of the field **mirroring** their respective team. The Home team will have choice of bench. It is the responsibility of each team to monitor their spectator behavior during each game. Home team can't be responsible for the behavior of the opposing team. Managers should introduce themselves to each other on the spectator side of the field. If issues arise, managers should handle by speaking to each other and having the manager speak directly to the spectator involved rather than confrontations between spectators.

Coaches are not permitted to cross over midfield line into opposing team's technical area at any time during the game.

Coaches are responsible for the sideline behavior of all players.

All SCDSL players must have a laminated current Cal South Player Pass with current photo attached at the game or they are not eligible to play.

**All players must be listed on the game roster. Three (3) copies of the SCDSL Game Report will be printed by the home team prior to the game and all loan players (utilizing the club pass rule) will be hand written on each of the SCDSL Game Rosters by each team prior to the game and prior to the referee checking the teams in for said game.**

All game jerseys numbers and SCDSL Cal South ID numbers must be listed on the Game Report.

A player listed on the roster, unless crossed off, shall be considered a participant under the name and number listed. Team Administrators and/or coaches are responsible for the accuracy of the Game Reports. Accuracy of the players listed on the Game Reports is not the responsibility of the referee.

#### **h. Game Reports/Score Reporting/Game Day Procedures**

An official SCDSL Game Report must be completed for each SCDSL Competition. Three copies of the Game Report should be provided to the referee prior to the match by the home team. The Game Report may be accessed on the SCDSL website under schedules.

The names of any club pass players up in a SCDSL Competition must be hand-written on the SCDSL Game Report. Regardless of the number of players listed on a SCDSL Game Report, no more than 18 players shall be eligible to appear in the SCDSL Competition for ages birth years 2005 and older and no more than 14 players shall be eligible for ages 2008 and younger. If more than the designated number of players appears on the Game Report, the players "activated" for the game must be designated as such.

The SCDSL Game Report must be completed in full and signed by both teams. Loan players must come from within the club they are playing on and be SCDSL registered players.



Home team shall provide game balls for competition. 2009(b), 2009, 2008, 2007 and 2006 birth years will use Size 4 soccer balls. 2005 and older birth years will use Size 5 soccer balls.

Home team will change jerseys in the event of a uniform color conflict.

The grace period for minimum number of players to be on the field is 15 minutes after the scheduled start time.

A team must start a game with a minimum of 7 players for 2005 and above and 5 players for 2006 birth years and younger. Players must be on the field and ready to play at the end of the grace period or the game will be declared a forfeit against the offending team. If a team fails to appear, the referee shall check in the players, player passes and game roster of the team in attendance. A Game Report will be submitted to SCDSL and the absent team will be subject to forfeiture. **TEAMS DO NOT PAY THE REFEREE IN THE EVENT OF A FORFEIT at the field.** The SCDSL will invoice the club of the forfeiting team full referee fees plus applicable SCDSL fine.

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

### III. PARENT EJECTIONS

**Any parent ejected from any SCDSL league game of showcase will serve a minimum of a 2-game suspension.** The suspension does not include the game for which the parent was ejected. The club will be notified of the parent ejection and, depending on the severity of the situation, the suspension may be longer than 2-games. The coach and manager are responsible for ensuring that the suspended parent is not in attendance at the game. **The parent must be out of sight and sound prior to, during and after the games in which he/she is suspended.**

#### Home team will be responsible for:

- Printing three (3) copies of the Game Report and supplying the reports to the referee prior to the game.
- Calling in the score to the automated score reporting system within 2 hours of the completion of the game.  
If the home team does not have the score called in, the manager of the opposing team may call the score in.
- Keeping Game Report for all home games during the SCDSL season in case of discrepancies. If discrepancies arise, home team will be asked to send an electronic version of the Game Report to the designated SCDSL Representative for review.

#### Both teams will be responsible for:

- Updating their own online game information including:
  - Players that participated in the game for their team.
  - Double Yellow and red cards issued to their team.
- Paying their half of the established referee fees for their age group.
- Signing Game Reports at the end of the game and verifying information on the Game Report is accurate.

## REPORTING YELLOW/DOUBLE YELLOW/RED CARDS

The SCDSL will no longer require teams to report/post single yellow cards from a game. **ALL TEAMS MUST POST DOUBLE-YELLOW and RED CARDS from each game in which they are issued. Each team must post all game information no later than the Tuesday following game day.** For each game where double-yellow and/or red cards are not reported, the club will be fined \$150.00. Fines will NOT be imposed for failure to report single yellow cards.

Violent Conduct red cards must be reported by the team receiving the Violent Conduct red card, to the SCDSL Operations Manager within 24 hours of the infraction so that the necessary inquiries can be made prior to submission to the SCDSL PAD/Trial Board Committee. If a Violent Conduct red card is not reported within 24 hours, the club will be fined \$150.00 for each occurrence.

## IV. REFEREES

Referees will dress in appropriate referee attire and will wear a Current USSF badge. Referees will change jersey if in conflict with either of the teams they are officiating over.

Referees must be registered for the current year through USSF and have completed Live Scan if over the age of 18. All referees must be on the Cal South's Official Referee List.

All center referees must be at least 4 years older than the age of the teams playing.

**Any referee that ejects a parent from a game MUST submit the appropriate USSF report to the referee assignor which, in turn, must be forwarded to SCDSL league officials so that the appropriate action may be taken in regards to the parent ejection.**

### REFEREE GAME RESPONSIBILITIES:

- Check player's equipment (FIFA Law 4): cleats, shin guards, and other uniform requirements.
- Any player without proper equipment will not be allowed to play.
- Check that the SCDSL Official Game Report is filled out completely and signed by a coach or manager from each team before the game.
- Check that each player on the lineup sheet has a valid Cal South player pass/card.
- Check that each player and coach is affiliated with the club.
- Check that player's jersey numbers and names are listed on the lineup sheet and that no two players on a given team have the same number.
- Insure that all players being checked-in match the picture on the player card.
- Check that each team has a coach with a valid Cal South coaching pass. A minimum of an "E" License is mandatory for all competitive coaches. Any team that does not have person with a valid Cal South coaching pass shall forfeit the game. **The "F" license is not a recognized license in the SCDSL.**

Referees shall be familiar with and understand all SCDSL, Cal South and USSF Rules and Regulations. Referees shall know the length of the game, length of halftime, substitution rules for the age group and ball size. SCDSL expects referees to be neutral and impartial with all calls.

Center referees may not officiate games in which they have an affiliation through a) their child currently plays for the club they are officiating for b) they are a paid member of the club they are officiating for c) they are a volunteer at the club they are officiating for.

Referees are required to legibly print their name and sign the Game Report. All Player Cards must be returned to the team at the conclusion of the game, except when there is an assault, referee abuse or suspected falsification of documents. In the event that any of these occur, a USSF report must be sent immediately sent to SCDSL.

Safety of all players is the paramount concern in SCDSL games.

The referee agrees that, when requested, he/she will appear before a Trial Board Hearing, or be available by phone for any Trial Board Hearings, where their testimony is required. Failure to do so will result in said referee being relieved of all SCDSL referee duties until the matter has been resolved.

Cautioned and ejected players shall have their names and numbers recorded by the referee on the Game Report. In addition, referees shall use the proper infraction codes designated by USSF. The referee shall submit a clear USSF report to the SCDSL Operations Manager within 48 hours of the incident. The report can be emailed or mailed to the SCDSL. This report should only be submitted for Violent Conduct or Referee Abuse, not for yellow, double yellow or non-violent conduct red cards. Report must also be sent to referee's association President and/or assignor.

Referee will be the sole judge on the field of play and all decisions are final. No protests based on referee judgment will be allowed.

Any complaint about a referee shall be submitted to the SCDSL Operations Manager via email. Complaints will only be accepted from the coach of the team participating in the game at issue or the Director of Coaching of the club.

## V. SUBSTITUTIONS

Player Substitutions are according to FIFA with the exception that the number of substitutions for the following age groups will be as follows:

2009(b), 2009, 2008, 2007 and 2006	Unlimited substitutions
2005	One re-entry per half, per player. Each half stands on its own
2004 and older	No re-entry in the first half and one re-entry in the second half, per player. Each half stands on its own.

### WHEN SUBSTITUTIONS CAN BE MADE:

<b>ALL BIRTH YEARS</b>	<b>Substitutions may only take place during:</b> <ul style="list-style-type: none"><li>• Own throw-in</li><li>• Own player has an injury</li><li>• Any goal kick</li><li>• Any kick-off</li><li>• Yellow cards optional for player receiving yellow card only.</li><li>• If opposing team substitutes, you may substitute.</li></ul>
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### **NO SUBSTITUTIONS ON**

- Free kick (direct or indirect)
- Corner kick

## • Penalty kick

When a player is injured on the field that requires attention from the coach, the player must be removed from the field of play, except for the goalkeeper. Players may exit the field and re-enter the game at next dead-ball, with the referee's approval.

Substitutions shall be made at midfield line. The incoming player shall not enter the field of play until the player being substituted has left the field of play.

## VI. GAMES

The referee may abandon a match if there is an insufficient number of players to meet the requirements of the Laws of the competition, if a team does not appear, or if the field or any of its equipment does 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.

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, if the schedule allows. Suspended games terminated during the second half will be considered complete.

The referee may terminate a match for reasons of safety (unsafe weather conditions or darkness), for any serious infringement of the Laws, or because of interference by spectators.

The referee must report fully on the events of any game. Referees do not determine, nor suggest, the length of a suspension of a player(s) ejected from a game.

Abandoned or terminated games may be ruled a forfeit, when the actions of that team's players, coaches or spectators caused the abandonment or termination.

A team shall forfeit each and every game in which:

- An unregistered or ineligible player was with the team at the game in a (team) uniform; and/or
- The player was improperly entered on the team's roster.

Clubs, coaches and players involved in such activity shall be referred to the SCDSL PAD Committee for fines, sanctions, suspensions, etc.

Falsification of records, documents, player identification passes, or in any other matters or manner, shall be grounds for immediate suspension from further participation in SCDSL for the offending club.

The Board of Directors of the SCDSL, or a Representative of the SCDSL, may request proof of age to be established. Proof of age shall be presented within forty-eight (48) hours of the presentation of written request. Failure to respond to such request shall result in the immediate suspension of the player involved and forfeiture of all league games in which that player participated in violation of these rules.

### a. Forfeits, Protests, Suspensions and Fines

*If a team forfeits a game, the **club** of the forfeiting team will pay a \$250.00 fine + referee fees to the SCDSL for the forfeit. All additional forfeits, beyond the 1<sup>st</sup> forfeit, will incur a fine of \$500 per game + referee fees for each game. A 3<sup>rd</sup> forfeit will result in the club being placed in bad standing and will be reviewed by the Board of Directors and the Technical Committee for future membership in the SCDSL. **Fines will be paid***

**by the club and the club bears the responsibility for making sure all teams understand the rules and associated fines regarding forfeits.**

A coach dismissed/sent-off (coaches do not need to be shown a red card to be considered “dismissed” or “sent-off”) by the referee, will automatically be ineligible to participate in the next two scheduled games with that team (with the exception of a dismissal/send-off for Violent Conduct\* which may carry a longer suspension). If the coach has another game that day for another team within the club, he/she will be able to coach in that game. It is the responsibility of the coach/manager to insure that the dismissed/sent-off coach/manager sits out.

- First Dismissal/Send-off = 2 game suspension
- Second Dismissal/Send-off = 4 game suspension + PAD review for potential extension of suspension
- Third Dismissal/Send-off = 6 game suspension + PAD review for extension of suspension.

**\*Violent Conduct by a Coach** (Conduct detrimental to the game)

- Physical contact with a Referee, Assistant Referee, Player or Coach
- Any racial verbiage, excessive use of profanity or verbal abuse
- Threatening behavior
- Spitting
- Fighting

- First Offense = 3 game suspension with additional review from PAD, and possible extended penalties.
- Second Offense = Dismissal from league

All verbal or physical assaults are to be reported to the SCDSL in writing.

The coach must be out of sight and sound prior to, during and after the games in which he is suspended. Any coach that is found guilty of coaching while on suspension will be subject to Trial Board review, possible fine and additional period of suspension.

A coach that is dismissed/sent-off from a game cannot coach in another game until the suspension has been served **for the team that the coach was coaching when the dismissal/send-off occurred**. The exception is a Showcase Event where due to possible multiple game responsibilities across age groups, coaches will be allowed to coach their team in the next game even if they were dismissed/sent-off in the previous showcase match while coaching that team and the suspension may be carried over in to league play.

Any player/coach/manager that is alleged to have committed any “violent conduct” on a referee, assistant referee or player will be immediately suspended and referred to the SCDSL PAD and/or Cal South PAD for investigation.

**b. Violent Conduct by Player** (Conduct detrimental to the game)

- Physically striking another Player, Referee, Assistant Referee or Coach
- Any racial verbiage, excessive use of profanity or verbal abuse
- Threatening behavior
- Spitting
- Fighting

A PLAYER ejected from a game for Violent Conduct will be suspended as follows:

- First Offense = 3 game suspension with additional review from PAD, and possible extended

- penalties.
- Second Offense = Dismissal from league

A PLAYER ejected by the Referee for all other non-violent conduct infractions will be automatically ineligible to participate in the next scheduled game with that team, or any team within the club. It is the responsibility of the Coach/Manager to ensure that the ejected Player sits out.

1. First Offense = 1 game suspension
2. Second Offense = 2 game suspension + additional review from PAD.
3. Third Offense = 3 game suspension + additional review from PAD.

Each double yellow or red card issued is worth 3 penalty points against the team.

1. Teams = Point accumulation by a team
  - 30 = review from PAD
  - 40 = forfeit all remaining games of year, and subject to review by PAD for following year participation.

**Penalty points are accumulated under the "TP" column in the 2005 and older birth years. "TP" is "Total Points for card accumulation". Penalty points do NOT come off of "PTS" column. The "PTS" column are "Total Points for wins/ties in a season".**

➤ Coach send-offs count against team totals.

All protests shall be written and mailed to the SCDSL within 48 hours of the incident with a \$150 fee (certified or club check only). The fee is refunded if the protest is upheld or not considered. SCDSL reserves the right to not consider a protest and to enforce its rulings and decisions. No protest will be considered involving a referee's judgment.

If a game is terminated prior to completion due to actions of a team or sidelines, the outcome of the game will be decided by the SCDSL PAD Committee.

The SCDSL may fine or suspend any member club, team or individual that:

1. Violates any of the provisions of the posted rules;
2. Refuses or neglects to fulfill any of their obligations to the league; or
3. Fails to submit any documents on time that are requested by the SCDSL.

**Any disciplinary situation not listed above shall be referred to the SCDSL PAD Committee for action or resolution.**

**Any inquiry regarding SCDSL Rules & Regulations not addressed above shall be referred to the Technical Committee for review.**

## **VII. COMMON SENSE RULES WITH ZERO TOLERANCE CONSEQUENCES**

**NO DOGS ARE ALLOWED AT ANY SCDSL GAME.**

**NO ALCOHOL IS ALLOWED AT ANY SCDSL GAME.**

**NO DRUGS, FIRE ARMS OR WEAPONS OF ANY SORT ARE ALLOWED AT ANY SCDSL GAME.**

**If any of these common sense rules are violated, you will be instructed to leave the venue immediately and the team that your child plays for may be forfeited out of the game/league and/or may not be accepted in to the SCDSL for any upcoming season.**