

PROSPECTOR SOCCER CLUB RULES AND REGULATIONS

3:01 INSURANCE

3:01:01 All claims for injuries to be claimed against medical insurance shall be completed on the proper form, which is provided to each coach, as specified by CYSA procedures.

3:02 REGISTRATION PROCEDURES

3:02:01 Club registration procedures, in addition to those mentioned forthwith, are established by the Club Registrar in accordance with League policy and procedures and shall be approved by the Club Board.

3:02:02 Players registering after teams have been formed will only be accepted by the Club if there is a team within the player's division with fewer than the maximum number of players allowed or if there is a coach within the division willing to accept the player. Late signups will be assigned to teams with priority given to teams with the fewest number of active players on its roster.

3:02:03 Player registration will be accepted and verified by the Club Registrar according to the procedures established by the Club Board. Registration matters shall include:

- A. The appropriate registration form as specified by CYSA
- B. A recent picture of the player in a size appropriate for attachment to the Player pass.
- C. Proof of age requirements as specified in the CYSA PIM 01-2 shall consist of birth certificate; birth registration issued by an appropriate government agency; board of health records; passport; alien registration card issued by the United States Government; a certificate issued by the Immigration and Naturalization Service attesting to age; a certification of an American citizen born abroad issued by the appropriate government agency; a current driver's license; or a current identification card issued by the Department of Motor Vehicles. Hospital, baptism, religious certificates, or immunization records will not be accepted.
- D. Full payment of all dues and fees established by the Club Board for that year.

3:02:04 Registration fees will not be refunded after July 1st. Requests for registration fee refunds must be received in writing to the Club Registrar before July 1st.

3:02:05 There will be a late registration fee in an amount determined by the Board for players who register after registration is closed. There is no guarantee that space will be available on a team if a player misses registration.

3:03 PLAYER PASSES

3:03:01 All players shall present their player passes to the Referee before entering the game. All passes are to be returned to the coach or manager of the team at the conclusion of the game, unless a player is ejected. All retained passes are to be forwarded to the PAD Committee chairperson immediately.

3:03:02 If a player does not present a player pass to the Referee prior to entering the game, the player may not participate in that game.

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3:04 RULES OF PLAY

3:04:01 The rules of play shall be the "Laws of the Game" as established by FIFA. All contests sanctioned by the League shall abide by the "Laws of the Game" and the modifications published by this Club, EDYSL and CYSA.

3:04:02 Players wearing orthopedic casts shall not be eligible to participate in any game.

3:04:03 Charging the goalkeeper shall not be permitted at any time while the goalkeeper is within his/her own penalty area. Charging the goalkeeper shall be defined as any substantial contact initiated by the attacking player, either through intent or carelessness, whether or not the goalkeeper has possession of the ball. Any player guilty of intentionally charging the goalkeeper will be given an automatic yellow card. If the referee judges the charging to be violent or intentional, the offending player may be ejected from the game.

3:04:04 Coaching from the sidelines, which is defined as giving directions to one's own team on points of strategy and position is permitted only by the team's registered coaches or assistants, providing:

- A. No mechanical devices are used.
- B. The tone of voice is informative, not a harangue.
- C. No coach, substitute, player or spectator is outside the team's bench area (i.e., on one side of the field only).
- D. No coach, substitute, player or spectator is to make derogatory remarks or gestures to the officials, coaches, other players, substitutes or spectators.
- E. No coach, substitute or player is to use profanity.
- F. No coach, substitute or player is to incite, in any manner, disruptive behavior of any kind.

The penalty for violation of any of the above rules shall be ejection from the game and disciplinary action will be taken by the PAD Committee.

3:04:05 Coaches may limit a player's game time only for disciplinary reasons, illness or injury. Such action must be noted on the referee report card and the game card forwarded to the PAD Committee for review. If additional action is required, the coach will refer the matter to the PAD Committee.

3:04:06 Players may be substituted only during the stoppage of the game (FIFA Law III, International Board Decision #6, and Law IX, paragraphs (a) and (b)). The number of substitutions shall be unlimited. Substitutions may be made for the following times:

- A. Prior to a throw-in your favor.
- B. Prior to a goal kick.
- C. After a goal by either team
- D. After an injury by either team, when a referee stops play.
- E. At half time, or quarters, if used.
- F. When a player is cautioned, the coach may substitute for the cautioned player.

In any case, a substitute may not enter the field of play until he has been given a signal to do so by the referee.

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3:04:07 All players must wear a standard uniform as approved by the Club Board. This uniform contains a numbered, reversible jersey, shorts, shin guards, and socks.

3:04:08 The Select Team may have a non-standard uniform as long as it complies with the Club's colors and the uniform has either a reversible jersey, or two jerseys, in order to avoid a color conflict with other teams.

3:04:09 The referee's judgment with regard to the physical condition of the field and its acceptance for play, to the actual happenings and occurrences related to the conduct of the game and those prerogatives granted to him/her by the "Laws of the Game" as published by FIFA, shall not be challenged.

3:05 REFEREE'S DUTIES

3:05:01 Prior to the start of the game, the Referee shall:

- A. Require that both teams enter all the appropriate information on the referee report card, and that the coach or manager verify that the information listed is correct.
- B. Inspect the player passes of those players who are to participate in the game and verify their identity and that the League Executive Registrar's stamp is over the picture. The referee must allow no player into the game for whom he/she has no pass.
- C. Make sure that each player's equipment is in proper order and that no player is wearing jewelry, hair styles, hair adornments or other items which may cause injury to themselves or to other players.

3:05:02 Upon completion of the game, the Referee shall:

- A. Complete the referee report card, which must be filed for every game played. The referee shall also require that the coach or manager of each team sign the referee report card verifying that the information entered on the card is correct. The referee should solicit comments from the coaches to be entered on the card.
- B. If a player was ejected from the game, complete a report form. The Referee shall forward the report and game card to the PAD Committee chairperson within forty-eight (48) hours, along with the player pass of the ejected player.
- C. Any damage to or shortage of equipment should be noted on the report card, along with any special circumstances at the field or during the game.

3:06 COACHES

3:06:01 Each team is responsible for furnishing its own coach. If the team is unable to provide a qualified coach and the Coaches Coordinator cannot supply a coach, the team will be disbanded and the players placed on a waiting list for assignment to another team.

3:06:02 The Club will make available a copy of the FIFA "Laws of the Game" and of the CYSA EDYSL and Club Constitution, Bylaws and Rules and Regulations for each coach.

3:06:03 Prospective coaches will be evaluated and ranked for the purposes of selection based on the following factors: Level of license held, years experience

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coaching, years coaching within the Prospector Soccer Club, past disciplinary actions, and recommendations from parents of former players. Coaches will be ranked collectively as follows; For recreation teams, the Coaches Coordinator and Age Group Coordinators will provide a list of recommended coaches for approval to the Prospector Board of Directors for approval. For select teams, the Select Coordinator and Select Committee will provide a list of recommended coaches for approval to the Prospector Board of Directors for approval.

3:06:04 In all cases, the Club Board must approve assignment of coaches. The Club Board may assign new coaches to teams for the Good of the Game.

3:06:05 Each coach will be supplied with a medical release form and a player pass for each player assigned to his/her team. A player may practice with his/her team once the player has registered with the Club and the coach has a signed consent form. A player may play in a game only after the coach has received a player pass for the player. The coach must have the medical release form in his/her presence at any event where the players are present.

3:06:06 Coaches, managers and parents are not allowed to enter the field of play to assist an injured player until the referee instructs them to do so.

3:06:07 Each coach must attend a coaching clinic and designated Club meetings, as determined by the Club Board, and is responsible for understanding the "Laws of the Game" and Rules and Regulations of this Club.

3:06:08 In the event that any team is not going to show up for a scheduled Club game, the coach or manager must notify the Club President or Referee Coordinator at least two (2) days prior to the game. If a coach fails to provide such notification, the game will be forfeited and the coach will be subject to PAD Committee action. The PAD Committee will observe the following guidelines: A maximum fine of \$10 per incident and referee's pay for that game, and/or suspension of the coach or manager for a maximum of two (2) games. In the event that such infraction occurs at the end of the season, all Club awards and privileges for that team may be withheld until such fines are paid.

3:06:09 Each Coach coaching Division I, II, III teams shall hold a minimum "E" License as issued by CYSA or shall have a waiver of those clinics to obtain said license by the Coaching Director of CYSA.

3:06:10 Each Coach coaching Division IV, U-12 and above teams, shall hold a minimum "F" License as issued by CYSA or shall have a waiver of those clinics to obtain said license by the Club. However, the Club strongly encourages U-10 and below coaches to obtain an "F" license.

3:07 REFEREES

3:07:01 The Club is responsible for furnishing a referee. Referees must be certified by CYSA and maintain current status of that certification.

3:08 FIELDS

3:08:01 In addition to standardized marking for soccer fields, all fields will be required to mark a spectator and coaches line on each side of the field. The spectator line should be three (3) yards from the touchline and shall not extend into the penalty area. The coach's line will extend ten (10) yards on each side of the centerline.

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3:08:02 The Equipment Coordinator is responsible for setting up the fields under its jurisdiction and maintaining the necessary equipment in good repair.

3:09 EJECTIONS COMMITTEE

3:09:01 If a player is ejected, then the Referee shall mail the player's pass to the PAD Committee chairperson, along with the Referee's game report. That player is ineligible until the player's pass is returned to that player.

3:09:02 The Referee's Game Report card must identify offending persons sufficiently for the PAD Committee to maintain a record of individual reasons for ejection. Referee's written report of matters not requiring disciplinary action (e.g. field conditions and equipment not available) should be sent to the Field Manager, with copy to the PAD Committee.

3:09:03 Red card ejections cannot be protested. The PAD Committee will determine the penalty, using the guidelines specified in the CYSA Specific Rules, and based on the report filed by the referee officiating the game and any reports filed on behalf of any concerned party.

However, no player will be allowed to appear before the PAD Committee for this purpose unless agreed to by working quorum present at the meeting.

3:10 PROTESTS AND APPEALS PROCEDURES

3:10:01 As specified in the League Bylaws, all protests from Inter-club games will be heard by the League PAD Committee directly, while Intra-club games are heard by the Club PAD Committee.

3:10:02 Protests or official complaints of rule violations during divisional or tournament games must be filed with the chair of the PAD Committee. All protests must comply with the following rules:

- A. The protesting Coach should notify the Coach of the opposing team before leaving the field of play. If the referee's ruling is being appealed, the referee should be so notified at the end of the game. In all cases the intent to protest must be noted on the Referee Report card.
- B. Referee decisions that are purely "judgment calls" shall not be appealed.
- C. A fee of \$10 must accompany any protest or appeal to the PAD Committee. This fee will be returned if the PAD Committee upholds the protest or appeal, or if a higher authority overturns the decision.
- D. The protest or appeal must be submitted in writing to the PAD Committee or postmarked within seventy-two (72) hours of the incident being protested.
- E. The PAD Committee shall hear or consider every matter submitted at a meeting to be scheduled, whenever possible, during the week following the incident.
- F. The PAD Committee shall maintain complete records (i.e. Game Report cards, letters of protest, minutes of hearings and any correspondence) of each protest. Results will be reported at each monthly Board of Directors meeting. All members of the

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PAD Committee will receive copies of the minutes and results of each hearing, and to any others upon request.

3:10:03 The PAD Committee may place on probation any referee, coach or player for violation of any of the rules of the CYSA, EDYSL or this Club.

3:10:04 In addition to the areas specified with the CYSA Specific Rules, referees, coaches and/or players may be suspended from regularly scheduled League games for the following violations:

- A. Failing to play all registered players at least one-half (1/2) of said game, except for disciplinary purposes, illness, injury and provided that notice is written on the Referee Report card prior to the beginning of the game.
- B. For playing a player who is not registered on the team.
- C. For committing, while on probation, the same or similar violations.

3:10:05 The following violations are grounds for forfeiture of the game in which they are committed. A game, which is forfeited, is given a score of 1-0 in favor of the non-forfeiting team.

- A. Any team delaying the start of a scheduled game more than fifteen (15) minutes without sanction of the proper authority.
- B. If a player plays in a game and is not properly registered, his team shall automatically forfeit that game and may face future disciplinary action by the PAD Committee, depending upon the nature of this violation.
- C. All registered players in attendance at the start of the game play at least one-half (1/2) of said game, except for disciplinary reasons, illness or injury. (Refer to 3:04:06). Failure to allow a player to participate in one-half (1/2) of said game will result in forfeiture of the game by the violating team and/or suspension of the coach, providing the protest procedures outlined in these Rules are followed.
- D. In the event that both teams do not show up for a scheduled game, and the Referee rules the ground playable, then both teams shall be assessed with a loss.

3:10:06 If a team has lost or tied a scheduled game, that team may not win that game by protest (except as noted in "C" above). If a team, which has lost or tied a scheduled game is awarded a favorable protest that game will be replayed.

3:10:07 All Club PAD Committee decisions may be appealed to the League PAD Committee. All protests or appeals are to be in writing and delivered to the League Vice President within forty-eight (48) hours following the Club disciplinary decision. The fee to appeal or protest is fifteen (15) dollars, which must be submitted with the appeal.

3:10:08 All League PAD Committee decisions may be appealed to CYSA through the district VI Commissioner. All protests or appeals are to be in writing and delivered to the District VI Commissioner and this League within forty-eight (48) hours following the date of the League disciplinary decision being protested or appealed. The proper form (\$25.00) must be enclosed and shall be returned if the protest or appeal is upheld. This fee shall be retained if the protest or the appeal is denied, unless the PAD Committee is overruled by a higher authority.

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3:11 DIVISIONAL PLAY

3:11:01 The Club will field teams in the following divisions:

- Under-6 Mixed
- Under-8 Mixed
- Under-8 Girls
- Under-10 Mixed
- Under-10 Girls
- Under-12 Mixed
- Under-12 Girls
- Under-14 Mixed
- Under-14 Girls
- Under-16 Mixed
- Under-16 Girls
- Under-19 Mixed

If the Club cannot field a team in a specific division, the Club will notify the League Executive Registrar and the player's registrations will be turned over to the geographically nearest Club.

3:11:02 In addition to the above mentioned divisions, the Club is encouraged to have at least one Select team in each of the U-10 through U16 age groups; These teams will play against similar teams from the other Clubs.

3:11:03 Players may only be moved to a different division through parental request, However, players may not play "down" a division (i.e. if they are Under-10 they cannot play Under-8) nor play "up" more than one division (i.e. Under-12 Girls cannot play on Under-16 Girls). For Division IV, only two (2) players may play up a division per team and all requests to play up a division must be approved by the Club Board.

3:11:04 If the Club does not have sufficient teams in an age group to provide divisional play, it may combine with another Club or Clubs to form a division.

3:12 UNDER-6 REGULATIONS

3:12:01 A game shall consist of four (4) eight (8) minute quarters. One (1) minute is allowed between quarters for substitutions only, and there is a five (5) minute half time. The coach may not enter the field and players who are to remain in the game may not leave the field during substitution break. Substitutions may only be made at the quarter breaks, at halftime, or in case of an injury. There is no goalie used in these games.

3:12:02 A maximum of three (3) players per team may be on the field at one time. Recommended team size is eight (8), maximum ten (10) players. Each Team shall field two squads so that two games can be played simultaneously.

3:12:03 The field of play shall be approximately twenty five (25) yards long by twenty (20) yards wide. The goal area shall be three (3) yards by six (6) yards. Goals shall not be used; instead cones will mark an area two (2) yards wide.

3:12:04 Referees shall not be required for game play. One Game Monitor (referee, coach, parent, etc.) shall be supplied by each team. Only very intentional fouls are to be called. All fouls will result in an indirect free kick (with

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the opponent five (5) yards away.) The game monitor is encouraged to explain all infractions to the offending player.

3:12:05 Throw-ins will conform to the laws of the game. WITH ONE (1) RE-THROW ALLOWED after an explanation.

3:12:06 Quarters are started by a kickoff by the team that kicked off at the beginning of the half.

3:12:07 No direct or penalty kicks are allowed in these games. Therefore, a goal scored on a kick-off would be disallowed and the play would restart with the defending team taking a goal kick.

3:13 UNDER-8 REGULATIONS

3:13:01 A game shall consist of four (4) ten (10) minute quarters, with a five (5) minute half time and one (1) minute allowed between quarters for substitutions only. The coach may not enter the field and players who are to remain in the game may not leave the field during substitution break.

3:13:02 A maximum of five(5) players per team may be on the field at one time. A match will not be considered valid if there are fewer than (3) players on either team. Recommended team size is thirteen (13) players, maximum thirteen(13) players. Each team shall field two squads so that two games may be played simultaneously.

3:13:03 The field of play shall conform to the EDYSL Modifications to "Laws of the Game" Summary (3:21).

3:13:04 All fouls will result in an indirect free kick (with the opponent six (6) yards away.) The referee is encouraged to explain all infractions to the offending player.

3:13:05 Quarters are started by kickoff by the team that kicked off at the beginning of the half.

3.13.06 No direct or penalty kicks are allowed in these games.

3:14 UNDER-10 REGULATIONS

3:14:01 A game shall consist of two (2) twenty-five (25) minute halves with a five (5) minute half time. Quarters may not be played.

3:14:02 A maximum of nine(9) players per team may be on the field at one time. A match will not be considered valid if there are fewer than six (6) players on either team. Recommended team size is eleven (11) players, maximum thirteen (13) players, except for the U-10 Select team, which will participate as specified in 13:15:02

3:14:03 The field of play shall conform to the EDYSL Modifications to "Laws of the Game" Summary (3:21). The goals shall be a minimum of six (6) and a maximum of seven (7) feet high and a minimum of six (6) and a maximum of seven (7) yards wide. This is with the exception of the U-10 Select team whose field of play and appurtenances shall be specified in 13:15:03.

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13:15 UNDER-12 REGULATIONS

13:15:01 A game shall consist of two (2) thirty (30) minute halves with a five (5) minute half time. Quarters may not be played.

13:15:02 A maximum of eleven (11) players per team may be on the field at one time. A match will not be considered valid in there are fewer then seven (7) players on either team. Recommended team size is fifteen (15) players, maximum eighteen (18) players.

13:15:03 The field of play and appurtenances shall be of standard as specified by FIFA.

13:16 UNDER-14 REGULATIONS

13:16:01 A game shall consist of two (2) thirty-five (35) minute halves with a five (5) minute half time. Quarters may not be played.

13:16:02 A maximum of eleven (11) players per team may be on the field at one time. A match will not be considered valid in there are fewer then seven (7) players on either team. Recommended team size is fifteen (15) players, maximum eighteen (18) players.

13:16:03 The field of play and appurtenances shall be of standard as specified by FIFA.

13:17 UNDER-16 REGULATIONS

13:17:01 A game shall consist of two (2) forty (40) minute halves with a five (5) minute half time. Quarters may not be played.

13:17:02 A maximum of eleven (11) players per team may be on the field at one time. A match will not be considered valid in there are fewer then seven (7) players on either team. Recommended team size is fifteen (15) players, maximum eighteen (18) players.

13:17:03 The field of play and appurtenances shall be of standard as specified by FIFA.

13:18 ALCOHOLIC BEVERAGE PROHIBITION

13:18:01 The use and/or consumption of any alcoholic beverages, immediately before, during or immediately after the playing of any youth soccer game is expressly prohibited.

13:18:02 Any player, team official, League official or any other member of this Club who violates this prohibition shall be subject to disciplinary action and/or suspension by the PAD Committee.

3:19 RECREATIONAL TEAM FORMATION

13:19:01 Team formation guidelines have been adopted by the Club for recreational divisional play.

13:19:02 Experience is defined as the number of years a player has played soccer.

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13:19:03 Players remaining in the same age group as the previous year shall be assigned to the same team as the previous year. Returning players registering after team formation will not automatically be placed on their team from the previous year.

13:19:04 Existing teams will be reassigned their returning players and new teams will be assigned the number of experienced players needed to equal the lowest number of returning players on any existing team. After the initial assignment, each team will be assigned, in order by draw, enough additional players to equal the level of the team with the most returning players, until all experienced players are assigned.

13:19:05 Only when all experienced players have been assigned would new players be assigned to teams, one at a time to each team, until all players are assigned or all teams are filled. All remaining players will be placed on a waiting list.

13:19:06 All players, except those remaining on the same team as the previous year, will be assigned by random drawing, whether from the experienced or inexperienced group.

13:19:07 No player will be considered registered until the registration form is completed and accepted by the Registrar and all fees are paid. Any player who requires sponsorship aid should note the fact prior to their acceptance as a registered player.

13:19:08 An exception to the random assignment of players may occur due to the following reasons:

- A. The need to move a coach to a team. In this case, the child of a prospective coach may be switched with a player with like experience in order to assign the coach to a team.
- B. Siblings in the same age group shall be assigned to the same team, unless specifically requested otherwise.
- C. Assignment of players to teams due to hardship will be assigned when such requests are submitted in writing and deemed valid and appropriate. When a player requests not to be assigned to a specific team, the above criteria will also be followed. The above requests will have to be approved by the Club Board.

13.19.09 Players wishing to transfer to another team after coaches have received their team rosters is strongly discouraged. Players will only be transferred to another team after this time with Board approval in extraordinary circumstances. Transfer fees of \$30 per player are payable to the Club in addition to any fees assessed by the League or District. However, if a player is transferred to another team due to the Club misplacement, no fees are payable.

3:20 RECREATIONAL TEAM WAIT LIST

3:20:01 The Club Registrar will maintain a waiting list of interested players after registration is closed. These players will be offered to be placed on a team if space becomes available due to transfers, dropouts, etc and will be required to fill all registration forms and fees, including any late fees that apply. There is no guarantee that players on the wait list will be placed on a team.

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3:21

California Youth Soccer Association, District VI
El Dorado Youth Soccer League
Modifications to "Laws of the Game" Summary

Law 1. Field of Play

U-6	Length	33 yards	Width	20 yards	Goal /Cones	4 yards
U-8	Length	35-40 yards	Width	25-30 yards	Goal	6' high 6 yds wide
U-10	Length	60-80 yards	Width	35-45 yards	Goal	7' high 7 yds wide

Law 2. The Ball

U-6	#3	U-10	#4	U-14	#5	U-19	#5
U-8	#3	U-12	#4	U-16	#5		

Law 3. The Number of Players

U-6	Max. 3	Min. 3 (No Keeper)	U-10	Max. 9	Min. 6 (Tournaments Max. 8)
U-8	Max. 5	Min. 3	U-12	Max. 11	Min. 7

The number of substitutions shall be unlimited.

Players may be substituted at the following times, with the Referees permission:

- A. Prior to a throw-in, in your favor
- B. Prior to a goal kick, by either team
- C. After a goal, by either team
- D. After an injury, when the referee stops play, by either team
- E. At half time, or Quarter break
- F. When the referee stops play to caution a player, only the cautioned player may be substituted.

Law 4. The Players Equipment

Players wearing orthopedic casts, air-splints or metal splints shall not be eligible to participate in any game.

When colors of uniform are similar, the home team must effect a change.

Law 7. The Duration of the Match

U-6	Four Quarters - 8 minutes	U-12	Two Halves - 30 minutes
U-8	Four Quarters - 10 minutes	U-14	Two Halves - 35 minutes
U-10	Two Halves - 25 minutes	U-16	Two Halves - 40 minutes

Law 11. Offside

U-6	No Offside calls
U-8	Only flagrant violations called by Center Referee.

Law 13. Free Kick

U-6	Indirect Only, No Direct Kicks. (5 yards away)
U-8	Indirect Only, No Direct Kicks. (6 yards away)

Law 14. Penalty Kick

U-6	No Penalty Kicks
U-8	No Penalty Kicks

Law 15. Throw-in

U-6	One Re-Throw allowed after an explanation by Referee
U-8	One Re-Throw allowed after an explanation by Referee