

GUIDELINES FOR REFEREES AND COACHES

LOCAL RULE APPLICABILITY

Adult Soccer
(Revised January 2009)

The soccer rules and laws of Adult CSC Soccer apply to both competitive and recreational leagues, 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, blame, 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 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 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.
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.

Playing Rules

6. Prior to the start of games, the Director of Adult League, the President of CSC, Equipment Director or Risk Management person will make the determination as to whether to begin games based on local weather conditions. During the duration of a game, the field supervisor coordinator 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.
7. 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.

8. A player must be at the age of 18 or older and out of high school. Players are only allowed to play in one division.

9. Number of Players: competitive league teams are each allowed up to 6 players on the field at one time. For recreational league, each team may have up to 8 players on a field at one time.*

10. The minimum number of players on a team to start a game shall not be less than four (4) for competitive league and five (5) for recreational league.

A team with less than four [ROSTERED] players (five for rec. league) may borrow players of the same division from the other teams in order to play the game. Borrowed players may not create a shortage of players on the team in which the player was borrowed. Nor shall the borrowed player come from another team that is playing at the same time on a different field.

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.

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.*

11. For recreational league, 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 is 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.

12. 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.

13. 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).

14. 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.

15. Duration of the game: both divisions will have two 30-minute halves (5-minute half time).

16. Slide Tackling is not allowed.
17. Size 5 balls will be used.
18. A player shall not be judged offside if he receives the ball direct from a goal kick, throw-in, corner kick, or drop ball.
19. USSF rules concerning throw-ins, offside, fouls/misconduct and penalty kicks are to be appropriately enforced by all referees.
20. 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.
21. 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.
22. 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
23. 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.
24. A single referee will oversee the competitive and recreational league games.*
25. The home team, the team which is listed first on the left side of the schedule is responsible for the set up and take down of their field. This includes flags and trash.

* Indicates differences between competitive league and recreational league