SOCAL Game Day Instructions 2023/2024 Season

Visit the website for Schedules and the Handbook SOCAL Soccer League Website

Zero Tolerance Abuse Policy and SOCAL Soccer League Parent Code of Conduct located in the SOCAL Handbook.

Playing Illegal players: $500 per instance

Forfeit Fines

1st Offense: $250
Clubs must notify the league before 12:00 pm the Tuesday before the game to avoid also paying the entire referees fee for the forfeited game.
2nd Offense: $500 plus full referees fees. Club will pay the referee fee regardless of notification date.
No Show:
1st Offense: $250 plus Club will pay referee fee.
2nd Offense: $500 plus full referees fees. Club will pay the referee fee regardless of notification date. SOCAL Admins will determine if the team needs to be removed from the league.

Communication
All communications from managers and coaches MUST come through their Club. Managers and Coaches first point of contact MUST be their club. **How to view Club Coach and Manager Contacts in Team Schedule**

Games Per Day for Players
Players may play no more than two games per day. See Club Pass Rule.

US Club Soccer Player Passcard

All players and Coaches must present their US Club Soccer player passcards to the Referee prior to the match. Virtual ID's, photos of passcards and physical passcards are all accepted forms of passcards. If the player or staff card picture is not on the ID card and/or the card is not laminated, the individual will not be eligible for the match.

Player Registration

All Players MUST be registered through GotSport according to US Club Soccer requirements.

A Player may ONLY be rostered to one team as a Primary Player. Players may only club pass within the same club per club pass rules. Club Pass players are only players within the same club. Players may only play for one club during any SOCAL event.

Forgotten US Club Soccer Player Passcard

If a team forgets their US Club Player passes for a SOCAL game the game can begin and can continue play if the player passcards are at the game by half-time. Virtual ID's, photos of passcards and physical passcards are all accepted forms of passcards. All managers and coaches are able to access Virtual ID's in GotSport.

Match Officials

If a referee is not present within the 15 minute grace period for a scheduled game, the game will be rescheduled. The coach or manager must contact their club to notify them and the club administrator will contact Blake George to reschedule the game. 7 v 7 games may be played with a coach facilitating the game.

Spectator Seating

ALL SPECTATORS FROM A TEAM will sit on the <u>same side of the field as their team</u>.

Spectators will NOT sit on opposite sides of the field from their team for League play.

Coaches are responsible for the spectators on their team.

Spectators may not sit behind goals or next to the corner flags.

Spectators are not to commingle with spectators from the opposing team. Spectors should sit on the opposite side of the half to the Assistant Referee.

Home Team has a choice of seating on the touchline.

Personnel on the Bench
- A maximum of 3 team officials are allowed in each team's technical area. Team officials must have a current US Club passcard from the Club in which they are coaching in order to sit in the technical area.
- A coach must have a minimum Grassroots license to coach a game in SOCAL.
- A manager with a current US Club passcard from the Club in which they are may cover for a coach in an emergency situation.

Playing Rules

All games under League jurisdiction shall be played according to the rules and regulations   recognized by the SOCAL Soccer League which shall be the same rules set by FIFA/U.S. Soccer (USSF) except for those exceptions authorized by FIFA or USSF.

All decisions made by SOCAL Discipline Committee and SOCAL League Administration are final.

SOCAL Soccer League Guideline

	U8-U10 (2017-2014)	U11 (2013)	U12 (2012)	U13-U14 (2011/2010)	U15-U16 (2009/2008)	U17-U19 (2007/2005)
Field Size (yds)	55/65 L 35/45 W	70/80 L 45/55 W	70/80 L 45/55 W	100/120 L 55/80 W	100/120 L 55/80 W	100/120 L 55/80 W
# of players	7v7	9v9	9v9	11v11	11v11	11v11
Minimum # of players	5	6	6	7	7	7
Roster Limits	12	16	16	26	26	26
# of players allowed to play each game	12	16	16	18	18	20
Goalkeeper	Yes	Yes	Yes	Yes	Yes	Yes
Playing Time	2x30	2x30	2x30	2x35	2x40	2x45
Half-Time	10 mins	10 mins	10 mins	10 mins	10 mins	10 mins
Ball Size	4	4	4	5	5	5
Goal Size (ft)	6.5x18.5- 7x21	6.5x18.5- 7x21	6.5x18.5- 7x21	8x24	8x24	8x24
Offside	Yes	Yes	Yes	Yes	Yes	Yes
Substitutions	Unlimited - Flights 1 - 4 on any possession, or if other team subs.					
NPL Substitutions	3 moments per half. Re-entry allowed. Half-time does not count as a moment					
Fouls (free kicks)	Indirect & Direct Free Kicks					
Free Kick clearance	8 yd	8 yd	8 yd	10 yd	10 yd	10 yd
Throw-in	Normal	Normal	Normal	Normal	Normal	Normal
Penalty Kicks	Yes (mark at *10 yds*)	Yes (mark at *10 yds*)	Yes (mark at *10 yds*)	Yes (mark at 12 yds)	Yes (mark at 12 yds)	Yes (mark at 12 yds)
Penalty Area (yds)	12x24	14x36	14x36	18 x 44	18 x 44	18 x 44
Goal Area (yards)	4x8	5x16	5x16	6 x 20	6 x 20	6 x 20
Heading	NO As per the Laws of the Game		YES As per the Laws of the Game			
Build-Out Line	Yes	None				

How to Set Match Day Roster and Club Pass

NPL Player Eligibility

A player may not play for more than one team within an age group in the NPL. Players may club pass "up" between NPL teams outside of their age group and may play no more than 2 games per day. No more than 2 players and 1 goalkeeper (who must play in goal) can Club Pass to another NPL team from the same club OR to Flight 1. NPL players may NOT club pass to teams in Flight 2-4.

NPL and Non-NPL Player Eligibility

For 11v11 games (2007-2005): A maximum of 20 players may be dressed and play in a game. The 20 players must be on the official Match Report given to the match official and opposing team before the start of the game. Any players listed on the roster that will not play must have a line through their names on the Match Report or set as inactive players.

For 11v11 games (2011-2008): A maximum of 18 players may be dressed and play in a game. The 18 players must be on the official Match Report given to the match official and opposing team before the start of the game. Any players listed on the roster that will not play must have a line through their names on the Match Report or set as inactive players.

For 9v9 games: A maximum of 16 players may be dressed and play in a game.

For 7v7 games: A maximum of 12 players may be dressed and play in a game.

CLUB PASS PLAYERS

A Player may ONLY be rostered to one team as a Primary Player. Players may only club pass within the same club per club pass rules. Club Pass players are only players within the same club. Players may only club pass within the same club per club pass rules. Club Pass players are only players within the same club. Players may only play for one club during any SOCAL event.

No Guest Players (players with a Player Pass from another Club or League) are NOT allowed to play in SOCAL competitions. Guest players are not the same as Club Passed players.

Players may only club pass within the same club per club pass rules. Club Pass players are only players within the same club. Players may only play for one club during any SOCAL event.

PLAYER CLUB PASS LIMITS

Limits for the amount of players that can Club Pass are as follows:

7v7 and 9v9 games – limit 4 players per game

11v11 games – limit 8 players per game (non-NPL games)

Club pass players must be handwritten in on Match Report or added to the team as Club Pass Player in [GotSport.](#)

NPL Players can ONLY Club Pass to Flight 1 teams and older NPL teams within their club.

Limits of Club Passing for NPL players are 2 field players + 1 goalkeeper that MUST play in goal (not on the field).

NPL players may NOT Club pass to Flight 2, 3 or 4 teams.

PLAYER CLUB PASS LIMITS (SAN DIEGO ONLY)

Limits for the amount of players that can Club Pass are as follows:

7v7 and 9v9 games – limit 3 players per game

11v11 games – limit 4 players per game (non-NPL games)

Club pass players must be handwritten in on Match Report or added to the team as Club Pass Player in [GotSport.](#)

**NO players FROM Leagues OUTSIDE OF SOCAL MAY CLUB PASS TO SOCAL TEAMS

REGARDLESS OF THE League THEY ARE PLAYING IN. All players participating in SOCAL games MUST have US Club SOCCER PLAYER CARDS indicating the player participates in the SOCAL League. ECNL/ECRL player cards are no longer valid in the SOCAL League. A player's PRIMARY team MUST be a SOCAL team. If a player plays on a few occasions on an outside league team they may, but the PRIMARY team MUST be the SOCAL team.

Club Pass Rule - PLAYER MOVEMENT BETWEEN TEAMS (Applies to all ages groups except 2016-2017)

1. Players may play no more than 2 games per day.
2. **Players may play 2 games in the same age group, and in the same flight although they may NOT play in the SAME geographical bracket on the same day. As an example - a 2012 player can play for a 2012 team in Flight 2 South I but can not play for another team in Flight 2 South I. However, the player may play for a team in Flight 2 South II.**
3. Players can Club Pass either up or down between Flights 1, 2, 3 and 4.
4. Players can Club Pass up from any flight to the NPL.
5. NPL players can ONLY Club Pass to Flight 1 teams and older NPL teams within their club.
6. Limits of Club Passing for NPL players are 2 field players + 1 goalkeeper that MUST play in goal (not on the field).
7. NPL players may NOT Club pass to Flight 2, 3 or 4 teams.
8. A player's PRIMARY team MUST be a SOCAL team. Players may only club pass within the same club per club pass rules. Club Pass players are only players within the same club. Players may only play for one club during any SOCAL event.
9. Players that play up in an age group as their Primary team may be club passed to a team in their actual age group. Example: Sally, born in 2012 plays on a 2011 team as her primary team

may be club passed to play on a 2012 team because her age is appropriate for that team as well.

Guest Players
No Guest Players (players with a Player Pass from another Club or League) are NOT allowed to play in SOCAL competitions. Guest players are not the same as Club Passed players.

Player Uniforms
Opponents must wear colors that distinguish them from each other, and also the Referee and the Assistant Referees. It is recommended that the home team wears light uniforms while the away team wears dark uniforms. Each goalkeeper must wear colors that distinguish them from the other players, the Referee, and the assistant Referees. All players on a team except the goalkeeper shall wear identical uniforms (shirts, shorts, and socks).
- If there is a conflict in the uniform color, the away team shall change uniforms.
- Player numbers must be affixed to the back of the uniform shirt. Each Player on a team shall wear a unique number.

Game Ball
The home team is the team listed first on the official schedule. The home team will furnish three game balls.

League Standings
7v7 Scores must be entered in GS, scores and standings will not be posted.
Scores and standings will be posted for all 9v9 and 11v11 divisions.
SOCAL has promotion and relegation ONLY between Discovery NPL and Flight 1.
Medals are awarded to 1st place winners in all 9v9 and 11v11 brackets only.

Game Scores/ Red Cards/Double Yellow/Send Offs

New for 2023 - 2024 - All Game Scoring Including NPL

- **Failure to Report by Team Issued a Red Card/Double Yellow or Send Off Fine:** $200 per instance

- All Game Scores and Red Cards/Double Yellow/Send Offs must be entered in GotSport by **BOTH TEAMS** within 48 hours after the game. However, for teams that play back to back Saturday and Sunday games, scores and Red Cards/Double Yellow/Send Offs must be posted on Saturday.
- Send Offs include any spector, player, coach or manager told to leave the game by the referee regardless of being shown a card or not.

Red Card Suspension Rules/League Discipline Policies

Coaches - Any coach send-off is 3-games, Club wide. No coaching of any team for 3 games including any other team they coach until the 3rd game has been served in which the card was issued. No other team can be coached during the suspension period.

Spectators- Any spectator send-off is a minimum 3 Game suspension

Referee Abuse - By player, coach or spectators will be reviewed for appropriate length of suspension.

*Coaches, Team Administrators and Spectators can be shown Yellow or Red Cards. Playing Illegal players - $500 per instance (non-US Club Soccer registered players)

Substitutions

As per FIFA guidelines, unlimited substitutions are allowed in all age groups, Flights 1, 2, 3 and 4 as follows (not including Discovery NPL):
- Unlimited substitutions are allowed during any stoppage.
- Teams may substitute only with the Referee's permission. Substitutes must wait at the halfway line (off of the Field of play) until the Field Player has left the Field of play and/or the Referee has indicated the substitute may enter the Field of play.
- Substitutions by either team are allowed at any stoppage of play with the permission of the Referee.

Substitutions - Discovery NPL

- 3 moments, per half, for substitutions. Half-time does not count as a moment. Re-entry is allowed per half at the moments used by the coach. Subbing on the moment of an opposition, still counts towards a team's 3 moments.

- In accordance with the new USSF Head Injury guidelines, a substitution for a suspected head injury will not count against re-entry rules.

Red Card/Double Yellow/Send Off Reporting Instructions

1. Both Teams collect Match Report at the end of the game from the referee.
2. Both Teams enter the Score and Red Card/Double Yellow/Send Offs/Head Injury immediately into GotSport.
3. If a Red Card/Double Yellow is issued, both teams must send a copy of the Match Report to redcardreports@socalsoccerleague.org with the MATCH # in the subject line.
4. A Player that receives a Red Card/Double Yellow on Saturday will automatically be suspended for the next match regardless of receiving a suspension notification.

How to Ensure a player is cleared after receiving a Red Card

1. Send a copy of the Match Report to redcardreports@socalsoccerleague.org after every game suspension is served.
2. Enter the score in GotSport immediately after each game. The system will not clear the player unless the score is entered.

All suspected head injuries must be reported on game day in [GotSport Scoring](#) and SOCAL Soccer League must be notified within 24 hours of injury. All reports must be sent to Christine Van Slyke at **headinjuryreports@socalsoccerleague.org**

Forfeits

Forfeits will be scored 0-1 against the forfeiting team. Any game schedule changed after Tuesday at midnight the week of a scheduled game will be subject to a forfeit fine. See Forfeit Fine above.

Field Closures will be communicated by SOCAL to teams directly.

Field Rules - Violation of field rules may result in team or spectator suspensions.

- No animals of any kind are allowed on the sideline at any SOCAL game. Check the venue you are playing at to confirm if pets are allowed at the venue. Regardless, THEY ARE NOT ALLOWED TO BE ON THE SIDELINES or BEHIND THE GOALS or in close proximity to the field of play to protect the players safety as well as the spectators safety.
- No artificial noise makers such as drums, air horns, drones etc. are allowed.
- No Alcohol
- No Illegal Drugs
- No Weapons of any type

Visit the SOCAL Website for Field Locations

Manager/Coach Duties BEFORE the Game

How to Set Match Day Roster and Club Pass

Home Team Before Game

- Home Team Print 3 copies of Official SOCAL Match Report and submit to Referees. Game will not be played without a Match Report.
- Visiting team should bring one copy of the match report to each game.
- **How To Print Match Report.**
- Home Team has a choice of seating on the touchline. See Seating Rule above.

<div align="center">**Both Teams Before Game**</div>

- Jersey numbers must be entered in GotSport. **How To Enter Jersey Numbers**.
- All Players must be uniform 15 minutes prior to kick off.
- **Referee Fees** must be paid before each game. Cash on the field. Each team pays ½ of the total fees due.
- Submit Virtual ID's, photos of passcards or physical Player Passcards to the Referee.

<div align="center">**Visiting Team Before Game**</div>

- Away teams must change jerseys if the referee deems a color conflict.
- Visiting Teams should always bring 1 copy of the Match Report. Game will not be played without a Match Report.

Manager/Coach Duties AFTER the Game

<div align="center">**Both Teams After Game**</div>

- Thank the Referees.
- Collect Player Passcards from the Referee.
- Sign Match Reports.
- Collect one copy of the Match Report with the referee's score on the sheet. If only one Match Report is present, take a photo of the match report, the Referee will keep the paper Match report.
- **Game Scoring - Enter Scores and Red Cards/Double Yellow/Send Offs**

PIN # Located on the top corner of the Match Report. Use the QR code to access the scoring in GotSport.

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