

GUIDELINES FOR REFEREES, TEAM CAPTAINS, AND PLAYERS

LOCAL RULE APPLICABILITY

Adult Soccer (Revised July 2011)

The rules and laws of Adult CSC Soccer apply to both Division I and Division II, except where explicitly clarified. These laws are generally those of the United States Soccer Federation (USSF) as modified or clarified by the following items.

Sportsmanship

1. Inappropriate conduct on the part of players, team captains or spectators will not be tolerated. This includes criticism, threats, blaming, yelling, humiliating, ridiculing and showing biases. Team captains shall be held responsible for the actions of any individual(s) at any match that are on or cheering for their team. Referees are required to submit a written report to CSC, within 48 hours, after cautioning or ejecting any player for misconduct.
2. All referee decisions, calls and judgments are final. All players, team captains and spectators are asked to please respect the referee's judgment on difficult calls and cooperate with him/her during the game. Demeaning remarks about or by a player, spectator or team captain are not allowed. Sportsmanship is the name of the game and is to be pursued at all times.
3. A referee shall have the discretion to stop, suspend and/or terminate a game whenever he/she deems such stoppage necessary due to bad sportsmanship or interference by spectators. In such cases, the game will not be rescheduled.
4. If a player is ejected (red carded) from the game, then the ejected player's team shall play short for the remainder of the game. A player receiving a red card must leave the field for the remainder of the current game and cannot play in or attend the next scheduled game. If a player receives two red cards, there will be a 3-game suspension; if three red cards are received, the player will be suspended for one season. Suspended players shall not attend any adult league games when under suspension. Failure to leave the field immediately after being ejected, or attending games while under suspension, may result in suspension for the duration of the season or permanent suspension from the league.
5. A player is allowed one yellow card per game as a warning. Two yellow cards during one game equate to a red card, and require the same disciplinary results as if a red card had been issued.
6. For egregious acts of misconduct, such as fighting, the CSC Board of Directors may take disciplinary actions more strict than described above (e.g., longer suspensions or permanent player suspension) even if it is the first infraction. Such suspension will be at the sole discretion of the CSC Board of Directors and may not be appealed.

Playing Rules

1. Prior to the start of games, the CSC Officers will make the determination as to whether to begin games based on local weather conditions. During the duration of a game, the

field supervisor in consultation with the referee will make the determination as to whether to suspend, postpone or cancel the game based upon field conditions and current local weather conditions.

2. If a game is cancelled at the end of the first half, then the game shall count as a full game and will not be rescheduled.
3. A player must be at the age of 18 or older by the first game played by any one team.
4. Players may only play in one division per season.
5. Number of Players: each division will play with a maximum of 8 players at a time.
6. Teams may not start a game with fewer than five (5) players.
 - a. A team with fewer than five players may borrow players from other teams of the same division in order to play the game. Borrowed players from a team playing a concurrent game, including the opposing team, must be approved by the team captain of the lending team. All players must be registered and dues-paid for the current season. Borrowed players may not be under any sportsmanship suspension.
 - b. Referees should remain at the games for teams who have the previously mentioned number of players - even if borrowed from other teams. After 10 minutes of the scheduled game start time the referee may shorten each half or call the game if not enough players are on the field and ready to play.
 - c. A team playing short shall be allowed to add players as the game progresses when new players arrive. The captain or player of that team should notify the referee of newly arriving players, who will then permit the addition of players as play allows for substitutions.*
7. For division II, each team must have at least 3 female players on the field at all times during a game. If a team does not have 3 female players on the field, the team must play one person short for each of the 3 female players that are missing from the field. If both teams have a showing of less than 3 females at any one game, then the number of required females for that game is the maximum number of females on the team that has the most females. Teams may have as many female players on the field as they wish beyond the current game minimum.

Team A females on field	Team B females on field	# players allowed on field (A vs. B)
3	3	8 vs. 8
3	2	8 vs. 7(-1)
3	1	8 vs. 6(-2)
3	0	8 vs. 5(-3)
2	2	8 vs. 8
2	1	8 vs. 7(-1)
2	0	8 vs. 6(-2)

1	1	8 vs. 8
1	0	8 vs. 6(-1)
0	0	8 vs. 8

8. For each game, each player must prove to the referee that he has paid CSC dues for the season. Each referee will be given a team roster to check players in. If the referee discovers a player on the field of play who has not paid, the referee may cancel the game.
9. Uniforms must be worn at all games and must be the same. If weather warrants, the uniform can be worn over long-sleeved shirts, coats, etc. The goalie must wear a different colored shirt or sweatshirt than that of their team and the opposing team. Shin guards are required; socks must be worn over them. Cleats must be soccer style (without a front toe cleat).
10. Either team may substitute on a throw-in, a goal kick, after a goal, at half time and for a player injury. There are no substitutions on a corner kick. Teams are requested to have their substitutes ready to enter the field before calling for a substitution. Substitutes may not enter the field until beckoned on by the referee.
11. Duration of the game: both divisions will have two 30-minute halves (5-minute half time).
12. Slide Tackling is not allowed.
13. Size 5 balls will be used.
14. A player shall not be judged offside if he receives the ball direct from a goal kick, throw-in, corner kick, or drop ball.
15. USSF rules concerning throw-ins, offside, fouls/misconduct and penalty kicks are to be appropriately enforced by all referees.
16. The goalie is to be protected at all times. Therefore, the goalie is deemed to have possession of the ball at any time a hand or finger is in contact with the ball. Kicking at the ball when in the goalie's possession is not allowed.
17. Goalie changes can be made during stoppages (as defined in #14) of the game. The referee shall be notified by any player from that team.
18. The referee shall keep a record of the game (goals scored) and act as the timekeeper. Time is continuous in all CSC games except for prolonged stoppages for injury or field equip. problems
19. The size and marking of the fields have been modified to reflect the divisional participants playing on the field and the size/shape of the area available.
20. A single referee will oversee each Division I and Division II league games.
21. The home team, the team which is listed first on the left side of the schedule is responsible for the set up and taken down of their field. This includes corner flags and trash.