

MISSION STATEMENT

- The purpose of CSC is to provide and promote outstanding soccer programs to people of all ages and abilities. Through recreational and competitive soccer programming, CSC shall aim to maximize each players enjoyment of the game and encourage all members to create ideals of good sportsmanship, honesty, loyalty, courage, respect, and a lifetime of involvement in sports and physical activity.

AGE

Adult Men and Women: must be 16 years of age or older to register.

CSC Adult COED RULES

The latest version of the FIFA Laws of the Game as described in the United States Soccer Federation website (www.ussoccer.com) with the following additions:

A. Ball: Each team is required to supply at least one (1) #5 FIFA regulation soccer ball for each game.

B. Players and Substitutions

B1.Player Requirements

1. 11v11 : Teams consists of eleven (11) players. A minimum of eight (8) players is required to start a game.
 - If a team cannot field a minimum of one (1) female player in accordance with Section E.1, Forfeit Time, the game is a forfeit.
 - Teams cannot play with more than seven (7) male players at any time.
2. 8v8 : Teams consists of eight (8) players. A minimum of five (5) players is required to start a game.

- If a team cannot field a minimum of five (5) players in accordance with Section E.1, Forfeit Time, the game is a forfeit.
- Teams cannot play with more than seven (7) male players at any time.

Note: A female player can play in lieu of, replace or substitute for a male player at any time.

B2. Check-in: All registered players must provide a valid picture ID for check-in at the field. Both teams shall be checked-in prior to the game by the Referee/AR. Players arriving after the start of the game MUST check in with the Referee/AR prior to entering the field of play. If necessary, a player can ask the AR when the ball is out of play if they can check in at half time or water break.

Players not printed on the Official Roster and Players Cards are not considered registered players and therefore cannot play. The only person that can add players to the rosters at the fields is the Adult League Director.

Any player who violates the league's check-in procedure by entering the field of play without first checking-in with a member of the referee crew or league official shall be removed from the game and cautioned (shown the yellow card) by the referee. After being removed and cautioned, the player can subsequently re-enter the game at the next substitution opportunity.

B3. Guest Players: Only CSC registered players are permitted to be guest players; unregistered players are never allowed at any time.

1. The player(s) must be registered for the current league in which the game is being played. A team may recruit as many female player(s) as desired; however, any male guest player(s) must be approved by the opposing captain.
2. The team employing the guest player(s) must provide these players with a matching (or nearly matching) color jersey. The suitability of the jersey for use by the guest player(s) is subject to referee approval.
3. Players earning yellow or red cards while acting in a guest player capacity are subject to the same sanctions (suspensions, fines, etc.) as if they were earned while playing for the team with whom the player is registered. Note: The team

employing the guest player incurs the consequences of the guest player's misconduct; the team with whom this player is registered does not incur these consequences.

4. The referee, an assistant referee, or the league official shall write the guest player's name (as written on the Official Roster and Player Cards) and team affiliation (the team with whom the player is registered) on the match report.
5. Guest players are not permitted during playoffs.

C. Player Equipment

C1. Shin Guards: All players are required to wear shin-guards at all times on the field, **NO EXCEPTIONS!**

C2. Uniforms: All players on each team must have the same color shirt with visible numbers on the back of them. A team captain must be distinguishable during every game. All teams **MUST** comply with this rule by the third week of each new season. Players that do not comply cannot play.

C3. NO JEWELRY OR CASTS ALLOWED. Exception: Wedding bands, obvious religious items (e.g. Cross, Star of David, etc.) and medical alert bracelets and activity tracking devices are permitted provided they are taped-down OR OTHERWISE COVERED with no sharp edges exposed. Activity tracking devices include "FITBITS" and similar devices. If worn on the wrist or otherwise exposed, they must be completely covered by a sweatband, tape, or similar covering. With respect to a permitted item's cover, the referee's decision regarding the acceptability of that covering is final. Wedding bands/rings with protrusions, earrings, necklaces, watches, hard or soft bracelets, hard plastic/metal hair clips, or any other item deemed dangerous by the referee are not permitted and must be removed prior to the player entering the field of play. In addition, hard casts (i.e. made of plaster, metal, plastic, etc.) or soft casts (i.e. made from tape, foam, bandages, etc.) are not allowed. Players refusing to remove prohibited items will not be allowed to play. **NO EXCEPTIONS!**

D1. Rain- Out / Cancellation Procedure: Please check the email inbox of the e-mail address that you used to register for the league or the CSC facebook page. If nothing is posted, please proceed to the playing field.

D2. Lightning Policy: Games will be played unless one of the following occurs:

1. There is lightning close to the field. If you see the flash and hear the thunder less than 30 seconds after the flash the match will be suspended until it is safe to play. You must wait a minimum of 30 minutes from the LAST event where the light to sound is less than 30 seconds. The Referee may wait longer if he/she decides it is still dangerous to play.

E. Game Duration:

8v8 - Two 35 minute halves with running time for water breaks.

11 v 11 - Two 45 minute halves with running time for water breaks.

The exact duration of halves will be specified for each season depending on field availability and time constraints. Officials may stop the clock for injury if excessive time is required to attend to the injured player, provided schedule constraints permit. The game clock starts at the scheduled game time without exception.

E1. Forfeit Time: A 10 minute grace period will be given to a team not able to meet the minimum player requirements of paragraph B1 at game time. A forfeit will result in a 3-0 loss for the forfeiting team. After forfeiture, the game can still be played as a scrimmage or “friendly” between the two scheduled teams. Even if it is a forfeit, Referees are required to stay and officiate the game if both teams still want to play. Teams can share players between the two scheduled teams or any team scheduled at their field, if the game is a forfeit. All players playing in a forfeited game must be registered players on the game cards at the field that game is being played at, and check in before they play.

F. Scoring: 2 points are awarded for female goals and 1 point is awarded for male goals. A goal is counted as being a female goal if the last ATTACKING player to play or touch the ball before it enters the goal is a female. One point is awarded for either a female or male penalty kick or own goal.

F1. Mercy Rule: If one team goes up by 5 goals they must remove (1) male player. For every additional goal over 5 goals, the team in the lead must remove (1) player of either gender down to the minimum required number of players of (8). During this reduction of players, the Player Requirements of paragraph B.1 above must be maintained.

G. Fouls and Misconduct

G1. NO SLIDE TACKLING: Whether accidental or not, slide tackling is not allowed and will result in an indirect free kick for the opposing team, and may result in a misconduct (yellow or red card, depending upon the degree of danger to or contact with the opponent) for the player who committed the slide tackle. Sliding in open field space with no other players in the active area of play is allowed. The goalkeeper is the only player allowed to slide tackle near an opponent provided it is performed within the penalty area and is performed only in a manner that does not pose a danger to the opponent or to him/herself.

G2. Cautions (Yellow Cards) and Send Offs (Red Cards): Cautions and sendoffs are administered in accordance with Law 12, Fouls and Misconduct. The CSC Discipline and Rules (D & R) Committee will review these incidents to determine if further disciplinary action is necessary.

G3. Field Conduct: In order for the referee to keep better control of the game, all teams must observe the following:

- While the ball is in play, no coach/manager, player or spectator shall interfere and/or approach a referee.

- Children must be supervised at ALL times. Children are required to stay off the field of play.
- If the Referee feels he/she cannot control the game for the safety of the players, he/she has the right to terminate the game. If the game is terminated after the first half is completed it is considered a full game.

H. Penalty Kicks

The goalkeeper is determined at the time of the penalty kick and must already be on the field of play. Kicks from the mark to determine the winner of a match may be either male or female without regards to the gender of the goalkeeper. A penalty kick is only worth 1 point no matter who takes it.

SCHEDULES

1. Schedules will be posted on the on the CSC Facebook page and sent via email throughout the season. Please check regularly for updates or field changes.
2. Make sure the league has the correct e-mail address for you at all times.
3. Game times are not guaranteed. Games will be scheduled around field and Referee availability. In some cases, teams may be required to play on a day/night not normally scheduled due to holidays, rain-outs, cancellations, etc.
4. Games canceled due to rain, field problems, or other factors beyond our control will not be rescheduled unless the field and referee availability allow. Due to our year round soccer schedule, it is unlikely rained out games will be rescheduled.

ROSTER

Roster size is twelve (12) male players at minimum and at least 4 females.(note, the pool of male players to be added to each roster is locked in at the end of regular registration.)

IF A PLAYER DOES NOT APPEAR ON THE PRINTED ROSTER, THAT PLAYER IS NOT OFFICIALLY REGISTERED AND CANNOT PLAY. [See Level 2 Sanctions]

PLAYER ELIGIBILITY

The League reserves the right to accept or reject a player's registration. PLAYERS SUSPENDED FROM OTHER LEAGUES BECAUSE OF HABITUAL OR EXTREME VIOLENT CONDUCT OR SERIOUS FOUL PLAY CAN BE PROHIBITED FROM PARTICIPATING IN ANY OTHER CSC ADULT LEAGUES

CONDUCT

ALL FORMS OF VIOLENT CONDUCT AND SERIOUS FOUL PLAY WILL WARRANT AUTOMATIC EJECTION WITH NO WARNINGS GIVEN. Sendoffs (receiving a red card or two yellow cards in one game) will warrant automatic ejection of said player from the playing field. Spectator violent conduct will warrant automatic ejection of said person from the vicinity of the playing field. The match will be SUSPENDED while the player or spectator leaves the premises. If an ejected player or spectator does not leave the premises within two (2) minutes, the match can be TERMINATED.

A. Any player or coach/manager ejected from a game will be reported to the D & R Committee for disciplinary action. At a minimum, there will be a one (1) game suspension, in addition to the game in which player or coach/manager was ejected.

B. The D & R Committee will review each case and assess the proper disciplinary action in accordance with the guidelines below.

Level 1 Sanctions

One-game minimum suspension with no monetary fine.

1. Commits serious foul play (for violent conduct; see Level 2 Sanctions).
2. Denies the opposing team a goal or obvious goal-scoring opportunity by handling the ball or other offense punishable by a free kick or penalty kick.
3. Uses non-directed offensive, insulting or abusive language and/or gestures.
4. Receives a second caution (two yellow cards) within the same game.
5. Receives a third caution (three yellow cards) within the same season.

Level 2 Sanctions

One-game minimum suspension with possible monetary fine.

1. Commits violent conduct (for fighting, see Level 3 Sanctions). Suspension plus a monetary fine.
2. Uses offensive, insulting or abusive language and/or gestures directed at opponents, teammates or spectators (if toward referees; see Level 3 Sanctions). Suspension plus a monetary fine.
3. Plays an illegal player. Suspension plus a monetary fine assessed against both the team captain and player involved.

Level 3 Sanctions

One-game minimum suspension (up to a lifetime ban) plus mandatory monetary fine.

1. Any fighting incident. Suspension plus a monetary fine.

2. Uses offensive, insulting or abusive language and/or gestures directed at the referee, assistant referee, and/or fourth official. Suspension plus a monetary fine.
 3. Spits at an opponent, teammate, referee or any other person. Suspension plus a monetary fine.
 4. Any referee physical assault. Suspension plus a monetary fine.
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C. No coach/manager, player, or spectator shall:

- Threaten an official or another player, coach/manager or spectator
- Lay a hand upon, shove, or strike an official or another player, coach/manager or spectator
- Be guilty of objectionable demonstrations or verbal dissent at official's decision
- Refuse to abide by official's decision
- Physically or verbally attack any player, official, coach/manager, or spectator

D. Any person removed from a game must leave the playing field immediately.

E. League Officials have the authority to give warnings to players, substitutes, and spectators and suspend/eject if necessary. The League Official reserves the right to make the final decision in all matters if the referee is incapacitated.

F. Players guilty of Violent Conduct are subject to termination from the CSC upon review by the D & R Committee.

G. MASS CONFRONTATION – Teams involved in a mass confrontation will be sanctioned with a MINIMUM one game suspension, based on the referee's report. If it can be established that the majority of the players of either team become involved, OR that the behavior of the few involved is such that the game must be terminated for safety reasons, either or both teams are subject to suspensions. Cases involving mass confrontation will be evaluated and decided upon

by the CSC board, and referred to the D&R committee for administration. Decisions made by the board regarding mass confrontation MAY NOT be appealed.

Mass confrontation is defined as involvement by one or more players from either team with a situation on the field that does not directly involve them. Mass confrontation usually occurs following serious foul play or violent conduct and may or may not require a match to be terminated.

H. The league reserves the right to evaluate reports of unsporting conduct or failure to uphold the league's standards of conduct as defined in the Mission Statement, Team Representative Contract, and in the Player Conduct Form. A player's behavior or actions may be evaluated for compliance, **even if no sanctions have been taken against them by the referees**. In the case where violations to these principles occur, the CSC Board, through the D&R Committee, will take the necessary corrective actions, ranging from friendly reminders of the rules to player suspension.

ALCOHOLIC BEVERAGES AND TOBACCO PRODUCTS

Alcoholic beverages and tobacco products are NOT allowed at any playing field at any time. Teams are responsible for their spectators. Drinking or use of tobacco products is not allowed in recreation programs.

First Offense – Team: Forfeiture of next game. Player: Suspension from next game

Second Offense – Team and/or player suspended or terminated from the league.

REPORTING PROCEDURES

CSC strives to create a competitive yet safe soccer environment. If any player witnesses a violation of the league's conduct requirements, please notify our Adult League Director via email. The fact that a player is not cautioned or sent off by the referee is not validation that the player in question is meeting the conduct requirements of the CSC. Players whose conduct is in violation of these requirements, will be reviewed by the D&R Committee in the same manner as players receiving cautions or sendoffs (yellow or red cards). The League reserves the right to suspend or terminate a player who, in the opinion of the board, is a detriment to the League's objective of providing a fun, fair, and safe environment for its players.

LEAGUE STANDINGS

The league maintains a standings page to reflect the wins, losses, and draws for each team. League standings and scores will be updated weekly.

REFUNDS

100% refund before the 1st scheduled game. Partial refunds can be given anytime during a season. The amount of the partial refund will depend on when the refund is requested. Partial refunds are based on how many weeks of play remain in the current season. Refunds can not be given after a season has ended.