

# **JUSA**

# **Handbook**

## **2016-2017**

JUNIOR UNITED SOCCER ASSOCIATION (JUSA) is a non-profit corporation promoting youth soccer in the cities of Anaheim, Placentia, and Yorba Linda.

Office address and phone number:

Junior United Soccer Association  
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Anaheim, CA 92807  
(714) 970-7909

For information and office hours, visit [www.jusa.org](http://www.jusa.org)

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**Junior United Soccer Association****Introduction**

This Handbook details the Regulations and Playing Rules of the Junior United Soccer Association (JUSA). Soccer is an international sport governed by the basic Laws of the Game as written by The International Football Association Board (IFAB). These rules are modified and amended to meet the needs of our youth players and administrators.

JUSA By-laws may be found on our website at [www.jusa.org](http://www.jusa.org)

**Emergencies**

For any emergency medical situation immediately dial 911 and request assistance.

**Hospitals**

Placentia Linda Hospital (Yorba Linda Blvd. at Rose Drive) (714) 993-2000

Anaheim Regional (La Palma between Harbor and Euclid) (714) 774-1450

Kaiser Permanente (La Palma between Kraemer and Tustin) (714) 644-2000

St. Jude Medical Center (In Fullerton, Harbor & Bastanchury) (714) 871-3280

**Accident Insurance**

All registered members, including players, team officials, managers, coaches, trainers, referees, and league administrators are covered at sanctioned events. The insurance benefits are secondary to any other collectable coverage and become primary only if there is no other coverage. The policy contains a deductible and the amount of the deductible as well as the limits of coverage vary from year to year. This policy is administered by the California Youth Soccer Association - South (Cal South).

In the event of an accident or injury, a report must be filed with the registrar within 48 hours. Claim forms shall be filled out and submitted promptly to the registrar. The registrar shall forward it to the insurance administrator at Cal South for review and determination.

### **History of the Junior United Soccer Association**

In 1973 a few local soccer enthusiasts introduced the game of soccer to the residents of the Placentia area. They organized under the banner of “MINIKICKERS” and about 400 boys and girls participated the first year. These pioneering individuals were excited and the word rapidly spread into Fullerton and Brea that soccer was a great game for our kids. In 1974 the club voted to change its name to JUSA, Junior United Soccer Association. The numbers grew rapidly and soon JUSA joined the newly formed California Youth Soccer Association as an independent league. The geographical boundaries were adjusted and the growing towns of Yorba Linda and Anaheim added more teams and players. Brea and Fullerton broke away to form their own leagues and clubs. JUSA continued to grow.

The Board of Directors filed Incorporation papers with the State of California and registered as a “Non-Profit Corporation” in 1975. The numbers grew and our league expanded to offer organized “clinic” play for 5 and 6-year-old children. With the addition of our competitive teams, JUSA became one of the largest independent clubs in the United States.

From the beginning, JUSA’s goals have been to advance and promote physical fitness, to prevent juvenile delinquency, to develop skills and knowledge of the game of soccer and to provide organized competition at all levels of play. We sponsor TOPSoccer, Southern California’s first community-based soccer program for young athletes with disabilities.

Every weekend in the fall season the fields are alive with the sounds of kids playing soccer, from the 5 year old goalie whose “shorts” are held up by a string, to the 18 year-old forward who just scored her first goal: kids having fun playing the game.

Our affiliation with Cal South and the United States Soccer Federation allows us to offer coach and referee training for beginners and professionals alike. This is a self-perpetuating program where former players come back and offer their services as trainers, coaches, and referees. JUSA players have gone on to see great success as college and professional soccer players. These athletes demonstrate the positive impact that soccer has had on their lives.

Volunteers are the backbone of this organization. They help out at every level of the club from board members to coaches, referees, and team parents. They all deserve our thanks and appreciation. They are special people doing an exceptional job of making JUSA a successful soccer organization. This page is dedicated to the hundreds of volunteers who spend thousands of hours every year to bring youth soccer to our community. To them we say, “Thank you for a job well done!”

## **JUSA Board of Directors**

<u>Position</u>	<u>Name</u>	<u>Email Address</u>
President	James Harman	jharman@jusa.org
Secretary	Michael Spillman	mspillman@jusa.org
Treasurer	Ken Charlton	kcharlton@jusa.org
Director, Anaheim Area	Martin Garcia	mgarcia@jusa.org
Director, Placentia Area	Kevin Kerwin	kkerwin@jusa.org
Director, Yorba Linda Area	Andy Durham	adurham@jusa.org
Director of Coaches	Open	
Director of Referees	Richard Mabry	rmabry@jusa.org
Director of Field Equipment	Paul Charlton	pcharlton@jusa.org
Director of Team Activities	Eva Harman	eharman@jusa.org
Director of Competitive Play	Andy Young	ayoung@jusa.org
Director of Signature Play	Keith Dolnick	kdolnick@jusa.org
Director of Registration	Sheri Mayer	smayer@jusa.org
Director of Marketing	Open	
Director of Spring	Rodney Naylor	rnaylor@jusa.org
Director of Player Equipment	Cindy Suda	csuda@jusa.org
Director at Large	John Halbur	jhalbur@jusa.org
Director at Large	Gary Farrell	gfarrell@jusa.org
Director TOPSoccer (non-voting)	Sandy Castillo	scastrillo@jusa.org

## **JUSA TOPSoccer**

<u>Position</u>	<u>Name</u>	<u>Email Address</u>
Chair	Sandy Castillo	sandjules@att.net
Coach	Ken Dandrea	kenlau479@dslextreame.com
Coach	Barbara Chu	looneybabs@gmail.com



## Chelsea SC

<u>Position</u>	<u>Name</u>	<u>Email Address</u>
Director	Andy Young	ayoung@jusa.org
Registrar	Sheri Mayer	smayer@jusa.org
Treasurer	Open	
Fields Coordinator	Carolyn Burgess	
	cburgess@jusa.org	
Secretary	Shauna Pearce	spearce@jusa.org
Director of Coaches	Neil Hitchman	nhitchman@jusa.org
Director of Player Development	Ross Langford	rlangford@jusa.org
Director of Fundraising	Kelli Cunningham	kcunningham@chelseasc.org
Director of Team Administrators	Victoria Bainbridge	<a href="mailto:vbainbridge@jusa.org">vbainbridge@jusa.org</a>
Uniform Coordinator	Kim McCoy	kmccoy@jusa.org
JUSA President	James Harman	jharman@jusa.org

## Signature League

<u>Position</u>	<u>Name</u>	<u>Email Address</u>
Director	Keith Dolnick	kdolnick@jusa.org
CoachCoordinator	Paul Rygalski	prygalski@jusa.org
Team Manager Coordinator	Eren Miller	sig.managers@jusa.org
Secretary	Steve Barber	sbarber@jusa.org
Fields and Equipment Coordinator		Steve Rojas
		srojas@jusa.org
Registrar	Sheri Mayer	sig.registrar@jusa.org
Anaheim Area Representative	Martin Garcia	mgarcia@jusa.org
Placentia Area Representative	Kevin Kerwin	kkerwin@jusa.org
Yorba Linda Area Representative	Andy Durham	adurham@jusa.org
Referee Coordinator	Rich Mabry	rmabry@jusa.org

## Anaheim Area

<u>Position</u>	<u>Name</u>	<u>Email Address</u>
Director	Martin Garcia	mgarcia@jusa.org
Registrar	Sheri Mayer	smayer@jusa.org
Secretary & Playing Arrangements		Scott Genovese
sgenovese@jusa.org		
Boys Coach Coordinator	Carlos Ruiz	cruiz@jusa.org
Girls Coach Coordinator	Marlon Wells	mwells@jusa.org
Clinic Coach Coordinator	Jesus Rivera	jrivera@jusa.org
Team Parent Coordinator	Geraldine Garcia	ggarcia@jusa.org
Uniforms/Awards	Geraldine Garcia	ggarcia@jusa.org
Fields Coordinator	Pete Garabito	pgarabito@jusa.org
Referee Coordinator	Brandon Garabito	bgarabito@jusa.org
Equipment & Volunteer Coordinator	Hayde Avila	hhavila@jusa.org
Publicity	Jeannie Kerwin	jkerwin@jusa.org

## Placentia Area

<u>Position</u>	<u>Name</u>	<u>Email Address</u>
Director	Kevin Kerwin	kkerwin@jusa.org
Registrar	Sheri Mayer	smayer@jusa.org
U19/U16 Coordinator	Alie Nuñez	anunez@jusa.org
U14/U12 Coordinator	John Orosco	jorosco@jusa.org
U10/U9/U8 Coordinator	John Quackenbush	jquackenbush@jusa.org
U7/U6 Coordinator	Michael Spillman	mspillman@jusa.org
Uniforms	Cindy Suda	csuda@jusa.org
Fields Coordinator	Paul Charlton	pcharlton@jusa.org
Practice Coordinator	Scott Davidson	sdavidson@jusa.org
Team Parents Coordinator	Eva Harman	eharman@jusa.org

## Yorba Linda Area

<u>Position</u>	<u>Name</u>	<u>Email Address</u>
Director	Andy Durham	adurham@jusa.org
Registrar	Sheri Mayer	smayer@jusa.org
Referees	Rich Mabry	rmabry@jusa.org
Team Parents Coordinator	Eva Harman	eharman@jusa.org
Practice Coordinator	Scott Davidson	sdavidson@jusa.org
Uniforms	Cindy Suda	csuda@jusa.org
U19/U16 Coordinator	Rodney Naylor	rnaylor@jusa.org
U14 Coordinator	Andy Durham	adurham@jusa.org
U12 Coordinator (Boys)	Michelle Kamai	mkamai@jusa.org
U12 Coordinator (Girls)	Shane Savage	ssavage@jusa.org
U10 Coordinator	Tina Diskant	tdiskant@jusa.org
U9 Coordinator	Tim Anderson	tanderson@jusa.org
U8 Coordinator	Jeremy Aldridge	jaldridge@jusa.org
U7 Coordinator	Jim Jones	jjones@jusa.org
U6 Coordinator	John Marques	jmarques@jusa.org

**JUSA**

Regulations  
&  
Code of Conduct

### **JUSA Code of Conduct**

JUSA supports and promotes good sportsmanship. Coaches, referees, parents, and spectators are each expected to maintain the highest level of sportsmanship and professionalism. Everyone must act in a manner that promotes the best interests of youth soccer. Players have a responsibility to play fair, display good sportsmanship, and respect their coaches, opponents, and referees.

#### **Coaches**

- Maintain a high level of sportsmanship, professionalism, and integrity.
- Teach skills and fair tactics to all of the players.
- Discourage unfair gamesmanship.
- Concentrate on coaching, rather than on the accuracy of the referee's decisions.
- Control the behavior of players, parents, and spectators at all times of the game.
- Have a basic knowledge of the game and attend training courses.
- Never use foul or abusive language.
- Never abuse a player mentally, verbally, or physically.
- Respect the authority of the referee and be accepting of the referee's decisions.
- Be positive. Remain calm. Avoid confrontation with any individual.
- Do not enter the field of play without permission of the referee.

#### **Players**

- Maintain a high level of sportsmanship and fair play.
- Respect coaches, opponents, and referees.
- Be on time and prepared to play the game or participate in practice.
- Play within the laws of the game.
- Display self-control and do not use foul or abusive language.
- Avoid confrontation with any individual.

#### **Referees**

- Know and enforce fairly IFAB Laws and JUSA Rules and Regulations.
- Be professional, i.e. on time, in proper uniform, prepared, and fit.
- Emphasize the safety of the players and coaches.
- Show respect for players, coaches, parents, and spectators.
- Explain rules, when needed.
- Remain calm.
- Control behavior of players, coaches, parents, and spectators.
- Take each game seriously.
- Be neutral.
- Be firm, fair, honest, and consistent.

**JUSA Code of Conduct (cont.)****Parents and Spectators**

- Be knowledgeable of the game.
- Be supportive.
- Be positive or quiet at games.
- Set the example for children by showing the highest standard of sportsmanship.
- Respect the coaches and all players on each team.
- Respect the authority of the referees.
- Expect your own children to be respectful.
- Attend and supervise their own children at all JUSA events.
- Avoid confrontation with any individual.
- Do not enter the field of play without permission of the referee.
- Never criticize the coach.
- Do not coach from the sideline.
- Do not use foul or abusive language towards anyone for any reason.
- Get involved with the JUSA Organization.
- Be calm and have good manners.
- Abide by the rules or be subject to dismissal from the field and league discipline.



**JUSA Regulations****A. Playing Season**

1. The spring playing season officially opens with practices beginning on the Presidents' Day holiday in February. The regular season is 9 weeks long with an additional weekend of post-season playoff games. Games are not played Easter weekend or on Mother's Day.
2. The fall playing season officially opens with practices beginning on or after August 1st. The regular season is 10 weeks long and for most age brackets an additional two weekends of post-season championship cup play (JUSA Cup). Regular season games usually begin the weekend before or after Labor Day weekend and continue through November and potentially into December (depending on holidays and rain outs). In addition, many players and teams continue post-season play and compete in the Cal South District 3 Commissioner's Cup and All-Star tournaments with surrounding communities. Many individual players and coaches are selected for the JUSA All-Star competition and will compete against other JUSA All-Star teams. These post-season competitions occur in December and in some cases in January.

**B. Use of Fields**

Field use permits are issued to JUSA by the various cities. Teams can only practice on JUSA-permitted fields and only at their assigned practice days/times. A "practice" is a gathering of a coach and more than three players registered to a team for the purpose of soccer instruction. The following activities are excepted from the definition of "practice": team formation meetings, Cal South and/or JUSA-sanctioned soccer camps or clinics, and participation in other organized soccer leagues.

**C. Registration of Players**

1. Age of Players
  - a. For the Fall 2016 season all players must have been born on or between the dates of January 1, 1998 and July 31, 2012.
  - b. For the Spring 2017 season, all players must have been born on or between the dates of January 1, 1998 and December 31, 2012.
2. Age Groups of Teams
  - a. Age Groups shall be comprised of players whose age corresponds to the year of the child's birth, subject to exceptions under these Regulations.
  - b. A frozen player may be placed in an older group if approved by the Area Director and:
    1. The player is within one year of the playing age of the higher division; or,
    2. The player needs to move from U14 to division U16 for the purpose of playing high school sports.
  - c. Play up requests must be submitted in writing by the player's parent or guardian to the Registrar by May 31<sup>st</sup>.
3. Written consent of a parent or legal guardian is required for player registration.
4. All new registrants must present proof of age to the Registrar. Proof of age shall consist of a birth certificate, a Uniformed Services Identification and Privilege Card (DD Form 1173) issued by the uniformed services of the United States, a birth registration issued by an appropriate government agency or board of health records, a passport, an alien registration card issued by the United States Government, a certificate issued by the Immigration and Naturalization Service attesting to age, a current driver's license, an unexpired federal, state, or local government identification card (if documentation of date of birth is required), or a certification of a United States citizen born abroad issued by the appropriate government agency. Hospital, baptismal, or religious certificates will not be accepted. Reproductions or photocopies of documents, which have not been officially certified by the issuing government agency will not be accepted.

5. Registration fees for the spring recreational season will be provided if a written request is submitted by the player's parent or legal guardian to the Registrar by January 31. No refunds will be authorized on requests submitted after January 31. Registration fees for the fall recreational season will be provided if a written request is submitted by the player's parent or legal guardian to the Registrar by May 31. No refunds will be authorized on requests submitted after May 31.
6. No child shall be allowed to participate in a JUSA team practice or game until officially registered as a player within JUSA unless permitted by CalSouth rules. A child becomes a registered player only after verification of age and acceptance of the completed registration materials by the Registrar. Teams are formed from those players registered. However, registration does not guarantee placement on a team.

**D. Selection and Registration of Coaches and Team Administrators**

1. The term “Registered Team Administrator” is defined as a Head Coach, Assistant Coach, Team Manager, and/or Team Parent who has both registered as an Administrator for the team and successfully completed the JUSA Risk Management process.
2. The selection of Head Coaches within an area shall be made by the Area Committee.
3. No person shall perform in the position of Head Coach unless he or she is at least 19 years of age. An exception may granted to an 18 year old applicant with written approval from both the Area Director and the Director of Coaches, with written notice provided to the Board of Directors.
4. All Head Coaches and Assistant Coaches must be Registered Team Administrators. Each Team Manager or Team Parent is encouraged to become a Registered Team Administrator, but it is not required. An adult who does not complete the Risk Management process is not a Registered Team Administrator.
5. The selection of Assistant Coaches and team officials shall be made by the Head Coach of the team subject to approval by the Area Director.
6. No person shall serve in a position of Head Coach or Assistant Coach unless he or she is at least five years older than the oldest player on the team.

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**E. Coach Duties and Responsibilities**

1. At least one Registered Team Administrator must always be at every team event. The Head Coach shall provide for adult supervision by a Registered Team Administrator at all practices, games, and other team functions. Each team is encouraged to have more than one Registered Team Administrator.
2. Other than within the authorized Signature training program, no person who participates in coaching or training a recreational team shall receive compensation for his or services, either directly or indirectly. Any coach or trainer who receives such compensation shall be subject to disciplinary action. Any team that participates in such action shall be subject to sanctions. Reasonable end-of-year team gifts are permitted.
3. Any person who is involved with coaching or training a recreational team shall complete and submit the required administration forms for each team. Persons who have not completed and submitted the required administration forms are not permitted to participate in coaching or training a recreational team.
4. The Head Coach shall notify the Area Director and Registrar of any change in team officials.
5. The Head Coach of each team scheduled to play the first game of the day shall make arrangements for individuals to set up the goals, nets, and flags. The Head Coach of each team scheduled to play the last game of the day shall make arrangements to take down and properly stow all field equipment. This includes the goals in their proper area, the nets, flags, and velcro in the storage bin and the doors closed. Both home team and visiting team shall share these responsibilities equally.
6. The Head Coach or Registered Team Administrator shall have each of the players' emergency treatment authorization (medical release) forms at all practices, games, and other team functions.
7. The Head Coach or Registered Team Administrator shall not leave any field or practice site until all players have been picked up and have been accounted for. Always provide measures to ensure the safety and well-being of all players under your care. **NEVER LEAVE A PLAYER WITHOUT ADULT SUPERVISION.**
8. The Head Coach and Team Parent shall make arrangements for trash pick up and removal at every game, practice, scrimmage, or other JUSA event.

9. The Head Coach is responsible for JUSA equipment and shall report damage or misuse of such equipment to the JUSA Director of Fields.
10. The Head Coach and other Registered Team Administrators are responsible for the conduct of the players and the team's spectators during all JUSA events. Head Coaches, assistant coaches, Registered Team Administrators, players, active members, and spectators are subject to JUSA and Cal South discipline for noncompliance with JUSA Regulations.
11. Coaches should be certified in coaching according to the level of competitiveness and age of players. JUSA will pay for coach licensing classes through Level 'E' (The Director of Coaches has final authority to approve or disapprove class registration).
12. Coaches shall adhere to and enforce the JUSA Regulations and Code of Conduct.
13. The Head Coaches shall properly fill out and sign a game card prior to arriving at each game (see Handbook sample game card). They shall present Registered Team Administrator(s) and player cards to the referee before each game.

**F. Team Formation**

1. Teams shall not be formed on the basis of skill levels.
2. Players shall be placed into divisions based on gender and age.
3. The following table illustrates the recommended number of players, the minimum and maximum number of players, and number of freezes on a team within each division, though the Spring Director may deviate from this table in forming spring season teams:

<b>Age</b>	<b>Recommended</b>	<b>Minimum</b>	<b>Maximum</b>	<b>Freezes</b>
U-19	18	11	22	22
U-16	16	11	18	18
U-14	14	11	18	5
U-12	14	11	18	5
U-10, 9, 8	9	7	9	3
U-7, 6	10	8	10	4

4. The Head Coach may freeze up to the number of players as indicated in the table above. Permission of a parent or legal guardian is required to freeze a player. All proposed freezes are subject to the approval of the Area Director.
5. If more than one child of a family is in the same division and the parents request that they play on the same team, the following rules apply:
  - a. If neither child is frozen on a team, they will be drafted together and the team drawing them will skip its next turn in the draft.
  - b. If one child is frozen, then the other child automatically becomes one of that team's allowable freezes. The team's number of allowable freezes is not increased.
  - c. No Head Coach is required to accept more than one set of brothers or sisters on a team.
6. A parent or legal guardian may request that his/her child not play for a specific Head Coach. The request must be presented to the Registrar in writing by January 31 for the spring season and May 31 for the fall season. Only one such request will be honored per player per season.
7. A Head Coach may request that a specific player not be placed on that coach's team. The request must be presented to the Registrar in writing by January 31 for the spring season and May 31 for the fall season. Only one such request will be honored per team per season.

8. Team rosters shall be determined by a draft administered by the Area Director, the Registrar, and the Area Division Coordinators. The following procedures shall apply to the draft:
  - a. U19 and U16 teams may be formed by an open draft, at the discretion of the Area Director. In an open draft the players are chosen from the list of registered players.
  - b. Within each division and to the extent practicable, players will be placed into categories based on years of experience and school of attendance.
  - c. Head Coaches shall draw lots to determine their position in the draft.
  - d. In order of their position in the draft, the Head Coaches with the least number of freezes shall draw a player until all teams have an equal number of players.
  - e. Each Head Coach shall then draw one player in succession until all categories of players have been exhausted beginning with the Head Coach with the lowest lot number in round one and reversing to the highest lot number drawing first in round 2 and subsequently alternating until the draft is complete.
  - f. In the event there is no specified representative of the Head Coach present at the time a team is to be drafted, the Area Director will designate a member of the Area Committee or JUSA Board of Directors to draft for the team. The final composition of the team will not be subject to challenge by the Head Coach of that team.
  - g. All team master rosters will be signed by the person drafting at the conclusion of the draft.
  - h. The Registrar shall maintain a complete list of teams by division, indicating players thereon, commencing immediately after team formation.
9. Players registering after team formation shall be placed on a waiting list maintained by the Registrar. Teams needing players will receive them in the following order: Players shall be taken from the waiting list in order from the top of this list and assigned to teams with the fewest players in the order of the team's draft sequence. No player may be assigned to a recreational team after the date of the fifth scheduled game of the season.
10. Team names shall bear no resemblance to a religion, ethnicity,



nationality, or any other such organized or discrete group and shall be in good taste. All team names shall be subject to approval by the Area Director.

11. Teams shall participate only in activities sanctioned by Cal South or the JUSA Board of Directors.
12. Practice space is allocated to teams based on field allocations provided to JUSA. Generally, fall practices are twice per week and spring practices are one per week for U19-U teams. U6 teams practice once per week for 55 minutes. U19-U12 teams (and U10-U9 Signature teams) practice 85 minutes per session. U10-U7 teams practice 55 minutes per session. Missed practice time due to rainouts, coach availability, or other reasons is lost, not accrued. All scrimmage time counts as practice time.
13. JUSA permitted fields are for JUSA team use only. Teams shall only practice in their assigned time slot and field location. Recreational and Signature teams shall not use JUSA goals during practices, though they may use portable goals.

**G. Competition**

1. The Board of Directors shall publish a schedule of games. Game cards will be supplied to each Head Coach at the beginning of each season. All players must be listed on the game card. All other required information must be completed prior to each scheduled game. The signed game card must be submitted to the referee prior to the start of the game. The opponent's game card must be signed by the Head Coach or other Registered Team Administrator at the conclusion of the game. The game card must be signed and turned in to the league whether the scheduled game has been played or not.
2. U19 and U16 may play in Inter-City leagues and adhere to the rules and regulations of such leagues.
3. There are no team or league standings for U6, U7, or U8 teams.
4. For the purpose of league standings, game results shall be counted as follows:

Result	Points
Win	3
Tie	1
Loss	0

5. The league champion will be determined by the team that has the most points based on wins, ties, losses, and any penalties accrued.
6. In the event of a tie at the end of a season, the league champion shall be determined, in order, by the following:
  - a. Least games played.
  - b. Head-to-head win/loss record of tied teams.
  - c. Most wins.
  - d. Goals against.
  - e. If more than 2 teams are tied, once the tiebreaker is applied, the teams left will start the tie-breaking process again from the beginning.
  - f. If still tied, two first place awards will be given.

7. The winners of the JUSA Cup competition shall be presented with individual champion medals and the team shall receive the Division Cup. The team finishing second in JUSA Cup competition shall be presented with individual finalist medals.
8. Requirements for identification (ID) cards are as follows:
  - a. All coaches and team officials must have Cal South or JUSA approved ID cards.
  - b. At least one of Registered Team Administrators, with his or her Cal South or JUSA approved ID cards on his or her person, is required to be present at each game for each team.
  - c. ID cards must be presented to the Referee prior to the start of the game. The Referee will retain the card of any administrator ejected.
  - d. Coaches and other team officials without proper ID cards present may not participate as such in a JUSA match.
9. Each registered player in attendance at league and play-off games must participate in the game for at least the minimum playing time for that division, unless injured, ill, suspended, or ejected from the game.

Age	Minimum Playing Time	
	Regulation	Overtime
U-19, 16, 14, 12	½ of regulation	½ overtime*
U-10 & U-9	3 quarters	1 overtime period*
U-8, 7, 6	3 quarters	N/A

\* Unless the match is decided during overtime.

10. Any team playing a player who is over-age or who is not registered or who is improperly entered on the team's roster shall forfeit the game(s) in which that player takes part.
11. A team must field the minimum number of players for that age group (see Law 3, as modified) within 15 minutes of the scheduled start of the game. Failure to do so may result in a forfeiture of the game, as determined by the Referee.
12. A game forfeiture will result in a score of 1 to 0 in favor of the forfeiting team's opponent.

13. The President, Director of Referees, Area Director, or Referee has the authority to suspend or cancel a game due to weather, field condition, or other circumstances.
14. All teams must report to the playing field ready to play unless officially notified of a game postponement or cancellation.
15. In case of postponed, suspended, or abandoned games, the Board of Directors may designate a representative with the authority to cancel or reschedule the game or games.
16. Rescheduled games are normally discouraged and require the written approval of one or more Area Directors. The reschedule procedures will be provided by the Area Director and is subject to the review and approval of the Board of Directors.
17. If a game is suspended after the play has begun, the following shall apply:
  - a. If suspended before the end of the first half, the entire game shall be replayed.
  - b. If suspended at halftime or during the second half, the current score shall be final. If the game is tied and a winner is required (e.g. JUSA Cup), regulation time shall be considered complete and the game will resume with the overtime periods.
  - c. If suspended before the end of the first overtime period, the entire overtime shall be replayed.
  - d. If suspended during the second overtime period, the game will resume with the Kicks from the Penalty Mark.
  - e. If suspended after the completion of the two overtime periods, the Kicks from the Penalty Mark will be retaken in full.
  - f. If suspended due to misconduct or violation of the JUSA Regulations or Code of Conduct by the team that would benefit by suspending the game, the game may result in a forfeit in favor of the opposing team.
18. The Area Director may request a physician's letter for any player in that area concerning that player's ability to play the game of soccer. In the event disability is identified, an agreement between the player's family, Head Coach, and Area Director can be reached concerning the player's participation time. The team may be permitted to add an additional player to its roster at the discretion of the Area Director.

**H. Injuries**

1. Any injury to a JUSA participant shall be reported by the Head Coach to the Area Director and the Registrar within 48 hours.
2. At the conclusion of the game, the Head Coach shall notify the Referee of any serious injury. Referees shall make a notation on the game card in case of serious injury.
3. Referees shall notify the Director of Referees immediately via email regarding all details of the injury.

**I. Game Protests**

1. A Head Coach may protest the result of a game played by teams in the U19 through U9 divisions due to the following:
  - a. The misapplication of IFAB Laws, or
  - b. The misapplication of JUSA Playing Rules, or
  - c. The misapplication of JUSA Regulations.
2. The following shall not be subject to a protest:
  - a. Games played by teams in the U8 through U6 divisions.
  - b. If decided in favor of the protesting party the result of the subject game would not be affected.
  - c. Referee discretionary decisions or judgment calls.
  - d. JUSA Cup games.
3. Procedure for Protest
  - a. Immediately following the game and prior to leaving the field, the Head Coach must inform the center referee of the intent to file a protest. Failure to notify the center referee forfeits the right to protest.
  - b. The Referee will note on the game card the intent of the Head Coach to protest. The Referee will notify the Director of Referees within 48 hours of the intent to protest. The referees responsible for the game will be required to submit a written report once the official protest has been submitted.
  - c. Only the Head Coach may file the protest. The Head Coach must deliver the protest, in legible written form (email is preferred), to the Director of Referees within 48 hours of the conclusion of the game. A non-refundable \$50.00 protest fee must accompany all protests.
  - d. The Protest Committee will render a decision after consulting with both Head Coaches and the referees from the game. All reasonable efforts will be made to resolve the protest prior to the teams' next scheduled game. The decision of the Protest Committee will be final.

4. The President or his/her designee will convene the Protest Committee, which will consist of:
  - a. Protest Committee Chair
  - b. Two committee members selected from different areas (i.e. from Anaheim, Placentia, and Yorba Linda).

## **J. Misconduct/Suspensions/Forfeits**

1. Authority
  - a. Each JUSA coach, team administrator, referee, player, parent, spectator, and any other person present (hereinafter referred as “participant”) at any JUSA sponsored or authorized event shall at all times maintain conduct which is consistent with the JUSA Regulations and Code of Conduct.
  - b. JUSA reserves all legal rights and remedies in the enforcement of JUSA Regulations and Code of Conduct.
  - c. JUSA’s authority extends to any JUSA sponsored or authorized event, including but not limited to games, practices, team events, and matches or team events that involve JUSA teams in other playing circuits.
2. Accountability
  - a. Each participant is responsible for his or her own conduct.
  - b. Coaches and other Registered Team Administrators are responsible and accountable for the conduct of any participant deemed to be supporters of, or associated with, their team.
3. Misconduct
  - a. At all times each participant must strictly adhere to applicable governmental laws (i.e. federal, state, and local) and the JUSA Regulations and Code of Conduct. Failure to comply with legal requirements, or the JUSA Regulations and Code of Conduct may be deemed misconduct.
  - b. The use or consumption of any alcohol, tobacco products, e-cigarettes, or illegal substances is strictly prohibited on any playing field or location at all JUSA sponsored or authorized events, including but not limited to JUSA games, practices, any team events, and games that involve JUSA teams in other

playing circuits. The Board of Directors may authorize events where alcohol is consumed in compliance with applicable law.

- c. During any game sanctioned by JUSA, a referee may stop the stop the game and eject any participant if, in the opinion of the referee, the offender is guilty of violent conduct, serious foul play, the use of foul or abusive language, interference with the game, or any other misconduct.
  - d. Misconduct may occur before, during, and after a game, including travel to and from the game. Misconduct may also occur at other times related to JUSA events or team activities.
  - e. Any allegation substantiated by a JUSA official of participant misconduct that includes violent activity or activity that poses an unreasonable risk to the safety or welfare of participants shall result in the participant's immediate suspension from participation in JUSA activities, including games, pending disposition on the allegation. Where practicable, the participant shall be notified of the suspension by letter or email.
4. Forfeit. The following shall result in a team forfeiting a game:
- a. Misconduct that causes the termination of the game.
  - b. Fielding an ineligible or suspended player.
  - c. Violation of the minimum playing time rights of any player.
  - d. Absence of a Registered Team Administrator, including the circumstance where the only present Registered Team Administrator is ejected from a game.
5. Discipline
- a. Bookings
    - 1. Any participant ejected by the referee shall be suspended for the next scheduled game. All ejections are subject to review and may result in additional disciplinary action, including up to a lifetime ban.
      - a. Suspended players may be on the sidelines at the games from which they are suspended, but not in uniform.
      - b. Suspended coaches and team



administrators must not be present at the games from which they are suspended.

2. Any participant who receives a fourth caution (i.e. yellow card) in one season shall be suspended for the next scheduled game.
3. Any participant who is ejected twice in one season (e.g. receives a second red card in one season) is automatically suspended pending disposition on the allegation. Where practicable, the participant shall be notified of the suspension by letter or email.
4. All suspensions shall be carried over into post-season play.
5. The ejection of any participant shall result in a once point deduction in the standings for the team.
6. Bookings shall result in marks against a team.
  - a. A team shall receive one mark for each caution and two marks for each ejection of a participant.
  - b. Teams with excessive marks may be barred from post-season play at the discretion of the Board of Directors.
- b. Participants shall be subject to discipline by JUSA for misconduct. Discipline for misconduct includes, but is not limited to, the following:
  1. A letter or email of reprimand
  2. Probation, up to five years.
  3. Suspension, up to five years.
  4. Revocation of membership
  5. Lifetime ban
6. Determination
  - a. Discipline shall be determined after an investigation conducted by the program director (i.e. Chelsea SC Director, Signature

Director, or Area Director).

- b. The investigating director shall attempt to gather written testimony (email is permissible) from the principal parties and witnesses on all sides of the alleged misconduct. Upon receipt of written testimony, the investigating director will consult with at least two other program committee members and come to a consensus decision on disposition of the misconduct allegation, including any resulting discipline.
- c. The investigating director shall notify the participant accused of misconduct the decision on the misconduct allegation, any resulting discipline, and the right to appeal any adverse decision resulting in probation or suspension in accordance with JUSA Regulations. If the decision is to revoke the membership of or enter a lifetime ban for a participant, the matter shall be automatically appealed to the Trail Board. The investigating director shall provide a copy of the notice to the President and the Director of Referees.

## 7. Appeal

- a. Disciplinary decisions resulting in a participant's probation or suspension may be appealed to the Trail Board by the participant within three days of being notified of the decision. A participant must notify the program director and President in writing or by email of his or her appeal and pay a non-refundable administrative fee to JUSA of \$100.00. The participant may apply for a waiver of the fee due to financial circumstances.
- b. Membership revocations and lifetime bans shall be automatically appealed to the Trail Board.
- c. Upon notice of appeal, the President shall select a member of the Board of Directors to serve as the Trial Board Chair. The Trial Board Chair shall select at least two additional members of the Board of Directors or any of the program committees to sit on the Trial Board. The investigating program director and those he or she consulted on determining the allegation of misconduct may not serve on the Trial Board. If there is a conflict as to the membership of the Trial Board, the President will make the final determination on membership.
- d. In the interest of completing the Trial Board in a timely fashion the Chair will proceed under the following process and may set

short but reasonable deadlines for each step:

1. The Trial Board shall ask the appealing participant for a concise written statement (email is permissible) on the basis for his or her appeal.
2. The Trial Board shall request the record on which the investigating director made his or her determination and a concise written statement (email is permissible) from the program director on the claims of the participant's appeal.
3. The Trial Board shall provide the record and investigating director's statement to the appealing participant. The participant shall be invited to provide a concise written statement (email is permissible) in reply to the investigating director's statement.
4. At the Trial Board's discretion, interested parties in the disposition of the accusation may be invited to provide a written statement in response to claims made by the appellant or the investigating director.
5. The Trial Board may request additional written statements as needed for the board to make a determination on the appeal.
6. The Trial Board shall meet (in person or by conference call) to discuss the issues and come to a majority decision on the appeal. The Trial Board may, at its discretion, invite individual interested parties to this meeting to answer questions; attendance is on an invitation only basis.
7. The Trial Board may sustain, amend, modify, or vacate the investigating director's decision. Any decision that amends, modifies, or vacates the investigating director's decision shall result in any paid administrative appeal fee. The Trial Board must notify the appealing participant, investigating director, and President of its decision on the appeal in writing (email is permissible) within 48 hours of its decision. The notice shall include a statement that the Trial Board's decision cannot be appealed within JUSA, but may be appealed to Cal South.

- e. The Board of Directors retains the authority to amend, modify, or revoke any decision of an investigating director or Trial Board. This authority does not create a right of appeal to the Board of Directors by any participant.

## **K. U7 and U6 Supplemental Rules**

1. U7 and U6 is designed as an introduction to soccer for 4, 5, and 6 year-old boys and girls. Guidance and support are provided to ensure that all players receive a positive and fun experience while learning basic soccer skills and team play.
2. The following regulations are listed only as they differ from the preceding standard JUSA Regulations.
3. Teams may be co-ed and shall be formed registration by the Area Director and Area Clinic Coordinator under the following considerations and any additional criteria determined by the area committee or Board of Directors:
  - a. Geographic area, gender, or experience of players.
  - b. Number of players on a team, i.e. maximum of 10 players for 4x4 divisions
4. Competition shall be minimal with an emphasis on all players learning the game.
5. Once a game has been officially started, it shall be considered a game.
6. Make-up games shall be at the discretion of the Area Director.
7. Each U7 and U6 team will have at least one designated Team Referee who will officiate the team's own games during the season. Each team will provide a referee for all games. The team Referee(s) shall be trained and certified for the current year by either JUSA or USSF. The team's referee will co-officiate the game cooperatively with the opposing team's referee.

## **L. Referees**

1. Referees are subject to review by the Board of Directors. All Adult Referees must successfully complete Cal South Level 'A' Risk Management (LiveScan).
2. The Categories of Referees are:

- a. Youth Referee - a referee younger than 18 years of age.
  - b. Adult Referee – a referee who is at least 18 years of age.
  - c. USSF Certified Referee - a person who is certified by the USSF for the current year.
3. Referees shall be assigned by the Director of Referees. Referee assignments are not subject to appeal.
4. Referees shall be assigned based on the following:
  - a. Adherence to the JUSA Regulations and Code of Conduct.
  - b. For league play, Referees will be assigned to games outside of their affiliated age groups (e.g. as a parent, coach, or player), wherever possible.
  - c. For JUSA Cup games, Referees shall be assigned outside of their affiliated division by the Director of Referees.
  - d. In no case shall a center Referee officiate a game in which he or she has an interest unless that interest is made clear to both coaches and both coaches agree to such officiating.
  - e. A Youth Referee shall be at least two years older than the division in which he or she is the center referee, except upon the approval of the Director of Referees.
5. It shall be the duty of each Referee to:
  - a. Conduct him or herself in a manner befitting a member of JUSA.
  - b. Maintain the welfare and safety of players as the highest priority.
  - c. At all times encourage clean competition and good sportsmanship.
  - d. Enforce the JUSA Regulations and Code of Conduct and rules of governing bodies (Cal South, USSF, IFAB, etc).
6. The game card is the official record of the game. Referees shall place the completed and signed game cards in a designated area at the field. The Referees shall print their names on the game card.

7. Each Referee is responsible for providing their own uniform, equipment, and supplies.
8. Referees are subject to discipline under the JUSA Regulations and Code of Conduct for misconduct.
9. Referees must be in full uniform for all assigned games.
10. Referee fees shall be determined by the Board of Directors on an annual basis and posted on the JUSA website.

**M. Game Cards**

1. A properly filled out game card shall be brought to each game by the coach or other team administrator. It will include the date, time, and location of the game, as well as the team's own information and that of the opponent, if known. The last name of every player on the team's roster shall be listed, and the card shall be signed by the coach prior to the match.
2. At the conclusion of the match, the referee shall indicate the final score on the front of the card and may indicate playing time. Each Head Coach shall sign the opponent's game card.
3. The referee shall also indicate any bookings and may write notes on the back of the game card.
4. The referees shall leave the game cards at the game site in the league-designated location.

The following pages contain sample game cards.

(For U9-U14 ONLY)

## JUNIOR UNITED SOCCER ASSOCIATION

Date 9/10/16 Field Y-7 Time 9:00Age Group U14 Boys ☒ GirlsYour Team # 1321Opposing Team # 1315Name GalaxyName ChivasColor BlueColor RedGoals 1<sup>st</sup> half         2<sup>nd</sup> half                 Final Score         Coach   Opposing Coach     
(Please Sign)

No.	Player's Last Name	Quarters				Goals
		1	2	3	4	
2	Spillman					
3	Young					
4	Harman, E.					11
5	Durham					
6	Castillo					
7	Mayer					1
8	Aymami					
9	Naylor					
10	Orosco					
11	Harman, J.					
12	Farrell					
13	Suda					1
14	Garcia					1
15	Charlton, P.					
16	Charlton, K.					
17	Dolnick					
18						



Division U6 through U10, with appropriate Quarter markings:

## JUNIOR UNITED SOCCER ASSOCIATION

Date 9/10/16 Field Y-7 Time 9:00

Age Group U9 Boys ☒ Girls ☐

Your Team # 2621 Opposing Team # 2615 Name

Galaxy Name Chivas

Color Blue Color Red

Goals 1<sup>st</sup> half 2

2

2<sup>nd</sup> half

Final Score

Coach Kevin Kirwin

Opposing Coach Steve Barber  
(Please Sign)

No.	Player's Last Name	Quarters				Goals
		1	2	3	4	
2	Ricciardelli	X				
3	Garabito, B.			X		1
4	Garabito, P.				X	
5			X			1
6	Kamai					
7	Aldridge				X	
8	Núñez			X		3
9	Anderson					
10	Quackenbush		X			
11	Rygalski	X				1
12						
13						
14						
15						
16						
17						
18						

## PLAYING TIME (DIVISION/MINUTES PER HALF)

U19/45    U16/40    U14/35    U12/30    U10 & U9/25    U8/25

NOTES &amp; COMMENTS (Please Print)

**Write Notes or  
Record Scores Here**CAUTION CDES  
(YELLOW CARD)

**C1**-Unsporting Behavior  
**C2**-Dissent  
**C3**-Persistent Infringement  
**C4**-Delay Restart  
**C5**-Fails to Respect Distance  
**C6**-Enters w/o Permission  
**C7**-Leaves w/o Permission

EJECTION CODES  
(RED CARD)

**E1**-Serious Foul Play  
**E2**-Violent Conduct  
**E3**-Spits At Anybody  
**E4**-Deny Goal Handling  
**E5**-Deny Goal Foul  
**E6**-Abusive Language  
**E7-2<sup>nd</sup>** Caution

Shirt Color	Player Name/No.	Time	Code	Reason
<b>Gold</b>	<b>3</b>	<b>6</b>	<b>E6</b>	<b>Abusive Language</b>
<b>Gold</b>	<b>2</b>	<b>63</b>	<b>C4</b>	<b>Delay</b>

Conduct	Good	-	-	-	-	-	Poor
Coach		(5)	4	3	2	1	
Spectators		5	(4)	3	2	1	
Players		(5)	4	3	2	1	

Referee(s) **Please Print**C **Rich Mabry**AR1 **John Halbur**AR2 **Scott Davidson**

# **JUSA**

## Playing Rules of the Game

## **JUSA Playing Rules**

All JUSA matches shall be governed by The International Football Association Board (IFAB) Laws of the Game, as modified by CYSA-South and JUSA.

The JUSA Playing Rules of the Game consists of the 17 IFAB Laws and rule summaries for the small sided divisions. Each JUSA Law begins with a partial reprint of the IFAB Law followed by modifications made by CYSA-South and JUSA for youth matches. The CYSA-South and JUSA modifications are the prevailing rules for all JUSA matches.

### **Male and Female**

References to the male gender of referees, assistant referees, players and officials are for simplification and apply to both males and females.

## **Law 1 – The Field of Play**

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### **Field Surface**

The field of play must be a wholly natural or, if competition rules permit, a wholly artificial playing surface, except where competition rules permit an integrated combination of artificial and natural materials (hybrid system).

### **Field Markings**

The field of play must be rectangular and marked with continuous lines which must not be dangerous. These lines belong to the areas of which they are boundaries.

Only the lines indicated in Law 1 are to be marked on the field of play.

The two longer boundary lines are called touchlines. The two shorter lines are called goal lines. All lines must be of the same width, which must not be more than 12 cm (5 ins) wide.

The field of play is divided into two halves by a halfway line.

The center mark is indicated at the midpoint of the halfway line. A circle with a radius of 9.15 m (10 yds) is marked around it.

Marks may be made off the field of play 9.15m (10yds) from the corner arc at right angles to the goal lines and the touchlines.

All lines must be of the same width, which must not be more than 12cm (5ins). The goal lines must be of the same width as the goalposts and the crossbar.

Where artificial surfaces are used, other lines are permitted provided they are a different color and clearly distinguishable from the soccer lines.

A player who makes unauthorized marks on the field of play must be cautioned for unsporting behavior. If the referee notices this being done during the match, the player is cautioned when the ball next goes out of play.

### **Dimensions**

The field of play must be rectangular. The length of the touch line must be greater than the length of the goal line.

Length: minimum 90 m (100 yds), maximum 120 m (130 yds)

Width: minimum 45 m (50 yds), maximum 90 m (100 yds)

#### **International Matches**

Length: minimum 100 m (110 yds), maximum 110 m (120 yds)

Width: minimum 64 m (70 yds), maximum 75 m (80 yds)

Competitions may determine the length of the goal line and touchline within the above dimensions

### **The Goal Area**

A goal area is defined at each end of the field as follows:

Two lines are drawn at right angles to the goal line, 5.5 m (6 yds) from the inside of each goalpost. These lines extend into the field of play for a distance of 5.5 m (6 yds) and are joined by a line drawn parallel with the goal line. The area bounded by these lines and the goal line is the goal area.

### **The Penalty Area**

A penalty area is defined at each end of the field as follows:

Two lines are drawn at right angles to the goal line, 16.5 m (18 yds) from the inside of each goalpost. These lines extend into the field of play for a distance of 16.5 m (18 yds) and are joined by a line drawn parallel with the goal line. The area bounded by these lines and the goal line is the penalty area.

Within each penalty area, a penalty mark is made 11 m (12 yds) from the midpoint between the goalposts and equidistant to them.

An arc of a circle with a radius of 9.15 m (10 yds) from each penalty mark is drawn outside the penalty area.

### **The Corner Area**

The corner area is defined by a quarter circle with a radius of 1 m (1 yd) from each corner flagpost drawn inside the field of play.

### **Flagposts**

A flagpost, not less than 1.5 m (5 ft) high, with a non-pointed top and a flag is placed at each corner.

Flagposts may also be placed at each end of the halfway line, not less than 1m (1 yd) outside the touchline.

### **Goals**

A goal must be placed on the center of each goal line.

A goal consists of two upright posts equidistant from the corner flagposts and joined at the top by a horizontal crossbar. The goalposts and crossbar must be made of approved material. They must be square, rectangular, round or elliptical in shape and must not be dangerous.

The distance between the inside of the posts is 7.32 m (8 yds) and the distance from the lower edge of the crossbar to the ground is 2.44 m (8ft). Both goalposts and the crossbar have the same width and depth which do not exceed 12 cm (5 ins). The goal lines must be of the same width as the goalposts and the crossbar.

If the crossbar becomes displaced or broken, play is stopped until it has been repaired or replaced in position. If it can not be repaired the match must be abandoned. A rope or any flexible or dangerous material may not replace the crossbar. Play is restarted with a dropped ball.

Nets may be attached to the goals and the ground behind the goal, provided that they are properly supported and do not interfere with the goalkeeper. The goalposts and crossbars must be white.

### **Safety**

Goals must be anchored securely to the ground. Portable goals may only be used if they satisfy this requirement.

### **Commercial advertising**

No form of commercial advertising, whether real or virtual, is permitted on the field of play, on the ground within the area enclosed by the goal nets or the technical area, or on the ground within 1 m (1 yd) of the boundary lines from the time the teams enter the field of play until they have left it at half-time and from the time the teams re-enter the field of play until the end of the match. Advertising is not permitted on the goals, nets, flagposts or their flags and no extraneous equipment (cameras, microphones, etc.) may be attached to these items.

In addition, upright advertising must be at least:

- 1m (1yd) from the touchlines of the field of play
- the same distance from the goal line as the depth of the goal net
- 1 m (1 yd) from the goal net

### **Logos and emblems**

The reproduction, whether real or virtual, of representative logos or emblems of FIFA, confederations, national football associations, competitions, clubs or other bodies is forbidden on the field of play, the goal nets and the areas they enclose, the goals, and the flagposts during playing time. They are permitted on the flags on the flagposts.

### **JUSA Modifications of Law 1:**

1. On fields of sub-standard width, there shall be a distance of three (3) yards from each touchline to the sideline of the penalty area.
2. All spectators shall remain on their respective side of the field, a minimum of five feet from the touch line and between the penalty areas. The referee may direct any persons away from the goal lines or the goals.
3. All coaches and substitutes shall remain a minimum of five (5) feet from the

touchlines and within ten (10) yards of the halfway line, per CalSouth Rule 2.8.3. In this case, any person giving tactical directions to any player may be construed as a coach.

4. Coaches may position themselves on their own team's side of the field only. A Coach or parent, positioned on the other side of the field for the purpose of giving instruction or direction to his team, will be directed to their own team's area of the field.
5. The designated home team shall select either the north or west side of the field for their coaches, substitutes, parents, and spectators. Home team will be identified in the printed schedule. Both teams are responsible for setup on the first game of the day and to put away the goals on the last game of the day. This includes the goals in their proper area, the nets, flags, and Velcro in the storage bin and the doors closed.
6. Goal posts and crossbars may be other than white.

#### **Age U8, U9, & U10 Modifications**

Field Size: 50 yards wide x 70 yards long maximum

Goal Size: 6 feet high x 18 feet wide

Goal Area Size: 6 yards x 18 yards

Penalty Area Size: 14 yards x 34 yards

Center Circle Radius: 8 yards

#### **U7 and U6) Modifications**

Field Size: 25 yards wide x 40 yards long maximum

Goal Size: 4 feet high x 6 feet wide

Goal Area Size: 10 yards x 16 yards

Penalty Area: None

Center Circle Radius: 6 yards

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### **Law 2 - The Ball**

#### **Qualities and Measurements**

The ball is:

- Spherical.
- Made of suitable material.
- Of a circumference of not more than 70 cm (28 ins) and not less than 68 cm (27 ins).
- Between 410g (14 oz) and 450g (16 oz) in weight at the start of the match.
- Of a pressure equal to 0.6 - 1.1 atmosphere (600 - 1100 g/cm<sup>2</sup>) at sea level (8.5 lbs/sq in 15.6 lbs/sq in).

#### **Replacement of a Defective Ball**

If the ball becomes defective:

- play is stopped and

- restarted by dropping the replacement ball at the place where the original ball became defective

If the ball bursts or becomes defective whilst not in play at a kick-off, goal kick, corner kick, free kick, penalty kick or throw-in the restart is re-taken.

If the ball becomes defective during a penalty kick or kicks from the penalty mark as it moves forward and before it touches a player, crossbar or goalposts the penalty kick is retaken.

The ball may not be changed during the match without the referee's permission.

### **Additional balls**

Additional balls which meet the requirements of Law 2 may be placed around the field of play and their use is under the referee's control.

### **JUSA Modifications of Law 2:**

Each age group shall use the ball size as follows:

<i>Age</i>	<i>Ball Size</i>	<i>Circumference</i>	<i>Weight</i>
Under 14, 16, 19	#5	27-28 in.	14-16 oz.
Under 9, 10, 12	#4	25-26 in.	11-13 oz.
Under 6, 7, 8	#3	23-24 in.	11-12 oz.

## **Law 3 - The Players**

### **Players**

A match is played by two teams, each with a maximum of eleven players; one must be the the goalkeeper. A match may not start or continue if either team consists of fewer than seven players.

If a team has fewer than seven players because one or more players has deliberately left the field of play, the referee is not obliged to stop play and the advantage may be played, but the match must not resume after the ball has gone out of play if a team does not have the minimum number of seven players.

If the competition rules state that all players and substitutes must be named before kick-off and a team starts a match with fewer than eleven players, only the players and substitutes named in the starting line-up may take part in the match upon their arrival.

### **Official Competitions**

Up to a maximum of six substitutes may be used in any match played in an official competition organized under the auspices of FIFA, confederations or national football associations. The competition rules must state how many substitutes may be named, from three to a maximum of twelve.

### **Substitution Procedure**

The names of the substitutes must be given to the referee prior to the start of the



match. Any substitute not named by this time may not take part in the match.

To replace a player with a substitute, the following must be observed:

- the referee must be informed before any substitution is made
- the player being substituted receives the referee's permission to leave the field of play, unless already off the field
- the player being replaced is not obliged to leave at the halfway line and takes no further part in the match, except where return substitutions are permitted
- if a player who is to be replaced refuses to leave, play continues

The substitute only enters:

- during a stoppage in play
- at the halfway line
- after the player being replaced has left
- after receiving a signal from the referee

The substitution is completed when a substitute enters the field of play; from that moment, the substitute becomes a player and the replaced player becomes a substituted player.

Substitutes can take any restart provided they first enter the field of play.

If a substitution is made during the half-time interval or before extra time, the procedure must be completed before the match restarts.

All substituted players and substitutes are subject to the referee's authority whether they play or not.

### **Changing the Goalkeeper**

Any of the other players may change places with the goalkeeper, provided that:

- The referee is informed before the change is made.
- The change is made during a stoppage in the match.

### **Infringements/Sanctions**

If a named substitute starts a match instead of a named player and the referee is not informed of this change:

- the referee allows the named substitute to continue playing
- no disciplinary sanction is taken against the named substitute
- the named player can become a named substitute
- the number of substitutions is not reduced
- the referee reports the incident to the appropriate authorities

If a player changes places with the goalkeeper without the referee's permission, the referee:

- allows play to continue
- cautions both players when the ball is next out of play

For any other infringements of this Law:

- the players are cautioned

- play is restarted with an indirect free kick, from the position of the ball when play was stopped

### **Players and Substitutes Sent Off**

A player who is sent off:

- before submission of the team list can not be named on the team list in any capacity
- after being named on the team list and before kick-off may be replaced by a named substitute, who can not be replaced; the number of substitutions the team can make is not reduced
- after the kick-off can not be replaced

A named substitute who is sent off before or after the kick-off may not be replaced.

### **Extra persons on the field of play**

The coach and other officials named on the team list (with the exception of players or substitutes) are team officials. Anyone not named on the team list as a player, substitute or team official is an outside agent.

If a team official, substitute, substituted or sent off player or outside agent enters the field of play the referee must:

- only stop play if there is interference with play
- have the person removed when play stops
- take appropriate disciplinary action

If play is stopped and the interference was by:

- a team official, substitute, substituted or sent off player, play restarts with a direct free kick or penalty kick
- an outside agent, play restarts with a dropped ball

If a ball is going into the goal and the interference does not prevent a defending player playing the ball, the goal is awarded if the ball enters the goal (even if contact was made with the ball) unless the ball enters the opponents' goal.

### **Player outside the field of play**

If, after leaving the field of play with the referee's permission, a player re-enters without the referee's permission, the referee must:

- stop play (not immediately if the player does not interfere with play or if the advantage can be applied)
- caution the player for entering the field of play without permission
- order the player to leave the field of play

If the referee stops play, it must be restarted:

- with an indirect free kick from the position of the ball when play was stopped or
- in accordance with Law 12 if the player infringes this Law

A player who crosses a boundary line as part of a playing movement, does not commit an infringement.

**Goal scored with an extra person on the field of play**

If, after a goal is scored, the referee realizes, before play restarts, an extra person was on the field of play when the goal was scored:

- the referee must disallow the goal if the extra person was:
  - a player, substitute, substituted player, sent off player or team official of the team that scored the goal
  - an outside agent who interfered with play unless a goal results as outlined above in 'extra persons on the field of play'

Play is restarted with a goal kick, corner kick or dropped ball.

- the referee must allow the goal if the extra person was:
  - a player, substitute, substituted player, sent off player or team official of the team that conceded the goal
  - an outside agent who did not interfere with play

In all cases, the referee must have the extra person removed from the field of play.

If, after a goal is scored and play has restarted, the referee realizes an extra person was on the field of play when the goal was scored, the goal can not be disallowed. If the extra person is still on the field the referee must:

- stop play
- have the extra person removed
- restart with a dropped ball or free kick as appropriate

The referee must report the incident to the appropriate authorities.

**Team captain**

The team captain has no special status or privileges but has a degree of responsibility for the behavior of the team.

**JUSA Modifications of Law 3:**

1. Teams within each division shall have the following number of players on the field, one of whom shall be the goalkeeper:

Age	Not more than	Not less	Minimum Playing Time
U-12, 14,	11	7	½ of regulation, ½
U-8, 9,	7pla	5	3 quarters, 1 OT
U-7, 6	4pla	3playe	3 quarters

Substitutions shall be unlimited except where specified otherwise in the rules and regulations for a special competition or age group. Substitutions may be made with the consent of the referee at any stoppage of play. Excessive substitutions resulting in confusion or delay of game are to be discouraged by the referee.

- A player who has been replaced is eligible to return as a player.

- Any player, including the goalkeeper, upon receiving their first yellow card in a game, must leave the field unless no substitutes are available to replace them and the minimum number of players requirement would be violated. The cautioned player may return to the game at the next available substitution opportunity.
2. Any of the other players may change places with the goalkeeper during the stoppage of play prior to the taking of a penalty kick.
  3. Additional substitutions may be authorized or required by the Referee for any other reason, including injury.
  4. When a team is playing short and a player arrives late, the Referee shall permit the player to enter at any convenient time provided that the player's equipment has been checked. The team is not required to wait until a regular substitution time to bring the team up to full strength.
  5. Coaching from the sidelines (giving directions to one's own team on points of strategy and position) is permitted, provided: (per CYSA-South rule 2.8)
    - No mechanical devices are used.
    - The tone of the voice is informative and not derogatory.
    - Each coach, substitute, or player remains within the 10 yards on either side of the halfway line or midfield line.
    - No coach, substitute, or player makes derogatory remarks or gestures to the referees, other players, substitutes, or spectators.
    - No coach, substitute, or player uses profanity.
    - No coach, substitute, or player, in any manner, incites disruptive behavior.

#### **U6, U7, U8, U9, U10 Modifications**

1. Substitution procedure is as follows: approximately halfway through the first half, and approximately halfway through the second half, the referee shall stop the clock long enough to allow substitutions. The referee will attempt to wait until the ball is out of play, but may also do so when the ball is in play. This is a substitution break and divides the game into quarters. Normally, substitutions may only be made during this time or in case of injury.
2. The substitution break should be used for reassigning player positions and the interval should not exceed two minutes.
3. On a caution, the cautioned player may be substituted at that time.

#### **Law 4 - The Players' Equipment**

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##### **Safety**

A player must not use equipment or wear anything which is dangerous. All items of jewelry (necklaces, rings, bracelets, earrings, leather bands, rubber bands, etc.) are forbidden and must be removed. Using tape or bandages to cover jewelry is not permitted.

The players must be inspected before the start of the match and substitutes before

they enter the field of play. If a player is wearing or using unauthorized/dangerous equipment or jewelry the referee must order the player to:

- remove the item
- leave the field of play at the next stoppage if the player is unable or unwilling
- to comply

A player who refuses to comply or wears the item again must be cautioned.

### **Compulsory Equipment**

The compulsory equipment of a player comprises the following separate items:

- a shirt with sleeves
- shorts
- socks - tape or any material applied or worn externally must be the same color as that part of the sock it is applied to or covers
- shinguards
- footwear

Goalkeepers may wear tracksuit bottoms.

A player whose footwear or shinguard is lost accidentally must replace it as soon as possible and no later than when the ball next goes out of play; if before doing so the player plays the ball and/or scores a goal, the goal is awarded.

### **Shinguards**

- Are put on first and then completely covered by the stockings.
- Are made of a suitable material (rubber, plastic, or similar substances).
- Provide a reasonable degree of protection.

### **Goalkeepers**

- Each goalkeeper wears colors that distinguish him from the other players, the referee and the assistant referees.

### **Colors**

The two teams must wear colors that distinguish them from each other and the match officials

- Each goalkeeper must wear colors that are distinguishable from the other players and the match officials
- If the two goalkeepers' shirts are the same color and neither has another shirt, the referee allows the match to be played

Undershirts must be the same color as the main color of the shirt sleeve; undershorts/tights must be the same color as the main color of the shorts or the lowest part of the shorts – players of the same team must wear the same color.

### **Other equipment**

Non-dangerous protective equipment, for example headgear, facemasks and knee and arm protectors made of soft, lightweight padded material is permitted as are goalkeepers' caps and sports spectacles.

Where head covers are worn, they must:

- be black or the same main color as the shirt (provided that the players of the same team wear the same color)
- be in keeping with the professional appearance of the player's equipment
- not be attached to the shirt
- not be dangerous to the player wearing it or any other player (e.g. opening/closing mechanism around neck)
- not have any part(s) extending out from the surface (protruding elements)

The use of any form of electronic communication between players (including substitutes/substituted and sent off players) and/or technical staff is not permitted.

Equipment must not have any political, religious or personal slogans, statements or images. Players must not reveal undergarments that show political, religious, personal slogans, statements or images, or advertising other than the manufacturer's logo. For any infringement the player and/or the team will be sanctioned by the competition organizer, national football association or to be justified by FIFA.

### **Infringements/Sanctions**

For any infringement of this Law play need not be stopped and the player:

- is instructed by the referee to leave the field of play to correct the equipment
- leaves when play stops, unless the equipment has already been corrected

A player who leaves the field of play to correct or change his equipment must:

- have the equipment checked by a match official before being allowed to re-enter
- only re-enter with the referee's permission (which may be given during play)

A player who enters without permission must be cautioned and if play is stopped to issue the caution, an indirect free kick is awarded from the position of the ball when play was stopped.

### **JUSA Modifications of Law 4:**

1. No player should be allowed to play in any regularly scheduled league or tournament game with an injury which can be aggravated by playing or which constitutes a danger to others. (CYSA-South Rule 2.5.1)
2. No player wearing an orthopedic cast, temporary cast, or splint shall be permitted to play.
3. Shoes must not have a toe cleat. Screw-in cleats are permitted in U19 and U16 only.
4. No equipment shall be allowed which the Referee deems unsafe. Watches, rings, bracelets, necklaces, earrings or studs are not permitted, even if covered by tape or bandages.

5. Knit caps, sweatshirts under the jersey, bicycle or sliding shorts of any color, or similar items may be worn. Hoods should be tucked into the jersey.
6. JUSA/USSF/CYSA/FIFA approved headgear may be worn.
7. Goalies may wear gloves, leg coverings, elbow and kneepads.
8. If two teams have jerseys similar in color, the Referee may direct that the home team change color. Teams may use white T-shirts, practice pennies, other shirts, or turn their jerseys inside out as long as the result is acceptable to the Referee.

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## **Law 5 - The Referee**

### **The Authority of the Referee**

Each match is controlled by a referee who has full authority to enforce the Laws of the Game in connection with the match.

### **Decisions of the referee**

Decisions will be made to the best of the referee's ability according to the Laws of the Game and the 'spirit of the game' and will be based on the opinion of the referee who has the discretion to take appropriate action within the framework of the Laws of the Game.

The decisions of the referee regarding facts connected with play, including whether or not a goal is scored and the result of the match, are final.

The referee may not change a decision on realizing that it is incorrect or on the advice of another match official if play has restarted or the referee has signaled the end of the first or second half (including extra time) and left the field of play or terminated the match.

If a referee is incapacitated, play may continue under the supervision of the other match officials until the ball is next out of play.

### **Powers and Duties**

#### **The Referee:**

- Enforces the Laws of the Game.
- Controls the match in cooperation with the other match officials
- Acts as timekeeper, keeps a record of the match and provides the appropriate authorities with a match report, including information on disciplinary action and any other incidents that occurred before, during or after the match.
- Supervises and/or indicates the restart of play

#### **Advantage**

- Allows play to continue when an infringement or offence occurs and the non-offending team will benefit from the advantage and penalizes the infringement or offence if the anticipated advantage does not ensue at that time or within a few seconds

### Disciplinary action

- punishes the more serious offence, in terms of sanction, restart, physical severity and tactical impact, when more than one offence occurs at the same time
- takes disciplinary action against players guilty of cautionable and sending-off offences
- has the authority to take disciplinary action from entering the field of play for the pre-match inspection until leaving the field of play after the match ends (including kicks from the penalty mark). If, before entering the field of play at the start of the match, a player commits a sending-off offence, the referee has the authority to prevent the player taking part in the match (see Law 3); the referee will report any other misconduct
- has the power to show yellow or red cards from entering the field of play at the start of the match until after the match has ended, including during the half-time interval, extra time and kicks from the penalty mark
- takes action against team officials who fail to act in a responsible manner and may expel them from the field of play and its immediate surrounds
- acts on the advice of other match officials regarding incidents that the referee has not seen

### Injuries

- allows play to continue until the ball is out of play if a player is only slightly injured
- stops play if a player is seriously injured and ensures that the player is removed from the field of play. An injured player may not be treated on the field of play and may only re-enter after play has restarted; if the ball is in play, re-entry must be from the touchline but if the ball is out of play, it may be from any boundary line. Exceptions to the requirement to leave the field of play are only when:
  - a goalkeeper is injured
  - a goalkeeper and an outfield player have collided and need attention
  - players from the same team have collided and need attention
  - a severe injury has occurred
  - a player is injured as the result of a physical offense for which the opponent is cautioned or sent off (e.g. reckless or serious foul challenge), if the assessment/treatment is completed quickly
- ensures that any player bleeding leaves the field of play. The player may only re-enter on receiving a signal from the referee, who must be satisfied that the bleeding has stopped and there is no blood on the equipment if the referee has authorized the doctors and /or stretcher bearers to enter
- the field of play, the player must leave on a stretcher or on foot. A player who does not comply, must be cautioned for unsporting behavior
- if the referee has decided to caution or send off a player who is injured and has to leave the field of play for treatment, the card must be shown before the player leaves
- if play has not been stopped for another reason, or if an injury suffered by a player is not the result of an infringement of the Laws of the Game, play is restarted with a dropped ball



### Outside interference

- stops, suspends or abandons the match for any infringements of the Laws or because of outside interference e.g. if:
  - the floodlights are inadequate
  - an object thrown by a spectator hits a match official, a player or team official, the referee may allow the match to continue, or stop, suspend or abandon it depending on the severity of the incident
  - a spectator blows a whistle which interferes with play - play is stopped and restarted with a dropped ball
  - an extra ball, other object or animal enters the field of play during the match, the referee must:
    - stop play (and restart with a dropped ball) only if it interferes with play unless the ball is going into the goal and the interference does not prevent a defending player playing the ball, the goal is awarded if the ball enters the goal (even if contact was made with the ball) unless the ball enters the opponents' goal
    - allow play to continue if it does not interfere with play and have it removed at the earliest possible opportunity
- allows no unauthorized persons to enter the field of play

### Liability of Match Officials

A referee or other match official is not held liable for:

- any kind of injury suffered by a player, official or spectator
- any damage to property of any kind
- any other loss suffered by any individual, club, company, association or other body, which is due or which may be due to any decision taken under the terms of the Laws of the Game or in respect of the normal procedures required to hold, play and control a match.

Such decisions may include a decision:

- that the condition of the field of play or its surrounds or that the weather conditions are such as to allow or not to allow a match to take place
- to abandon a match for whatever reason
- as to the suitability of the field equipment and ball used during a match
- to stop or not to stop a match due to spectator interference or any problem in spectator areas
- to stop or not to stop play to allow an injured player to be removed from the field of play for treatment
- to require an injured player to be removed from the field of play for treatment
- to allow or not to allow a player to wear certain clothing or equipment
- where the referee has the authority, to allow or not to allow any persons (including team or stadium officials, security officers, photographers or other media representatives) to be present in the vicinity of the field of play
- any other decision taken in accordance with the Laws of the Game or in conformity with their duties under the terms of FIFA, confederation, national football association or competition rules or regulations under which the match is played

**JUSA Modifications of Law 5:****1. The Referee:**

- Is specifically instructed that the safety of the players is the foremost consideration.
- Shall enforce the Laws of the Game and the JUSA Playing Rules.
- Ensures that no player wear any item that could cause injury to him/herself or to others
- Ensures that the team official present has each player's emergency medical treatment authorization forms at the field prior to the start of the game.
- Ensures that the field is safe for play. Referee's shall direct Coaches to recruit parents to remove hazards or fill holes and shall not permit play to begin until the field is safe.
- Enforces proper conduct of managers, coaches, spectators, and other persons.
- Should be at least 2 years older than the division they are refereeing, except with the approval of the Director of Referees, and have met the Cal South/USSF certification requirements as a Grade 9, or higher, referee, or Grade 8 if the match is U16 or above.

**2. The Referee shall make a report on the game cards when:**

- A game is suspended, no matter what the reason.
- A player, Head Coach, Assistant Coach, etc., is ejected from the game.
- A Referee desires to file a written report concerning improper actions or conduct of a coach, assistant coach, player, or spectator.
- A registered player is present for a game and does not play for the minimum playing time required by the JUSA Rules for the player's age bracket.
- Special circumstances that disrupt play and/or cause the normal time of play to be extended unreasonably.
- A player is seriously injured.
- There are unusual field conditions.

**U8, U9, U10 Modifications**

The Referee shall briefly explain all infractions to the offending player.

**U7 and U6 Modifications**

The Referee shall briefly explain all infractions to the offending player. In the absence of an assigned Referee, a Coach, Assistant Coach, or parent may serve as Referee.

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**Law 6 - The Other Match Officials**

Other match officials (two assistant referees, fourth official, two additional assistant referees and reserve assistant referee) may be appointed to matches. They will assist

the referee in controlling the match in accordance with the Laws of the Game but the final decision will always be taken by the referee. The match officials operate under the direction of the referee. In the event of undue interference or improper conduct, the referee will relieve them of their duties and make a report to the appropriate authorities.

With the exception of the reserve assistant referee, they assist the referee with offenses and infringements when they have a clearer view than the referee and they must submit a report to the appropriate authorities on any serious misconduct or other incident that occurred out of the view of the referee and the other match officials. They must advise the referee and other match officials of any report being made.

The match officials assist the referee with inspecting the field of play, the balls and players' equipment (including if problems have been resolved) and maintaining records of time, goals, misconduct etc.

Competition rules must state clearly who replaces a match official who is unable to start or continue and any associated changes. In particular, it must be clear whether, if the referee is unable to continue, the fourth official or the senior assistant referee or senior additional assistant referee takes over.

### **Assistant referees**

They indicate when:

- the whole of the ball leaves the field of play and which team is entitled to a corner kick, goal kick or throw-in
- a player in an offside position may be penalized
- a substitution is requested
- at penalty kicks, the goalkeeper moves off the goal line before the ball is kicked and if the ball crosses the line; if additional assistant referees have been appointed the assistant referee takes a position in line with the penalty mark

The assistant referee's assistance also includes monitoring the substitution procedure.

The assistant referee may enter the field of play to help control the 9.15m (10 yards) distance.

### **JUSA Modifications of Law 6:**

1. The Area Referee Coordinator may assign two Assistant Referees for a match who have each met the Cal South/USSF certification requirements as a Grade 9, or higher, referee.
2. If not, and if only one Referee is present or assigned, the Referee may choose one person from each team in the match to act as club linesmen.
3. Club linesmen shall only indicate when the ball goes out of play.
4. If only 2 certified Referees are present or assigned, they may choose to adopt the dual-whistle system or recruit a single club linesman from one of the teams.

### **U6, U7, U8 Modifications**

Assistant Referees are not required.

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## **Law 7 - The Duration of the Match**

### Periods of Play

The match lasts two equal periods of 45 minutes which may only be reduced if agreed between the referee and the two teams before the start of the match and is in accordance with competition rules.

### Half-Time Interval

Players are entitled to an interval at half-time not exceeding 15 minutes. Competition rules must state the duration of the half-time interval and it may be altered only with the referee's permission.

### Allowance for Time Lost

Allowance is made in either period for all time lost in that half through:

- Substitution(s)
- Assessment and/or removal of injured players
- Wasting time
- Disciplinary sanctions
- Stoppages for drinks or other medical reasons permitted by competition rules
- Any other cause, including any significant delay to a restart (e.g. goal celebrations)

The minimum additional time is decided by the referee at the end of the final minute of each half. The additional time may be increased by the referee but not reduced.

The referee must not compensate for a timekeeping error during the first half by changing the length of the second half.

### Penalty Kick

If a penalty kick has to be taken or retaken, the duration of either half is extended until the penalty kick is completed.

### Abandoned Match

An abandoned match is replayed unless the competition rules provide otherwise.

### JUSA Modifications of Law 7:

1. The duration of the match shall be two equal periods, and a maximum of two equal overtime periods if required, as shown in the following table.

Age	Regulation Half	Overtime Period
U-19	45 minutes	10 minutes
U-16	40 minutes	10 minutes
U-14	35 minutes	10 minutes
U-12	30 minutes	5 minutes
U-9, 10	25 minutes	5 minutes
U-8	25 minutes	N/A
U-7	16 minutes	N/A
U-6	16 minutes	N/A

2. Half-time rest period shall be a minimum of five minutes, maximum ten

minutes, at the Referee's discretion.

3. If a team does not field the minimum number of players required within 15 minutes of the scheduled starting time, the game will not be played. A forfeit may be declared.

The following points refer to extra time:

4. In the event a play-off game or Cup game is tied at the end of regulation play, a maximum of two extra time periods shall be played.
5. There shall be a rest period of from five to ten minutes between the end of the regulation time game and the first extra time period, and a rest period between extra time halves, if warranted or requested by either team.
6. Sides shall be chosen by a new coin toss, and sides alternated at half-time.
7. Golden Goal applies: The first goal scored during overtime shall end the match.
8. Substitution for U10 and younger are only allowed between extra time periods. All players must participate in the extra time play, unless the match is decided in the first extra time period.
9. If a tie still exists after two extra time periods, the Kicks from the Penalty Mark procedures shall be used to determine a winner.

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## **Law 8 - The Start and Restart of Play**

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A kick-off starts both halves of a match, both halves of extra time and restarts play after a goal has been scored. Free kicks (direct or indirect), penalty kicks, throw-ins, goal kicks and corner kicks are other restarts (see Laws 13 – 17).

A dropped ball is the restart when the referee stops play and the Law does not require one of the above restarts.

If an infringement occurs when the ball is not in play this does not change how play is restarted.

### **Kick-off**

#### **Procedure**

- the team that wins the toss of a coin decides which goal it will attack in the first half
- their opponents take the kick-off
- the team that wins the toss takes the kick-off to start the second half
- for the second half, the teams change ends and attack the opposite goals
- after a team scores a goal, the kick-off is taken by their opponents

For every kick-off:

- all players must be in their own half of the field of play

- the opponents of the team taking the kick-off must be at least 9.15 m (10yds) from the ball until it is in play
- the ball must be stationary on the center mark
- the referee gives a signal
- the ball is in play when it is kicked and clearly moves
- a goal may be scored directly against the opponents from the kick-off

**Infringements and sanctions**

If the player taking the kick-off touches the ball again before it has touched another player an indirect free kick, or for deliberate handball a direct free kick, is awarded.

In the event of any other infringement of the kick-off procedure the kick-off is retaken.

**Dropped ball****Procedure**

The referee drops the ball at the position where it was when play was stopped, unless play was stopped inside the goal area in which case the ball is dropped on the goal area line which is parallel to the goal line at the point nearest to where the ball was when play was stopped.

The ball is in play when it touches the ground.

Any number of players may contest a dropped ball (including the goalkeepers); the referee cannot decide who may contest a dropped ball or its outcome.

**Infringements and sanctions**

The ball is dropped again if it:

- touches a player before it touches the ground
- leaves the field of play after it touches the ground, without touching a player

If a dropped ball enters the goal without touching at least two players play is restarted with:

- a goal kick if it enters the opponents' goal
- a corner kick if it enters the team's goal

**JUSA Modifications of Law 8: U6, U7, U8**

A second touch infraction results in the retaking of the kick-off by the same player. An additional second touch infraction at the same kick-off results in an indirect free kick for the opposing team at the spot of the infraction.

**Law 9 - The Ball In and Out of Play****Ball out of play**

The ball is out of play when:

- it has wholly passed over the goal line or touchline on the ground or in the air
- play has been stopped by the referee

**Ball in Play**

The ball is in play at all other times, including when it rebounds off a match official, goalpost, crossbar or corner flagpost and remains in the field of play.

### **Law 10 – Determining the Outcome of a Match**

#### **Goal scored**

A goal is scored when the whole of the ball passes over the goal line, between the goalposts and under the crossbar, provided that no infringement of the Laws of the Game has been committed previously by the team scoring the goal.

If a referee signals a goal before the ball has passed wholly over the goal line, play is restarted with a dropped ball.

#### **Winning team**

The team scoring the greater number of goals during a match is the winner. If both teams score an equal number of goals, or if no goals are scored, the match is drawn.

When competition rules require a winning team after a drawn match or home-and-away tie, the only permitted procedures to determine the winning team are:

- away goals rule
- extra time
- kicks from the penalty mark

#### **Kicks from the penalty mark**

Kicks from the penalty mark are taken after the match has ended and unless otherwise stated, the relevant Laws of the Game apply.

#### **Procedure**

*Before kicks from the penalty mark start*

- Unless there are other considerations (e.g. ground conditions, safety etc.), the referee tosses a coin to decide the goal at which the kicks will be taken which may only be changed for safety reasons or if the goal or playing surface becomes unusable
- The referee tosses a coin again and the team that wins the toss decides whether to take the first or second kick
- With the exception of a substitute for an injured goalkeeper, only players who are on the field of play or are temporarily off the field of play (injury, adjusting equipment etc.) at the end of the match are eligible to take kicks
- Each team is responsible for selecting from the eligible players the order in which they will take the kicks. The referee is not informed of the order
- If at the end of the match and before or during the kicks one team has a greater number of players than its opponents, it must reduce its numbers to the same number as its opponents and the referee must be informed of the name and number of each player excluded. Any excluded player is not eligible to take part in the kicks (except as outlined below)
- A goalkeeper who is unable to continue before or during the kicks and whose team has not used its maximum permitted number of substitutes,

may be replaced by a named substitute, or a player excluded to equalize the number of players, but takes no further part and may not take a kick

*During kicks from the penalty mark*

- Only eligible players and match officials are permitted to remain on the field of play
- All eligible players, except the player taking the kick and the two goalkeepers, must remain within the center circle
- The goalkeeper of the kicker must remain on the field of play, outside the penalty area, on the goal line where it meets the penalty area boundary line
- An eligible player may change places with the goalkeeper
- The kick is completed when the ball stops moving, goes out of play or the referee stops play for any infringement of the Laws
- The referee keeps a record of the kicks

*Subject to the conditions explained below, both teams take five kicks*

- The kicks are taken alternately by the teams
- If, before both teams have taken five kicks, one has scored more goals than the other could score, even if it were to complete its five kicks, no more kicks are taken
- If, after both teams have taken five kicks, the scores are level kicks continue until one team has scored a goal more than the other from the same number of kicks
- Each kick is taken by a different player and all eligible players must take a kick before any player can take a second kick
- The above principle continues for any subsequent sequence of kicks but a team may change the order of kickers
- Kicks from the penalty mark must not be delayed for a player who leaves the field of play. The player's kick will be forfeited (not scored) if the player does not return in time to take a kick

*Substitutions and send offs during kicks from the penalty mark*

- A player, substitute or substituted player may be cautioned or sent off
- A goalkeeper who is sent off must be replaced by an eligible player
- A player other than the goalkeeper who is unable to continue may not be replaced
- The referee must not abandon the match if a team is reduced to fewer than seven players

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## **Law 11 – Offside**

### **Offside Position**

It is not an offense in itself to be in an offside position.

A player is in an offside position if:

- any part of the head, body or feet is in the opponents' half (excluding the halfway line) and
- any part of the head, body or feet is nearer to the opponents' goal line than both the ball and the second-last opponent



The hands and arms of all players, including the goalkeepers, are not considered.

A player is not in an offside position if level with the:

- second-last opponent or
- last two opponents

### **Offside Offense**

A player in an offside position at the moment the ball is played or touched by a team-mate is only penalized on becoming involved in active play by:

- interfering with play by playing or touching a ball passed or touched by a team-mate or
- interfering with an opponent by:
  - preventing an opponent from playing or being able to play the ball by clearly obstructing the opponent's line of vision or
  - challenging an opponent for the ball or
  - clearly attempting to play a ball which is close to him when this action impacts on an opponent or
  - making an obvious action which clearly impacts on the ability of an opponent to play the ball

or

- gaining an advantage by playing the ball or interfering with an opponent when it has:
  - rebounded or been deflected off the goalpost, crossbar or an opponent
  - been deliberately saved by any opponent

A player in an offside position receiving the ball from an opponent who deliberately plays the ball (except from a deliberate save by any opponent) is not considered to have gained an advantage.

A 'save' is when a player stops a ball which is going into or very close to the goal with any part of the body except the hands (unless the goalkeeper within the penalty area).

### **No Offense**

There is no offside offense if a player receives the ball directly from:

- a goal kick, or
- a throw-in, or
- a corner kick.

### **Infringements/Sanctions**

If an offside offence occurs, the referee awards an indirect free kick where the offense occurred, including if it is in the player's own half of the field of play.

A defending player who leaves the field of play without the referee's permission shall be considered to be on the goal line or touchline for the purposes of offside until the next stoppage in play or until the defending team has played the ball towards the halfway line and it is outside their penalty area.

If the player left the field of play deliberately, the player must be cautioned when

the ball is next out of play.

An attacking player may step or stay off the field of play not to be involved in active play. If the player re-enters from the goal line and becomes involved in play before the next stoppage in play, or the defending team has played the ball towards the halfway line and it is outside their penalty area, the player shall be considered to be positioned on the goal line for the purposes of offside.

A player who deliberately leaves the field of play and re-enters without the referee's permission and is not penalized for offside and gains an advantage, must be cautioned.

If an attacking player remains stationary between the goalposts and inside the goal as the ball enters the goal, a goal must be awarded unless the player commits an offside offence or Law 12 offense in which case play is restarted with an indirect or direct free kick.

### **JUSA Modifications of Law 11: U6, U7, U8**

If, in the opinion of the Referee, a player is blatantly offside or has been coached into an offside position, the player may be declared offside and an indirect free kick awarded to the opposing team.

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## **Law 12 - Fouls and Misconduct**

Direct and indirect free kicks and penalty kicks can only be awarded for offenses and infringements committed when the ball is in play.

### **Direct free kick**

A direct free kick is awarded to the opposing team if a player commits any of the following offenses in a manner considered by the referee to be careless, reckless or using excessive force:

- Charges
- Jumps at
- Kicks or attempts to kick
- Pushes
- Strikes or attempts to strike (including head-butt)
- Tackles or challenges
- Trips or attempts to trip

If an offense involves contact it is penalized by a direct free kick or penalty kick.

- Careless is when a player shows a lack of attention or consideration when making a challenge or acts without precaution. No disciplinary sanction is needed
- Reckless is when a player acts with disregard to the danger to, or consequences for, an opponent and must be cautioned
- Using excessive force is when a player exceeds the necessary use of force and endangers the safety of an opponent and must be sent off

A direct free kick is awarded if a player commits any of the following offenses:

- handles the ball deliberately (except for the goalkeeper within their penalty area)
- holds an opponent
- impedes an opponent with contact
- spits at an opponent

See also offences in Law 3

### **Handling the ball**

Handling the ball involves a deliberate act of a player making contact with the ball with the hand or arm.

The following must be considered:

- the movement of the hand towards the ball (not the ball towards the hand)
- the distance between the opponent and the ball (unexpected ball)
- the position of the hand does not necessarily mean that there is an infringement
- touching the ball with an object held in the hand (clothing, shinguard, etc.) is an infringement
- hitting the ball with a thrown object (boot, shinguard, etc.) is an infringement

The goalkeeper has the same restrictions on handling the ball as any other player outside the penalty area. Inside their penalty area, the goalkeeper cannot be guilty of a handling offence incurring a direct free kick or any related sanction but can be guilty of handling offences that incur an indirect free kick.

### **Indirect free kick**

An indirect free kick is awarded if a player:

- plays in a dangerous manner
- impedes the progress of an opponent without any contact being made
- prevents the goalkeeper from releasing the ball from the hands or kicks or attempts to kick the ball when the goalkeeper is in the process of releasing it
- commits any other offence, not mentioned in the Laws, for which play is stopped to caution or send off a player

An indirect free kick is awarded if a goalkeeper, inside their penalty area, commits any of the following offenses:

- controls the ball with the hands for more than six seconds before releasing it
- touches the ball with the hands after:
  - releasing it and before it has touched another player
  - it has been deliberately kicked to the goalkeeper by a team-mate
  - receiving it directly from a throw-in taken by a team-mate

A goalkeeper is considered to be in control of the ball when:

- the ball is between the hands or between the hand and any surface (e.g. ground, own body) or by touching it with any part of the hands or arms

except if the ball rebounds accidentally from the goalkeeper or the goalkeeper has made a save

- holding the ball in the outstretched open hand
- bouncing it on the ground or throwing it in the air

A goalkeeper cannot be challenged by an opponent when in control of the ball with the hands.

### **Playing in a dangerous manner**

Playing in a dangerous manner is any action that, while trying to play the ball, threatens injury to someone (including the player themselves) and includes preventing a nearby opponent from playing the ball for fear of injury.

A scissors or bicycle kick is permissible provided that it is not dangerous to an opponent.

### **Impeding the progress of an opponent without contact**

Impeding the progress of an opponent means moving into the opponent's path to obstruct, block, slow down or force a change of direction when the ball is not within playing distance of either player.

All players have a right to their position on the field of play; being in the way of an opponent is not the same as moving into the way of an opponent.

A player may shield the ball by taking a position between an opponent and the ball if the ball is within playing distance and the opponent is not held off with the arms or body. If the ball is within playing distance, the player may be fairly charged by an opponent.

### **Disciplinary action**

The referee has the authority to take disciplinary action from entering the field of play for the pre-match inspection until leaving the field of play after the match ends (including kicks from the penalty mark).

If, before entering the field of play at the start of the match, a player commits a sending-off offence, the referee has the authority to prevent the player taking part in the match (see Law 3.6); the referee will report any other misconduct.

A player who commits a cautionable or sending-off offence, either on or off the field of play, against an opponent, a team-mate, a match official or any other person or the Laws of the Game, is disciplined according to the offence.

The yellow card communicates a caution and the red card communicates a sending-off.

Only a player, substitute or substituted player may be shown the red or yellow card.

### **Delaying the restart of play to show a card**

Once the referee has decided to caution or send off a player, play must not be restarted until the sanction has been administered.

**Advantage**

If the referee plays the advantage for an offence for which a caution / send off would have been issued had play been stopped, this caution / send off must be issued when the ball is next out of play, except when the denial of an obvious goal-scoring opportunity results in a goal the player is cautioned for unsporting behavior.

Advantage should not be applied in situations involving serious foul play, violent conduct or a second cautionable offence unless there is a clear opportunity to score a goal. The referee must send off the player when the ball is next out of play but if the player plays the ball or challenges/interferes with an opponent, the referee will stop play, send off the player and restart with an indirect free kick.

If a defender starts holding an attacker outside the penalty area and continues holding inside the penalty area, the referee must award a penalty kick.

**Cautionable offences**

A player is cautioned if guilty of:

- delaying the restart of play
- dissent by word or action
- entering, re-entering or deliberately leaving the field of play without the referee's permission
- failing to respect the required distance when play is restarted with a corner kick, free kick or throw-in
- persistent infringement of the Laws of the Game (no specific number or pattern of infringements constitutes "persistent")
- unsporting behavior

A substitute or substituted player is cautioned if guilty of:

- delaying the restart of play
- dissent by word or action
- entering or re-entering the field of play without the referee's permission
- unsporting behavior

**Cautions for unsporting behavior**

There are different circumstances when a player must be cautioned for unsporting behavior including if a player:

- attempts to deceive the referee e.g. by feigning injury or pretending to have been fouled (simulation)
- changes places with the goalkeeper during play or without the referee's permission
- commits in a reckless manner a direct free kick offense
- commits a foul or handles the ball to interfere with or stop a promising attack handles the ball in an attempt to score a goal (whether or not the attempt is successful) or in an unsuccessful attempt to prevent a goal
- makes unauthorized marks on the field of play
- plays the ball when leaving the field of play after being given permission to leave
- shows a lack of respect for the game

- uses a deliberate trick to pass the ball (including from a free kick) to the goalkeeper with the head, chest, knee etc. to circumvent the Law, whether or not the goalkeeper touches the ball with the hands
- verbally distracts an opponent during play or at a restart

### **Celebration of a goal**

Players can celebrate when a goal is scored, but the celebration must not be excessive; choreographed celebrations are not encouraged and must not cause excessive time-wasting.

Leaving the field of play to celebrate a goal is not a cautionable offense but players should return as soon as possible.

A player must be cautioned for:

- climbing onto a perimeter fence
- gesturing in a provocative, derisory or inflammatory way
- covering the head or face with a mask or other similar item
- removing the shirt or covering the head with the shirt

### **Delaying the restart of play**

Referees must caution players who delay the restart of play by:

- appearing to take a throw-in but suddenly leaving it to a team-mate to take
- delaying leaving the field of play when being substituted
- excessively delaying a restart
- kicking or carrying the ball away, or provoking a confrontation by deliberately touching the ball after the referee has stopped play
- taking a free kick from the wrong position to force a retake

### **Sending-off offences**

A player, substitute or substituted player who commits any of the following offenses is sent off:

- denying the opposing team a goal or an obvious goal-scoring opportunity by deliberately handling the ball (except a goalkeeper within their penalty area)
- denying an obvious goal-scoring opportunity to an opponent moving towards the opponents' goal by an offence punishable by a free kick (unless as outlined below)
- serious foul play
- spitting at an opponent or any other person
- violent conduct
- using offensive, insulting or abusive language and/or gestures
- receiving a second caution in the same match

A player, substitute or substituted player who has been sent off must leave the vicinity of the field of play and the technical area.

### **Denying a goal or an obvious goal-scoring opportunity**

Where a player denies the opposing team a goal or an obvious goal-scoring opportunity by a deliberate handball offence the player is sent off wherever the offence occurs.

Where a player commits an offence against an opponent within their own penalty area which denies an opponent an obvious goal-scoring opportunity and the referee awards a penalty kick, the offending player is cautioned unless:

- The offence is holding, pulling or pushing or
- The offending player does not attempt to play the ball or there is no possibility for the player making the challenge to play the ball or
- The offence is one which is punishable by a red card wherever it occurs on the field of play (e.g. serious foul play, violent conduct etc.)

In all the above circumstances the player is sent off.

The following must be considered:

- distance between the offence and the goal
- general direction of the play
- likelihood of keeping or gaining control of the ball
- location and number of defenders

### **Serious foul play**

A tackle or challenge that endangers the safety of an opponent or uses excessive force or brutality must be sanctioned as serious foul play.

Any player who lunges at an opponent in challenging for the ball from the front, from the side or from behind using one or both legs, with excessive force or endangers the safety of an opponent is guilty of serious foul play.

### **Violent conduct**

Violent conduct is when a player uses or attempts to use excessive force or brutality against an opponent when not challenging for the ball, or against a team-mate, team official, match official, spectator or any other person, regardless of whether contact is made.

In addition, a player who, when not challenging for the ball, deliberately strikes an opponent or any other person on the head or face with the hand or arm, is guilty of violent conduct unless the force used was negligible.

### **Offences where an object (or the ball) is thrown**

If while the ball is in play, a player, substitute or substituted player throws an object (including the ball) at an opponent or any other person the referee must stop play and if the offence was:

- reckless – caution the offender for unsporting behavior
- using excessive force – send off the offender for violent conduct.

### **Restart of play after fouls and misconduct**

- If the ball is out of play, play is restarted according to the previous decision
- If the ball is in play and a player commits an offence inside the field of play
- against:
  - an opponent – indirect or direct free kick or penalty kick
  - a team-mate, substitute, substituted player, team official or a match official – a direct free kick or penalty kick
  - any other person – a dropped ball
- If the ball is in play and a player commits an offence outside the field of play:
  - if the player is already off the field of play, play is restarted with a dropped ball

- if the player leaves the field of play to commit the offence, play is restarted with an indirect free kick from the position of the ball when play was stopped. However, if a player leaves the field of play as part of play and commits an offence against another player, play is restarted with a free kick taken on the boundary line nearest to where the offence occurred; for direct free kick offences a penalty kick is awarded if this is within the offender's penalty area
- If a player standing on or off the field of play throws an object at an opponent on the field of play, play is restarted with a direct free kick or penalty kick from the position where the object struck or would have struck the opponent
- Play is restarted with an indirect free kick if a:
  - player standing inside the field of play throws an object at any person outside the field of play
  - substitute or substituted player throws an object at an opponent standing inside the field of play

### **JUSA Modifications of Law 12:**

1. Charging the goalkeeper is not permitted within the penalty area. Avoidable contact with the goalkeeper in the penalty area may be penalized with an ejection.
2. The Referee will consider the age and ability of the goalkeeper when determining whether he has taken too long when putting the ball into play.

### **Safety for players 10 and under:**

In accordance with U.S. Soccer's recommendations under their Player Safety Campaign, the following modifications will be made for any JUSA Recreational League games involving players ages 10 and under. This would include the U6 through U12 divisions:

- If a player deliberately heads the ball during play, an indirect free kick (IFK) should be awarded to the opposing team at the spot of the offense, subject to the exceptions in Law 13: If the deliberate header by a defender occurs within their own goal area, the IFK should be taken at the top of the goal area, on the line parallel to the goal line, at the point nearest to where the infringement occurred.
- If a player does not deliberately head the ball, then play should continue.
- There can be no additional sanctions for repeated infringements (i.e. no cautions for Persistent Infringement if a player continues to deliberately head the ball).
- There can be no send-off if a player denies an obvious goal scoring opportunity by deliberately heading the ball.

In addition, in the event that a player of any age is struck in the head during play, the referee should stop play immediately and the player should be evaluated by a medical



professional before returning to play. If the coach or designated medical professional choose to allow the player to continue to participate in the match, the referee should include this information in the match report along with specific details as to the incident that occurred. Per the Laws of the Game, the Match Officials may not be held liable for any kind of injury suffered by a player, official, or spectator.

### **U6, U7, U8**

1. Slide Tackles are not permitted. An indirect free kick shall be awarded to the opposing team.
2. All offenses shall result in an indirect free kick being taken by the opposing team where the offense occurred.
3. The goalkeeper may not handle the ball outside the goal area.

## **Law 13 - Free Kicks**

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### **Types of Free Kicks**

Direct and indirect free kicks are awarded to the opposing team of a player guilty of an offence or infringement.

### **Indirect free kick signal**

The referee indicates an indirect free kick by raising the arm above the head; this signal is maintained until the kick has been taken and the ball touches another player or goes out of play.

An indirect free kick must be retaken if the referee fails to signal that the kick is indirect and the ball is kicked directly into the goal.

### **Ball enters the goal**

- if a direct free kick is kicked directly into the opponents' goal, a goal is awarded
- if an indirect free kick is kicked directly into the opponents' goal, a goal kick is awarded
- if a direct or indirect free kick is kicked directly into the team's own goal, a corner kick is awarded

### **Procedure**

All free kicks are taken from the place where the infringement occurred, except:

- indirect free kicks to the attacking team for an offence inside the opponents' goal area are taken from the nearest point on the goal area line which runs parallel to the goal line
- free kicks to the defending team in their goal area may be taken from anywhere in that area
- free kicks for offences involving a player entering, re-entering or leaving the field of play without permission are taken from the position of the ball when play was stopped. However, if a player leaves the field of play as part of play and commits an offence against another player, play is restarted with a free kick taken on the boundary line nearest to

where the offence occurred; for direct free kick offenses a penalty kick is awarded if this is within the offender's penalty area

- the Law designates another position (see Laws 3, 11, 12)

The ball:

- must be stationary and the kicker must not touch the ball again until it has touched another player
- is in play when it is kicked and clearly moves except for a free kick to the defending team in their penalty area where the ball is in play when it is kicked directly out of the penalty area

Until the ball is in play all opponents must remain:

- at least 9.15 m (10 yds) from the ball, unless they are on their own goal line between the goalposts
- outside the penalty area for free kicks inside the opponents' penalty area

A free kick can be taken by lifting the ball with a foot or both feet simultaneously.

Feinting to take a free kick to confuse opponents is permitted as part of football.

If a player, while correctly taking a free kick, intentionally kicks the ball at an opponent in order to play the ball again but not in a careless or reckless manner or using excessive force, the referee allows play to continue.

### **Infringements and sanctions**

If, when a free kick is taken, an opponent is closer to the ball than the required distance, the kick is retaken unless the advantage can be applied; but if a player takes a free kick quickly and an opponent who is less than 9.15 m (10 yds) from the ball intercepts it, the referee allows play to continue. However, an opponent who deliberately prevents a free kick being taken quickly must be cautioned for delaying the restart of play.

If, when a free kick is taken quickly by the defending team from inside its penalty area, any opponents are inside the penalty area because they did not have time to leave, the referee allows play to continue.

If, when a free kick is taken by the defending team inside its penalty area, the ball is not kicked directly out of the penalty area the kick is retaken.

If, after the ball is in play, the kicker touches the ball again before it has touched another player an indirect free kick is awarded, if the kicker deliberately handles the ball:

- a direct free kick is awarded
- a penalty kick is awarded if the infringement occurred inside the kicker's penalty area unless the kicker was the goalkeeper in which case an indirect free kick is awarded

**JUSA Modifications of Law 13: U8, U9, U10**

Opposing players shall be a minimum of 8 yards from the ball at the time of the kick.

**U6, U7**

There shall be no direct free kicks. Opposing players shall be a minimum of 6 yards from the ball at the time of the kick. No free kick shall be taken from within the defending team's own goal area; the kick shall be taken at the spot on the goal area line parallel to the goal line and nearest to where the offense occurred.

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**Law 14 - The Penalty Kick**

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A penalty kick is awarded if a player commits a direct free kick offence inside their penalty area or off the field as part of play as outlined in Laws 12 and 13.

A goal may be scored directly from a penalty kick.

**Procedure**

The ball must be stationary on the penalty mark.

The player taking the penalty kick must be properly identified.

The defending goalkeeper must remain on the goal line, facing the kicker, between the goalposts until the ball has been kicked.

The players other than the kicker and goalkeeper must be:

- at least 9.15 m (10 yds) from the penalty mark
- behind the penalty mark
- inside the field of play
- outside the penalty area

After the players have taken positions in accordance with this Law, the referee signals for the penalty kick to be taken.

The player taking the penalty kick must kick the ball forward; backheeling is permitted provided the ball moves forward.

The ball is in play when it is kicked and clearly moves.

The kicker must not play the ball again until it has touched another player.

The penalty kick is completed when the ball stops moving, goes out of play or the referee stops play for any infringement of the Laws.

Additional time is allowed for a penalty kick to be taken and completed at the end of each half of the match or extra time.

**Infringements and sanctions**

Once the referee has signaled for a penalty kick to be taken, the kick must be taken.

If, before the ball is in play, one of the following occurs:

the player taking the penalty kick or a team-mate infringes the Laws of the Game:

- if the ball enters the goal, the kick is retaken

- if the ball does not enter the goal, the referee stops play and restarts with an indirect free kick

except for the following when play will be stopped and restarted with an indirect free kick, regardless of whether or not a goal is scored:

- a penalty kick is kicked backwards
- a team-mate of the identified kicker takes the kick; the referee cautions the player who took the kick
- feinting to kick the ball once the kicker has completed the run-up (feinting in the run-up is permitted); the referee cautions the kicker

the goalkeeper or a team-mate infringes the Laws of the Game:

- if the ball enters the goal, a goal is awarded
- if the ball does not enter the goal, the kick is retaken; the goalkeeper is cautioned if responsible for the infringement

a player of both teams infringes the Laws of the Game, the kick is retaken unless a player commits a more serious offence (e.g. illegal feinting)

If, after the penalty kick has been taken:

the kicker touches the ball again before it has touched another player:

- an indirect free kick (or direct free kick for deliberate hand ball) is awarded

the ball is touched by an outside agent as it moves forward:

- the kick is retaken

the ball rebounds into the field of play from the goalkeeper, the crossbar or the goalposts and is then touched by an outside agent:

- the referee stops play
- play is restarted with a dropped ball at the position where it touched the outside agent

### **JUSA Modifications of Law 14: U8, U9, U10**

1. Penalty mark to be 10 yards from the goal line and centered on the goal.
2. All players must be outside the penalty area and a minimum of 8 yards away from the penalty mark and must stand behind the penalty mark.

### **U6, U7, U8**

No penalty kicks shall be taken.

### **Law 15 - The Throw-In**

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A throw-in is awarded to the opponents of the player who last touched the ball when the whole of the ball passes over the touchline, on the ground or in the air.

A goal cannot be scored directly from a throw-in:

- if the ball enters the opponents' goal – a goal kick is awarded
- if the ball enters the thrower's goal – a corner kick is awarded

**Procedure**

At the moment of delivering the ball, the thrower must:

- face the field of play
- have part of each foot on the touchline or on the ground outside the touchline
- throw the ball with both hands from behind and over the head from the point where it left the field of play

All opponents must stand at least 2 m (2 yds) from the point at which the throw-in is taken.

The ball is in play when it enters the field of play. If the ball touches the ground before entering, the throw-in is retaken by the same team from the same position. If the throw-in is not taken correctly it is retaken by the opposing team.

If a player, while correctly taking a throw-in, intentionally throws the ball at an opponent in order to play the ball again but neither in a careless nor a reckless manner nor using excessive force, the referee allows play to continue.

The thrower must not touch the ball again until it has touched another player.

**Infringements and sanctions**

If, after the ball is in play, the thrower touches the ball again before it has touched another player an indirect free kick is awarded; if the thrower deliberately handles the ball:

- a direct free kick is awarded
- a penalty kick is awarded if the infringement occurred inside the thrower's penalty area unless the ball was handled by the defending team's goalkeeper in which case an indirect free kick is awarded
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An opponent who unfairly distracts or impedes the thrower (including moving closer than 2 m (2 yds) to the place where the throw-in is to be taken) is cautioned for unsporting behavior and if the throw-in has been taken an indirect free kick is awarded.

For any other infringement of this Law the throw-in is taken by a player of the opposing team.

**JUSA Modifications of Law 15: U6, U7, U8**

The same player shall be allowed a second throw-in if there is an infraction on the first. The Referee shall explain the proper method of throwing the ball in before the second attempt.

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**Law 16 - The Goal Kick**

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A goal kick is awarded when the whole of the ball passes over the goal line, on the ground or in the air, having last touched a player of the attacking team, and a goal is not scored.

A goal may be scored directly from a goal kick, but only against the opposing team; if the ball directly enters the kicker's goal a corner kick is awarded to the opponents if the ball left the penalty area.

**Procedure**

- The ball must be stationary and is kicked from any point within the goal area by a player of the defending team
- The ball is in play when it leaves the penalty area
- Opponents must be outside the penalty area until the ball is in play

**Infringements and sanctions**

If the ball does not leave the penalty area or is touched by a player before it leaves the penalty area the kick is retaken.

If, after the ball is in play, the kicker touches the ball again before it has touched another player an indirect free kick is awarded; if the kicker deliberately handles the ball:

- a direct free kick is awarded
- a penalty kick is awarded if the infringement occurred inside the kicker's penalty area unless the kicker was the goalkeeper in which case an indirect free kick is awarded

If an opponent who is in the penalty area when the goal kick is taken touches or challenges for the ball before it has touched another player, the goal kick is retaken.

If a player enters the penalty area before the ball is in play and fouls or is fouled by an opponent, the goal kick is retaken and the offender may be cautioned or sent off depending on the offense.

For any other infringement of this Law the kick is retaken.

**JUSA Modifications of Law 16: U6, U7, U8**

1. A goal kick may be taken from anywhere within the goal area.
2. Opposing players are to be a minimum of 6 yards away from the goal area when the kick is taken.

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**Law 17 - The Corner Kick**

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A corner kick is awarded when the whole of the ball passes over the goal line, on the ground or in the air, having last touched a player of the defending team, and a goal is not scored.

A goal may be scored directly from a corner kick, but only against the opposing team; if the ball directly enters the kicker's goal a corner kick is awarded to the opponents.

**Procedure**

- The ball must be placed in the corner area
- The ball must be stationary and is kicked by a player of the attacking team

- The ball is in play when it is kicked and clearly moves; it does not need to leave the corner area
- The corner flagpost must not be moved
- Opponents must remain at least 9.15 m (10 yds) from the corner arc until the ball is in play

**Infringements and sanctions**

If, after the ball is in play, the kicker touches the ball again before it has touched another player an indirect free kick is awarded; if the kicker deliberately handles the ball:

- a direct free kick is awarded
- a penalty kick is awarded if the infringement occurred inside the kicker's penalty area unless the kicker was the goalkeeper in which case an indirect free kick is awarded

If a player, while correctly taking a corner kick, intentionally kicks the ball at an opponent in order to play the ball again but not in a careless or reckless manner or using excessive force, the referee allows play to continue.

For any other infringement of this Law the kick is retaken.

**JUSA Modifications of Law 17: U9, U10**

All opponents must be a minimum of 8 yards away from the ball when the kick is taken.

**U6, U7, U8**

All opponents must be a minimum of 6 yards away from the ball when the kick is taken.

## **Selected Summary**

### **U8, U9, and U10 Summary**

Law 1 The Field of Play – Small sided field.

Law 2 The Ball – Ball size #4.

Law 3 The Number of Players – Max 7, min 5. Each play three (3) quarters.

Law 4 The Player's Equipment – No toe cleats or screw-ins.

Law 5 The Referee – Briefly explain infractions.

Law 7 The Duration of the Match – 25 minute half with substitution break (quarter).

Law 13 Free Kicks – Opposing players eight (8) yards.

Law 14 The Penalty Kick – Mark at 10 yards. Opposing players 8 yards.

Law 17 The Corner Kick – Opposing players eight (8) yards.

### **U7 and U6 Summary**

Law 1 The Field of Play – Small sided field.

Law 2 The Ball – Ball size #3.

Law 3 The Number of Players – Max 4, min 3. Each play three (3) quarters.

Law 4 The Player's Equipment – No toe cleats or screw-ins.

Law 5 The Referee – Briefly explain infractions, may referee own match.

Law 6 The Assistant Referees – Not required.

Law 7 The Duration of the Match – 16 minute half with substitution break (quarter).

Law 8 The Start and Restart of Play– Second chance on kick-off infraction.

Law 11 Offside – Must be blatant or coached for infraction.

Law 12 Fouls and Misconduct – All fouls result in indirect free kick. No slide tackles.

Law 13 Free Kicks – No direct free kicks, opposing players six (6) yards.

Law 14 The Penalty Kick – No penalty kicks.

Law 15 The Throw-In – Second chance on infraction.

Law 16 The Goal Kick –Opposing players six (6) yards.

Law 17 The Corner Kick – Opposing players six (6) yards.



# Cal South Signature League



## **JUSA Signature Regulations and League Rules**

### **League Information**

The JUSA Signature League is an advanced recreational soccer league for youth and families designed to promote skilled soccer, good sportsmanship, fair play, and a safe environment. The objective of the Signature League is provide JUSA members with an intermediary playing level that better prepares players, parents, and coaches in the transition from recreational play to competitive club play. The level of play and competition is between recreational and club level and is similar to Recreational All-Star play. The league is for boys and girls in the U9-U15 age brackets.

### **Player Information**

Players need to be registered in the JUSA Recreational League to participate in the JUSA Signature League. Non-returning players from the previous season must be registered or sign a Medical Release form prior to player evaluations/try-outs. Player fees are capped at a maximum fee per player for the fall season as determined by Cal South (\$400 for the 2016 season). Parents will pay fees to include JUSA registration, Signature uniforms, portion of team registration fees, referee fees, tournaments, etc.

### **Team Formation**

The number of teams will be determined based on the following criteria:

1. Size of player pool meeting the skill and tactical demands of the Signature League
2. Number of qualified coaches
3. Available competition within the North Orange County Signature Circuit
4. Maximum of teams by age/gender group as determined by the Signature Committee. The number of teams will be based on previous year's performance in each age/gender group to ensure JUSA Signature teams are achieving the required level of play.
5. Newly-formed U9 and U10 teams may freeze a maximum of 7 players.
6. Newly-formed U11 – U15 teams may freeze a maximum of 10 players.

The U9 and U10 teams are required to have a minimum of 8 and maximum of 12 players (10 recommended). The U11 through U15 teams are required to have a minimum of 11 and maximum of 16 players (14 recommended). Players will participate in an evaluation process (tryout). This will occur in March or April. Players will be evaluated based on their technical skills, physical skills, and tactical skills. Players will be selected by coaches through an open draft process.

### **Draft**

The draft should be held closely after the last tryout date. The draft order will be determined by choosing numbers. The person who picks number #1 gets the first pick in the draft, #2 gets second pick, etc. It is not a serpentine draft.

### For U10-U15

First Round – Each team, regardless of the number of players currently on their team, gets a first round pick. Coaches do not have to use their pick.

Middle Rounds – The team with the least number of players on their team will fill their roster to the level of the next least number of players on a team. Once two teams are level, they will pick in draft order until they are both level with the next least number of players on a team. This will continue until all teams in the division have an equal number of players.

Last Rounds – Each team will have a pick (as in the first round). Rounds will continue until everyone has chosen their team.

### For U9

Each team, regardless of the number of players currently on their team, gets a first round pick. Coaches do not have to use their pick. The draft will continue in order until all teams are filled. Coaches may choose to use all 12 player spots or less.

## **Rules for Adding Players after the Draft**

ALL player additions MUST be approved by the Signature Director or an appointee of the Director.

### **Adding players who participated in try-outs, but were not selected**

1. Any player who participated in try-outs, and was not selected, can be added to the team's roster at any point after the draft, with the following stipulations:
  - The player is not registered with another Cal South team or organization.
  - The request comes BEFORE the cutoff date supplied by JUSA for player adds (May 31<sup>st</sup>).
  - Adding the player does NOT put the team over the maximum number of player allowed per team (12 for U9 & U10, 16 for the older age groups).
2. If a player meets the stipulations above, contact the Signature Director and he will communicate with the Registrar to approve the add.

### **Adding players who DID NOT participate in try-outs**

1. The above listed stipulations concerning registration status, time, and space on the team also apply to these players.
2. Once practices begin (after June 1<sup>st</sup>), the process for adding these players is as follows:
  1. Team will contact the Signature Director about their desire to add the player. Include the player's name, contact info, and place, date and time this player will be working out with their team (practicing).
  2. The Signature Director will then contact ALL other JUSA Signature coaches in their division about their desire and intent to add the player, with the time and place they can observe the player. It will be the responsibility

of any coach who might be interested in adding the player to make the time to attend the workout.

3. Any coach interested in picking up this player MUST contact the Signature Director within 24 hours after the workout to claim the player.
4. If no other coaches respond in the designated timeframe, the Signature Director will communicate with the Registrar to approve the add.

If more than one coach wants to add the player, including the initial coach, then preference will be given to the coach who is first on the “waiver” list. The “waiver” list will be determined at the draft based on draft order (for example, the team who drafts first will be at the bottom of the “waiver” list, and the team that drafts last will be at the top). Once a team claims a player, that team will drop to the bottom of the waiver list and the other teams will subsequently move up the list. It is the responsibility of the coach to inform the observing coaches of who the player is, but not their responsibility to take requests as to what skills the other coaches want to see. In the event the player is not at the workout to be observed, it is the responsibility of the other coaches interested (not the initial coach) to inform the Signature Director within 24 hours, so a new date and time can be set.

If a coach from the “waiver” list claims the player, that player MUST and WILL be added to that team. In the event that a player does not want to play for the coach who has first rights to that player, that player will be removed from consideration for ALL teams.

## Coaches

Coaches for each age group will be selected and ranked by members of the JUSA Signature Committee. These members will include at least the following members; Signature Director, Signature Coach Coordinator, Signature Referee Coordinator, Signature Area Representatives, and one member from the JUSA Main Board of Directors. The selection process will utilize the following criteria:

1. Coaching Experience
2. Coaching capability and record
3. License level (minimum level is E) and Risk Management compliance
4. Coach conduct including violations of rules/regulations and sportsmanship
5. Commitment/Participation to support JUSA
6. Area Director References
7. Referee, Parent, Player references
8. Application completed properly and submitted by deadline as established by Signature Board.
9. Previous Signature Coaching Experience

Coaches who are not selected may utilize the following protest process:

1. Submit protest in writing establishing a sufficient reason that their protest should be considered.
2. Meet with Signature Committee to resolve the protest.
3. In the event the protest is not resolved, the coach may appeal the protest ruling to the JUSA Main Board of Directors. The guidelines of the Cal South Protest and

Appeals Manual shall be followed.

Coaches are required to participate in player evaluations during the tryouts and support the Signature League with volunteers as needed to complete required tasks. Head Coaches and at least one assistant coach must hold a Level E coaching license and Risk Management badge. Each team must have a licensed coach at each game.

## **Rules**

All JUSA matches shall be governed by the IFAB Laws of the Game, as modified by Cal South, Signature League and JUSA.

There are differences between the Recreational and Signature League rules. The items listed below are highlights, but do not necessarily list all of the differences.

- Free substitution is allowed for all levels.
- Each player is guaranteed 50% play time per game.
- The teams must wear the uniforms approved by the JUSA Signature Committee.
- Paid trainers may be used by Signature teams.

For more information on Signature League Rules & Regulations, visit [www.calsouthsignature.com](http://www.calsouthsignature.com)

## **Administration**

The JUSA Signature League will be governed by a Signature Committee. The Signature Committee shall have the authority to rule on any matter pertaining to the Signature League. A member of the Signature Committee will attend the JUSA Main Board meetings, and other Committee members will attend local Area Meetings to ensure alignment with the entire JUSA organization.

The JUSA Signature Committee will be comprised of a minimum of the following positions:

- Signature League Director
- Coach Coordinator
- Secretary
- Registrar
- Referee Coordinator
- Fields/Playing Equipment Coordinator
- Team Manager Coordinator
- Area Representatives (Anaheim, Placentia, and Yorba Linda)

The Committee will be elected to their positions during a general Signature meeting by the Signature League members in December. The exceptions are the Signature Director which will be elected during the JUSA Main Board general meeting in November, and the Area Representatives who will be jointly appointed by the Signature Director and the Area Directors. All positions shall serve a term from January through December.

The Signature Committee will meet monthly with minutes available to the JUSA Main Board as requested. All meetings will be considered open to JUSA member participation, unless specifically stated as a closed-session.

Disputes and protests will be managed utilizing the following process:

1. Written dispute will be submitted to the Signature League Director
2. The entire Signature League Board, if required, shall hear and adjudicate an arbitration appeal. Written documentation of all appeals and their resolution shall be made available to the JUSA Board of Directors as requested.
3. Failure to reach resolution after following these guidelines may allow the protest or dispute to be presented in writing to the JUSA Board of Directors. The guidelines of the Cal South Protest and Appeals Manual shall be followed.

## **Chelsea SC**

### **MISSION STATEMENT**

Chelsea SC provides players a fun, safe, competitive environment for youth soccer. We strive to develop individual skills as well as team excellence. Chelsea SC employs the highest qualified coaches available to allow each player the best opportunity to reach their full potential. Chelsea SC creates a unified and dynamic soccer organization that will continue to thrive and give back to the local community.

### **CHELSEA SC OBJECTIVES AND PHILOSOPHIES**

The CHELSEA SC Club program objectives and philosophies are simple. Through experiencing these principles and applying them in everything we do, one learns to overcome the difficult, adverse challenges that we may be faced with throughout our lives.

1. To help each player grow physically, technically, tactically, intellectually and emotionally through his/her participation in competitive soccer.
2. To work with and develop each player and team to their full potential through measurement of their growth on the soccer field.
3. To help each player/team learn about and develop their character as people, athletes, and teams. Through the understanding of the four “D” of self-improvement: a) Dedication, b) Discipline, c) Desire/Determination and d) Development.
4. Achieve almost anything to build self-esteem and confidence through positive reinforcement, support and the understanding of how mistakes are a part of growing, learning and developing. Through this, we develop the confidence and knowledge that we commit ourselves to do.
5. To help players achieve their personal goals, whether they are to be competitive at the Club, High School, Collegiate, or Professional level.
6. To instill upon all the principles of fair play and good sportsmanship. Winning is only a goal to strive for. Sometimes you achieve it, sometimes not. The process for achieving that goal is much more important -learning, growing, being stimulated or challenged and having fun. Those are the true reward of participation.
7. To create passion and loyalty to the game of soccer, JUSA, and the CHELSEA SC Club.
8. To provide “value” to all for the time, energy and financial resources committed.
9. To give back to the club, our community and to soccer, that which each has gained.

### **DEVELOPMENT-BASED CLUB**

CHELSEA SC is a development-based club. It is our goal to teach and develop players to their full potential, not simply coaching them to win games. All

CHELSEA SC Coaches are required to implement a teaching program that follows the basic principles of development in soccer:

Fundamental Skill Development	(Technical) Decision Making
and flexibility	(Technical) Speed, fitness, agility
Development/Education	(Physical) Mental Growth
	(Psychological)

Through this approach, player development occurs and is taught at certain stages in a player's growth (also known as "age/developmentally appropriate" activity).

### Coaches

All CHELSEA SC Coaches are required to carry a minimum of a State Level "D" license. On-going training/teaching of CHELSEA SC coaches is done and promoted by the Technical Director. All CHELSEA SC Coaches must pass a thorough interview/evaluation process that demonstrates their knowledge of the game of soccer, their ability to work with and communicate well to the gender/age of the players they are to coach and model in a positive manner the principles of fair-play and good sportsmanship.

### CLUB STRUCTURE

Chelsea SC has made numerous changes to the structure and qualifications of the club. We have joined forces with Signature to create programs to help develop players and coaches for the future. JUSA recreation soccer has supported our new values and has embraced the club in moving our community soccer organizations in one direction.

The old concept of competitive soccer (JUSA Select) was based on professional coaches and not allowing parents to have any association with coaching their children in the program. We lost many teams, players, and families to competing organizations for this reason. The goal of Chelsea SC is to provide a Graduation plan that will allow a qualified parent coach

to work in the program and develop their abilities. The plan will incorporate a trainer and graduate to a professional coach depending on the need of the team and the direction of the club. We will guide these teams and coaches to become competitive and keep our JUSA families in the Chelsea SC program.

The relationship with JUSA has been positive for both organizations. We have developed a working relationship and the competitive arm has become a leading force in having one program and working seamless. Chelsea SC will host camps, academy night training, TOP Soccer camp, and coaching certifications for the recreation league. The goal is to provide families in JUSA with the best resources and help all levels of the game of soccer. We will be assisting JUSA with tournaments and events to bring the programs together as one.

JUSA signature will also benefit from the Graduation plan, Academy nights, and team camps Chelsea SC will host. The Graduation plan sets guidelines for teams to enter



the competitive soccer arena and guide them through the club process. We look

forward to having a signature team move to the next level and develop into the future of our program. The Academy nights gives an opportunity for players to refine their technical skills and coaches to pick up a few tips to take to their training sessions. We will also provide team camps as a step to make our signature teams more competitive in the area and jump start their training to prepare for the fall and spring seasons.

We are proud to be the competitive organization for JUSA and we work hard to represent the community soccer program. With guidance and proven method to build our program and have families enjoy and prosper from participating in JUSA. We thank JUSA for their support and we will see JUSA recreation, JUSA signature, and Chelsea SC join together and provide the best soccer experience for player, families, and teams.

## **GOVERNANCE**

CHELSEA SC is governed by a committee (Board), which includes the following positions; Competitive Chairman, Vice-Chairman, Secretary, Treasurer, Team Administrator/Activities Representative, Field Coordinator and Tournament Director. All Board positions are volunteer- based. Each position carries the responsibility of the implementation of the duties and activities associated with the Board position. The Chairman is elected during the JUSA annual general meeting. The Chairman of the Board appoints the other CHELSEA SC Board positions.

### **CHAIRMAN**

The chairman of the Chelsea Sc committee will be elected by the voting members of JUSA at the November General Membership Meeting. He/She will coordinate the activities of the Chelsea Sc committee and serve on the JUSA Board of Directors as a voting member. The Chairman shall report on the activities of Chelsea Sc on a regular basis. The Chairman will appoint all other members of the Chelsea Sc Board of Directors.

### **THE DIRECTOR OF COACHING**

The Technical Director shall report to the Chelsea Sc Chairman or to a committee appointed by the Chairman. He/She shall develop and direct the training philosophy, policies, standards and guidelines of the Chelsea Sc Program. The Technical Director shall assist in the development of an on-going relationship with recreational program through training and clinics for players and coaches. He/She shall not have a vote on the Chelsea Sc board of Directors. Duties of the Technical director are as follows, but not limited to:

- Run the day-to-day technical operations of the competitive program (CHELSEA SC)
- Hire of all Chelsea SC Coaches
- Establish and. oversee all existing and new teams in CHELSEA SC
- Design and administer club tryouts

- Develop and implements the CHELSEA SC philosophy, policies, code of conduct and guidelines
- Implement and oversee player camps and clinics
- Work with the JUSA recreational program with an emphasis on player development and coaching education
- Serve as a liaison to the JUSA Main Board, the Coast Soccer League and CAL SOUTH Soccer Association

**Chelsea SC Committee of Directors**

Chairman

Vice Chairman Treasurer Secretary

Director of Fields and Equipment Director of Activities and Administrators

Tournament Director

**Non-Voting members of the Committee**

Technical Director

Executive Director

Registrar

The Chairman shall be elected as noted in Section 1. The remaining 6 members shall be appointed by the Chelsea Sc Chairman and the Board will be approved at the May meeting of the Team Administrators. No more than 2 members shall begin January 1st following the appointment of the Chairman of the Board for the Chelsea Sc program and end December 31 of the same year. Outgoing members shall remain as non-voting members to assist during the transition of new members of the board. The Chelsea Sc Board shall meet on a regular basis throughout the year. Approved minutes of those meetings shall become the operations record of the Board. The records shall be made available to the JUSA main Board of Directors as required.

**ADMINISTRATION**

The Chelsea Sc Board shall have the authority to rule on any matter pertaining in the Chelsea Sc program of Competitive Play. All protests or disputes shall be made in writing and directed to the Chelsea Sc Chairman. The Technical Director shall be authorized to act as arbitrator in these matters. His/Her actions and any resulting resolutions shall be recorded in writing and approved by the Chairman or a sub-committee established for the purpose of hearing disputes. The entire Chelsea Sc committee, if required shall hear and adjudicate all appeals. Written documentation of all appeals and their resolution shall be made available to the JUSA Board of Directors.

Failure to reach a resolution after following these guidelines may allow the protest or dispute to be presented in writing to the JUSA Board of Directors through the Vice President of Referees. He/She may direct the matter to the JUSA Playing Rules Committee, a Trial Board or the JUSA Board of Directors. The guidelines of the Cal-South Protests and Appeals Manual shall be followed.

## **TEAMS**

The Technical Director shall determine the number of teams and their respective bracketing based on the following criteria:

- Available Resources: Practice Sites – Playing Fields – Equipment – Budget
- Size of Player Pool and the ability to play at a competitive level.
- Available Competition: CSL Bracketing

Approved teams agree to abide by standard financial accounting practices as established by the JUSA Main Board of Directors and approved by the Chelsea SC Committee. Reporting procedures are mandatory and the failure to comply with the local, State or Federal requirements and regulations WILL result in the suspension of the team until such time as the team has met the requirements mandated by the JUSA Main Board. Financial Statements for the calendar year (January 1 – December 31), not the playing year, are due to the JUSA Treasurer NO Later than January 31 of the current playing season.

## **MANAGER/TEAM ADMINISTRATOR**

Applications for the administrators are to be submitted to the Chelsea Sc Board for review and evaluation. Background, training and experience will be considered. Approved managers will be required to have a USSF, USYSA or Cal-South Administrator Identification Pass, and shall be governed by the Cal-South Risk Management Program.

**Addendums**

**JUSA Pre-Season, Regular and Post-Season Tournaments**

**Post-Season Playoff Seeding for Recreational Leagues**

**(e.g. JUSA Cup, D3CC, Signature)**

**JUSA Friendship Games**

**JUSA Cup**

**NOCIL Rules and Regulations**

**D3 Commissioner Cup**

**D3 All-Stars**

**JUSA All-Stars**

**JUSA Spring League Rules**

**JUSA Playing Fields**

## Post-Season Playoff Seeding for Recreational Leagues

### (e.g. JUSA Cup, D3CC, Signature)

The JUSA League Scheduler has the sole power to determine the seeding of JUSA teams for the post-season JUSA League Recreational youth soccer tournament (JUSA Cup, for U9-U19).

The Cal South District Three Signature League Scheduler has the sole power to determine the seeding of all Signature teams for the post-season Signature youth soccer tournament (U9-U15).

The Cal South District Three Intercity League Scheduler has the sole power to determine the seeding of all teams for the post-season Recreational Intercity youth soccer tournament (District 3 Commissioner's Cup {D3CC}, recently U10-U19).

### General Notes about JUSA Recreational youth soccer seeding

Given the choice, JUSA has a traditional philosophy that it is more important to give coaches and families advance notice about the playoff schedule adjacent to Thanksgiving holidays instead of delaying the seeding until the last one or two games have been played. Polite questions or suggestions related to seeding are welcome. Complaints about seeding are unwelcome.

Normal Seeding, single pool:

- First versus last, etc.
- Early elimination rounds are held to achieve an even team count.

Normal Seeding, double (or multiple) pool:

- First in Pool One versus last in Pool Two
- Adjustments must be made when the Pools are not the same size.
- Sometimes the point totals can be very different.
- Sometimes the quality of the teams in each pool is different.
- Early elimination rounds are held to achieve an even team count.

Uniform color conflicts:

- At the discretion of the Scheduler, occasionally two teams with similar seeding and identical colors may be repositioned in one of the early playoff rounds.

Accelerated Playoff schedule:

- In most cases, the JUSA Cup playoff schedule is accelerated so it can be completed before the D3CC playoffs. Usually, this requires games to be played on Sundays.
- Weeknight games may also be scheduled, most commonly on

a Friday night.

- The best teams from JUSA Cup play are typically invited to play in the subsequent D3CC. Typically, fall youth soccer leagues in other cities have the same constraints and challenges that we do.

High School age brackets (U15/U16/U17/U18/U19):

- Typically, seeding is delayed until all ten regular season games have been played.
- Often, early-round playoffs begin on the Sunday following game ten Saturday.

Middle School age brackets (U13/U14):

- Typically, seeding is done after eight or nine regular season games have been played.
- Often, early-round playoffs begin on the Sunday following game ten Saturday.

Elementary School age brackets with playoffs (U9/U10/U11/U12):

- Typically, seeding is done in early November, after seven or eight regular season games have been played.
- Early season rainouts and lack of field availability may impact the number of games played.
- Often, early-round playoffs begin on the Sunday following game ten Saturday.



## **JUSA Friendship Games**

### **JUSA Friendship Game Rules**

#### **Fall Season (games played in August)**

1. Teams and spectators will observe the courtesy of sitting on opposite sides of the field. The Home Team will sit on the West Side of all North/South oriented fields or the North side of all East/West oriented fields.
2. Field Marshals will conduct player check-in 15 minutes prior to each game.
3. CYSA-S Player Registration Application, signed by parent or guardian, and the coach for whom the player regularly plays, is required for all players, including borrowed ones. Club Players are not allowed to participate in this tournament. Player picture ID cards are NOT required.
4. All players must wear shin guards. No player may play with a hard cast or hard brace.
5. The Home Team is the first team listed on each playing schedule. The Home Team will change the color of their uniform if there is a color conflict. Players may substitute any simple T-shirt of Contrasting color. Home team will provide the ball and have the kick-off for the first half.
6. All games will end on schedule! Games end at the completion of regulation playing time, or within five (5) minutes of the start of the next scheduled game, whichever comes first. Game halves may be adjusted to provide two equal parts when games are started late. There will be 5 minutes between halves. Be on time and keep the games on time!
7. Games times are:  
    Age Groups U15 – U19 30 minute halves   Age Groups U11 – U14 25 minute halves  
    Age Groups U06 – U10 20 minute halves
8. Unless stated otherwise, CYSA-S and IFAB regulations apply.
9. All Age Groups may substitute players freely during the games as permitted by the Referees (i.e.) at any stoppage. There will be no game stoppage for quarters.
10. There will be no protests. All problems will be resolved or arbitrated on the spot by a Field Marshal or the most senior Referee.
11. The Field Marshal or senior Referee may suspend a game for safety reasons, health reasons or any other problem situation that cannot be resolved.
12. All Yellow Carded players must be substituted out of the game. They may re-enter at any later substitution. This may mean playing short if there are no substitute players. This rule shall be waived if it will result in a team having three (3) players less than their opponents.



13. Red Carded players and/or any coach ejected from a game will not be allowed to participate in any further tournament games.

14. Field Marshals shall record and report the names of any player or coach who receives a RED card. Any Red card information and player injuries shall be reported to the Tournament Director.

## **JUSA Cup**

### **Background**

JUSA runs a post-season tournament for all JUSA recreational teams U9 and older in Yorba Linda, Placentia, and Anaheim. No new teams are formed. It is a single-elimination format, and the winner in each age bracket receives a trophy called the JUSA Cup. The tournament rules will be posted on the JUSA website in November each year. In any given year, the rules may change. Typical rules are listed below:

### **First Round Rules**

The initial round of the JUSA Cup involves many teams. Sometimes weather and field availability introduce additional constraints. In order to get through the first round efficiently, sometimes the tournament game rules are modified.

**JUSA CUP GAMES FOR THE FIRST SATURDAY ONLY WILL HAVE THE FOLLOWING MODIFICATIONS TO THE STANDARD RULES:**

All U9 and U10 games will be 40 minutes. 4 ten minute quarters.

One minute allowed between quarters. Half time will be 5 Minutes

All players must play 3/4 of the game.

If the game is tied, no overtime. Proceed immediately to penalty kicks to decide the game.

All U12 and U14 games will be 50 minutes.

Two 25 minute halves. Half time will be 5 minutes. All players must play 1/2 of the game.

If the game is tied, no overtime. Proceed immediately to penalty kicks to decide the game.

All subsequent games follow the normal JUSA cup tournament rules.

### **Standard (Subsequent Round) Rules**

Home team shall occupy the north or west side of the field. Home team shall change colors if both teams have the same color.

Playing time:

**ALL U9 and U10 PLAYERS MUST PLAY 3/4 OF THE REGULAR GAME. ALL U-12 to U-19 PLAYERS MUST PLAY 1/2 OF THE REGULAR GAME.**

The duration of the match shall be two equal periods, and a maximum of two equal

Overtime periods if required, as shown in the following table.

Division	Age	Regulation Half	Overtime Period
1	U-19	45 minutes	10 minutes
2	U-16	40 minutes	10 minutes
3	U-14	35 minutes	10 minutes
4	U-12	30 minutes	5 minutes
5	U-10, 9	25 minutes	5 minutes

Half-time rest period shall be a minimum of five minutes, maximum ten minutes, at the Referee's discretion.

If a team does not field the minimum number of players required within 15 minutes of the scheduled starting time, the game will not be played. A forfeit may be declared.

#### Overtime rules in the event of a tie at the end of Regulation play

In the event a play-off game or Cup game is tied at the end of regulation play, a Maximum of two overtime periods shall be played.

There shall be a rest period of from five to ten minutes between the end of the regulation time game and the overtime period, and a rest period between overtime halves, if warranted or requested by either team.

Sides shall be chosen by a new coin toss, and sides alternated at half-time.

Golden Goal APPLIES: The first goal scored during overtime shall end the match.

Substitution for U10 and younger are only allowed between overtime periods. All players must participate in the overtime play, unless the match is decided in the first Overtime period.

#### Penalty kick rules in the event of a tie at the end of two overtime periods

If a tie still exists after two overtime periods, the Kicks from the Penalty Mark Procedures shall be used to determine a winner.

### Kicks from the Penalty Mark Procedure

The referee chooses the goal at which the kicks will be taken. (Advantage is to be given to the goalkeeper not the kicker.)

The referee tosses a coin and the team whose captain wins the toss decides whether to take the first or second kick.

The referee keeps a record of the kicks being taken.

Subject to the conditions explained below, both teams take five kicks. The kicks are taken alternately by the teams.

If, before both teams have taken five kicks, one has scored more goals than the other could score, even if it were to complete its five kicks, no more kicks are taken.

If, after both teams have taken five kicks, both have scored the same number of goals, or have not scored any goals, kicks continue to be taken alternately, one-by-one by each team, in the same order until one team has scored a goal more than the other from the same number of kicks.

A goalkeeper who is injured while kicks are being taken from the penalty mark and is unable to continue as goalkeeper may be replaced by a named substitute provided his team has not used the maximum number of substitutes permitted under the competition rules.

With the exception of the foregoing case, only players who are on the field of play at the end of the match, which includes extra time where appropriate, are allowed to take kicks from the penalty mark.

Each kick is taken by a different player and all eligible players must take a kick before any player can take a second kick.

An eligible player may change places with the goalkeeper at any time when kicks from the penalty mark are being taken.

Only the eligible players and match officials are permitted to remain on the field of play when kicks from the penalty mark are being taken.

All players, except the player taking the kick and the two goalkeepers, must remain within the center circle.

The goalkeeper who is the team mate of the kicker must remain on the field of play, outside the penalty area in which the kicks are being taken, on the goal line where it meets the penalty area boundary line.

Unless otherwise stated, the relevant Laws of the Game and International F.A. Board Decisions apply when kicks from the penalty mark are being taken.

When a team finishes a match with a greater number of players than their opponents,

they shall reduce their numbers to equate with that of their opponents and inform the referee of the name and number of each player

excluded. The team captain has this responsibility.

Before the start of kicks from the penalty mark the referee shall ensure that only an equal number of players from each team remain within the center circle and they shall take the kicks.

## Intercity (NOCIL) Rules

### North Orange County Intercity League (NOCIL)

**District 3 Commissioner's Cup and District 3 All-Stars have rules and regulations based on these NOCIL Rules.**

Cal South identifies Orange County as District 3 (D3). There are six large northern D3 Recreational Leagues: 1. Anaheim Soccer Association (ASA), 2. Brea Soccer Association (BSA), 3. Canyon Hills Soccer Association (CHSA), 4. Fullerton Rangers Youth Soccer Club (FRYSC), 5. Junior United Soccer Association (JUSA), and 6. Orange Junior Soccer Club (OJSC). Sometimes other leagues are also invited to play, including Whittier Area Youth Soccer (WAYS).

Many of the older teams in these leagues participate in intercity (inter-league) play during the regular season and post-season. Typically, only JUSA U19 teams participate during the regular season. However, JUSA U9 and older teams join the group for post-season play. In the D3 Commissioner's Cup, recreational teams from each league that played well during the regular season have a chance to compete. In the D3 All-Star games, each league forms new teams with strong players to play for fun.

JUSA will select teams to participate in District III Commissioner's Cup games as follows:

- The winner of the post-season JUSA Cup will be team JUSA 1. The loser of the post-season JUSA Cup final game will be team JUSA 2. If more teams are invited by District III, JUSA will invite the non-finalist teams with the highest regular season point total. If a team declines to participate, JUSA will invite teams with the next highest regular season point total until the number of teams requested has been reached.
- If JUSA Cup cannot be completed by the time teams need to be invited to District III Commissioner's Cup, JUSA will invite teams which have not already lost in JUSA Cup in the order of regular season total points. (i.e. If only one round of JUSA Cup has been played and the team with the highest regular season total has already lost, it is not invited.)
- If a team declines to participate, JUSA will invite teams with the next highest regular season point total until the number of teams requested has been reached. A team without a licensed Head Coach will have to line up a licensed coach with a current administrator card to be at their games in order for the team to participate.

NOCIL rules are used for the following purposes:

- a) Recreational league, regular season, intercity play, typically U16 and U19 for JUSA recreational teams
- b) Recreational league, post-season, tournament for strongest Cal South recreational teams in Orange County, D3CC

- c) Recreational, post-season, games for strongest Cal South recreational players in Orange County, D3 All-stars

## **NORTH ORANGE COUNTY INTERCITY LEAGUE COMPETITION RULES AND REGULATIONS**

### **SECTION 1- GENERAL**

1.1- All NOCIL games shall be played under the current “Laws of the Game” published by IFAB, Cal South, USYSA, and USSF rules apply, except when modified by the NOCIL Director and League Representatives.

1.2- All Inter-League sponsored games shall be played under the rules of the NOCIL. It is the responsibility of all participating clubs/teams to acquire information regarding these rules.

1.3- NOCIL shall post all Inter-League rules on the NOCIL message board. It is the responsibility of all league administrators, referees, players and parents to be familiar with the NOCIL rules and Regulations.

1.4- Games will not be rescheduled by the NOCIL director. Any game(s) that needs to be rescheduled must be agreed upon between both teams and league representatives.

1.5- The NOCIL director may reschedule games for Commissioner’s Cup and All-Stars, due to inclement weather.

1.6- The NOCIL is comprised of the following leagues: Anaheim Soccer Association (ASA)

Brea Soccer Association (BSA)

Canyon Hills Soccer Association (CHSA)

Fullerton Rangers Youth Soccer Club (FRYSC)

Junior United Soccer Association (JUSA)

Orange Junior Soccer Club (OJSC)

Whittier America Youth Soccer (WAYS)

Laguna Niguel Youth Soccer Association (LNYS)

La Mirada Soccer Association (LMSA)

Diamond Bar Soccer League (DBSL)

1.7- No league may join NOCIL without the majority vote of league representatives.

### **SECTION 2- CLUBS/TEAMS ADMITTANCE INTO NOCIL**

2.1- All leagues participating in Inter-League play for U14 – U19 must provide the NOCIL Director with an approximate number of teams playing in the up coming season no later than August 1st.

2.2- All leagues participating in Commissioner’s Cup and All-Stars, for U9 – U14

must provide the NOCIL Director with an approximate number of teams playing, no later than Sept 30th.

### **Section 3- COMMISSIONER'S CUP AND ALL-STAR BOND**

3.1- All leagues must post a Bond of \$200.

3.2- Should a team fail to show up and forfeit a game, the said team is responsible for the entire Referee fee.

3.3- If the said team fails to pay the referee fee, the entire (League) Bond will be forfeited and used to compensate referees.

3.4- The league will then be responsible to put up an additional bond for \$200 in the coming year.

3.5- Once a league has posted the \$200 bond, it will carry over to the following year, as long as it has not been forfeited.

3.6- Each league must provide a field for Commissioner's Cup and All- Stars, failing to provide a field may result in disqualification from the tournament or paying an additional fee to participate.



## Section 4- Forfeits

4.1- Any player/team found responsible for promoting violence, instigating, or enticing a team disturbance, causing the referee to suspend play prior to the completion of regulation time, will have forfeited that game (even if they are winning at the time of the incident).

4.2- The NOCIL Director will review all such incidents. Upon review the team may also be subject to league suspension. Any team under league suspension will forfeit all scheduled games with a score of (0-1) until suspension is complete. If it is found that both teams/players are equally at fault in the suspension of a game, then both teams will receive a forfeit (0-1, 0 points).

4.3- Any team/club needing to forfeit a game for any reason, must notify the Home Club representative (U19 & U16) or NOCIL Director (U19) within 48 hours of scheduled game. If the team/club who is forfeiting said game fails to notify proper personnel, the team/club forfeiting will be responsible for the entire referee fees for the scheduled game. The team who forfeits the game will receive a forfeit (0-1, 0 points), with the opposing team receiving a win (1-0, 3 points).

4.4- The team that forfeits must have the Referee fee's to the NOCIL Director no later than the first Wednesday after the game. Failing to do so may result in forfeiting the upcoming game.

4.5- During Commissioner's Cup and All-Stars if a team forfeits one game they SHALL forfeit all. If a team forfeits a game and fails to pay referee fees, they will also forfeit the entire \$200.00 league bond.

## Section 5- Conduct and Suspensions

5.1- The safety of all participants and maintaining an atmosphere of good sportsmanship is the responsibility of all members.

5.2- Any player or member promoting violence, enticing team dissent, or generally in violation of item (P) may be brought before the NOCIL Director for disciplinary action (including suspension or removal of the player or member) subject to the Cal South and USYSA Disciplinary Guidelines and Procedures.

5.3- Any member who instigates violence that leads to harming an opponent, spectator, official, or teammate, in addition to any action defined above, may be subject to criminal prosecution. This type of conduct will not be tolerated and will be aggressively pursued by NOCIL.

5.4- Any player, coach or administrator of the team receiving three (3) yellow cards (warning/cautions) within six (6) consecutive matches will be suspended from their next scheduled NOCIL game. Any individual receiving four (4) yellow cards (warning/cautions) during the season shall be suspended for the next

scheduled NOCIL game. After a suspension of this type, the count of yellow cards is set to one (1).

5.5- Accumulated disciplinary actions (Yellow Cards, Red Cards, and Suspensions) may affect a team's continued participation in league play as well as post-season play.

### **Section 6- Red Cards**

6.1- Referees must return all ID cards to the respective coaches following the match except when there is Referee Assault or Violent Conduct on the field. In these cases, the ID card(s) must be retained by the Referee and turned in, with a written report in 24 hours.

6.2- If a player receives a Violent Conduct (Fighting / Striking other player or Official) red card, they will not be able to participate in their team's next FOUR scheduled games.

6.3- All other red card violations regarding a player or ejected official will not be able to participate in their teams next scheduled game.

6.4- If a team official (Coach/Manager) is directed to leave the field by the referee it is the same as receiving a red card. As a professional courtesy the referee does not have to show/display a red card to the team official. A report will be submitted by the Referee and sent to the NOCIL Director, along with the coach's administration card. The Team administrator will then miss the next game for the team which he was participating with.

6.5- If it is the last game of the season, the suspension carries over to NOCIL post-season play.

6.6- If a player or official receives a second red card during the season, they will be suspended for the remainder of the season, or until reinstated by the NOCIL director.

6.7- A point will be automatically deducted for a red card.

### **Section 7- Yellow Cards**

7.1- Coaches MUST substitute yellow-carded players at the time the referee shows the yellow card to the player and before restarting the game.

7.2- For every 10 yellow cards that a team accumulates, they will be deducted a point. This will continue throughout the season.

### **Section 8- CONDUCT/SUSPENSIONS**

8.1- The safety of all participants and maintaining an atmosphere of good sportsmanship is the responsibility of all members.

8.2- Any player or member promoting violence, enticing team dissent, or generally in

violation of item a. (above) may be brought before the NOCIL for disciplinary action (including suspension or removal of the player or member) subject to the Cal South and USYSA Disciplinary Guidelines and Procedures.

8.3- Any member who instigates violence that leads to harming an opponent, spectator, official, or teammate, in addition to any action defined above, may be subject to criminal prosecution. This type of conduct will not be tolerated and will be aggressively pursued by the NOCIL.

8.4- Any player, coach or administrator of the team receiving three (3) yellow cards (warning/cautions) within six (6) consecutive matches will be suspended from their next scheduled NOCIL game. Any individual receiving four (4) yellow cards (warning/cautions) during the season shall be suspended for the next scheduled NOCIL game. After a suspension of this type, the count of yellow cards is set to one (1).

8.5- Any player, coach or administrator receiving a red card (ejection/send off) from the referee, shall be suspended for the remainder of that game and their team's next scheduled game. Should two yellow cards in the same game cause the ejection; both cautions will be counted as yellow cards and counted towards the ten accumulated yellow cards (7.3).

8.6- Accumulated disciplinary actions (Yellow Cards, Red Cards, and

Suspensions) may affect a team's continued participation in league play as well as post-season play

8.7- ANY PLAYER, COACH, OR TEAM MEMBER using foul and/or abusive language or conduct will be issued a RED CARD (EJECTION/SEND OFF).

8.8- NOTE TO PLAYERS, COACHES, and OFFICIALS, NOCIL is a league for youth and families designed to promote GOOD SPORTSMANSHIP, FAIR PLAY, and a SAFE ENVIRONMENT.

8.9- COACHES ARE RESPONSIBLE FOR ALL CONDUCT ON THEIR SIDELINES (Including parents, friends, visitors and spectators) and may be issued a RED CARD for failing to control their sidelines.

8.10- The NOCIL director has the authority to suspend or place any player, administrator, team or league on probation for unsporting conduct on or off the field.

8.11- THE HEAD COACH IS 100% RESPONSIBLE AND ACCOUNTABLE FOR ENFORCING PLAYER SUSPENSIONS; any coach failing to enforce any suspension will be suspended themselves and said game will be forfeited.

## Section 9- Protests

9.1- If a coach deems it necessary to protest a game because of misapplication of IFAB Law, or NOCIL Rules, not a judgment call, the coach must notify the referees of

the intent to protest, write a brief statement on the card and sign the game card.

9.2- A \$100.00 non-refundable protest fee must be turned in within 48 hours to the NOCIL director, along with a one page explanation of the protest, including citation of the NOCIL/IFAB rule the protesting team feels was misapplied.

9.3- The NOCIL director, along with the concurrence of two other inter-city representatives, will review the written protest and determine if a IFAB or NOCIL rule violation occurred and that it was not a referee judgment call.

9.4- If it is determined that there may have been a misapplication of the rules, the NOCIL director may reschedule the game.

9.5- The decision of the NOCIL director is final.

## **9.6- NO JUDGMENT CALL PROTESTS WILL BE ALLOWED.**

### **Section 10- CYSA-S PLAYER/COACH/ADMINISTRATOR CARDS**

**10.1- All PLAYER AND ADMINISTRATOR CARDS MUST HAVE PICTURES.** Cards must be stamped, embossed or signed by league registrar and be laminated.

**10.2- All teams involved in inter-city play must have laminated player cards by the second week of scheduled play.**

**10.3- Temporary player ID cards are no longer accepted.**

**10.4- All players must have a medical release form with parent/guardians' signature.** These forms must be available to the referee upon request.

**10.5- PLAYER CARDS AND MEDICAL RELEASES ARE REQUIRED IN ALL INTER-CITY DIVISIONS.** Failure to provide either may result in a forfeit. **PLAYERS OR TEAMS WITHOUT CARDS AND MEDICAL RELEASE FORMS MUST NOT PLAY.** This also means no scrimmages or pick-up games.

**10.6- LICENSED COACH/MANAGER:** There must be a USYSA licensed coach for each team, at each game. The coach must have a current photo Identification card.

**10.7- A team without a carded official will forfeit the match.** Note: The coach may be from any team within the same league of registration as the team they are representing for the match.

**10.8- Under certain circumstances the NOCIL director may authorize a team or player to play without player cards.** The league representative of said team is responsible to contact the NOCIL director and explain the circumstances.

**10.9- Under NO circumstances may a player play without the medical release form.**

### **Section 11- COACHING FROM THE SIDELINES**

**11.1- If field conditions permit, all divisions shall coach from their side only.** Teams and administrators, where possible, shall be on opposite sides of the field.

11.2- Coaches must remain in the technical area of 10 yards from mid-field. Coaches are also responsible to insure parents are not sitting or standing beyond the 18 yard line and behind the goal lines,

11.3- The head coach is 100% responsible and accountable for insuring players and parents maintain a positive attitude throughout the game.

11.4- The head coach may suspend a player if the said parent refuses to listen to the head coach, or team administrator when asked to leave the field.

#### **Section 12- HOME AND VISITING TEAM(S) RESPONSIBILITIES**

12.1- Complete field set up and take down (nets, flags, field markings, trash cans, etc.) must be completed within 15 minutes of game time or home team forfeits. (As a common courtesy, visiting Team shall assist with set up and take down.

12.2- Home team shall change to alternative color jersey if colors conflict with visiting team.

12.3- Home team has choice of sidelines.

12.4- Visiting team must pick up their trash, (if you bring it with you take it with you).

#### **Section 13- SEASON**

13.1- League play shall begin on the weekend following Labor Day and end prior to Thanksgiving for U19 & U16. All other divisions must end by the first weekend of December.

13.2- Commissioners Cup will begin the second weekend of December and end before Christmas.

13.3- All-Stars will begin the second weekend of January and end before the 1st of February.

13.4- The primary day for play is Saturday. Sunday games will be scheduled as needed.

13.5- When possible Sunday games will be scheduled after 12:00 NOON.

#### **Section 14- SUBSTITUTIONS**

14.1- During League Play, Commissioner's Cup and All-Stars all age groups (U19-U9) are FREE substitution. The free substitution rule DOES NOT take away the mandatory 1/2 game playing time.

14.2- A coach may substitute at any stoppage of play and at the discretion of the referee.

### Section 15- Number of Roster players

15.1- U19 and 16 may have a roster of no more than 22 players. U14 and U12 may have a roster of no more than 18 players. U10 and U9 may have a roster of no more than 14 players. This does not take away the minimum play for each player.

### Section 16- Equipment and Ball size

16.1- Rules must be followed; failure to follow rules may result in a red card and/or suspension from inter-city play.

- a. No unsafe knee braces, metal knee braces must have a soft cover.
  - b. No "hard" casts are allowed, not even with the use of bubble wrap.
  - c. Proper shin guards must be worn and be covered by socks.
  - d. Bicycle shorts may be worn under the shorts.
- (Note: This is recreation soccer all players do not have to wear matching Bicycle shorts).
- e. Female teams may wear sleeveless jerseys or roll up their sleeves and tied with a soft cloth or string material.
  - g. Under armor shirts must match Jersey or be white or black in color.
  - h. Cloth head bands may be worn by girls or boys.
  - i. All goals must be anchored down prior to start of game.

16.2- U19, U16, & U14 will use a size 5 ball; U12 and U10 will use a size 4 ball, and U9 will use a size 3 ball.

### Section 17- Referee fees and Game times

17.1- GAME TIME: As scheduled with a 10 minute grace period. Failure to field a team of 7 players will result in a forfeit.

U19- 45 minute halves, U16- 40 minute halves, U14- 35 minute halves, U12- 30 minute halves and U10/U9 25 minute halves.

17.2- REFEREE FEES: Three man referee system is preferred. (Use of club person is at the discretion of the center referee).

17.3- U19, U16 and U14: Both teams are responsible for referee fees.

17.4- Referees are to be paid BEFORE THE MATCH. Each team is responsible for half referee fees.

17.5- If team does not show, the referee fee is still the responsibility of the team or the league they represent.

17.6- Fees are based on a 3-man system at a rate of 1.20 per minute. (See [www.jusa.org](http://www.jusa.org) for Referee Fee Schedule)

17.7- U19 referees will be scheduled by Referee Associations that are contracted out by the NOCIL Director.

17.8- U16, U14, U12, U10/9 referees will be scheduled by leagues hosting inter-city games, unless requested to have referees scheduled by the NOCIL director.

#### Section 18- TROPHIES/AWARDS

18.1- Each league will be responsible for their team's regular season trophies or awards.

18.2- NOCIL will be responsible for Commissioner Cup and All-Star medals and pins (U14 and under receive pins)

18.3- All perpetual trophies must be returned to the NOCIL director at start of the following season.



**Junior United Soccer Association**

**All-Star Program**

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## **Junior United Soccer Association All Star Program**

### **Post-season All Star Program**

The purpose of the All Star Program is to give the higher skilled recreation players an opportunity to play with and compete against other players at their skill level in the post-season. The program is designed to provide opportunities to more players and coaches, as well as to ensure fairness in the process.

#### **JUSA All Stars:**

JUSA All Star teams are formed from the All Star players selected during the JUSA regular season. These teams will play up to three games against each other in a round robin format. Team counts are determined by the JUSA Board of Directors.

#### **District All Stars:**

District All Star teams are formed from JUSA All-Stars that will represent JUSA in the Cal South District 3 All Star tournament. District 3 covers all of Orange County. Typically, a few teams are also invited from District 4. The selection process is designed to give JUSA strong teams that are able to compete against similar teams in other leagues. Team counts are determined by the JUSA Board of Directors in consultation with other leagues in District 3.

#### **1. The All Star Committee**

The JUSA Director of Coaches will head the JUSA All Star Committee.

#### **2. All Star Coach Selection**

The Director of Coaches will make the final determination on which coaches will be awarded teams, based on the recommendations of the All Star Committee. Coaches without the proper coaching license are not eligible. Coaches who have demonstrated behavioral problems, disregard for the JUSA Rules and/or Regulations, or disregard for the spirit of the game may be denied participation.

JUSA All Star Coaches will generally be selected based on the regular season standings. District All-star Coaches will generally be selected from among the JUSA All Star coaches and will generally also be based on the regular season standings.

#### **3. JUSA All Star Player Selection and Team Formation**

The top players from each team will be ranked based on their playing ability. Based on this ranking, and the strength of the team (i.e. the team's regular season standings) players will be placed in a draft order from which the teams will be formed; this draft ordered list will include Alternates to be placed on teams in

the event there are selected players who decline to participate. A player may be excluded from participation in All Stars based on behavioral problems, disregard for the JUSA Rules and/or Regulations or disregard for the spirit of the game.

There will be four to six teams formed in each age group from U9 through U14. There will be a maximum of 11 players per team in U9 and U10, and a maximum of 15 players per team in U12 and U14.

The child of each All Star coach will be frozen onto that coach's team. If a coach specifies an assistant coach and the assistant coach's child qualifies to play All Stars, the assistant coach's child will be frozen onto the team. The remaining players will be drafted onto the teams in a serpentine fashion in their draft order. Some adjustments may be made to balance the teams. If a player chooses to not play for a certain All Star coach, then that player will not play All Stars. Coaches will more than likely not have many of their regular season players. The All Star Program will give the players a new experience altogether, and will better prepare them for District 3 All Stars, should they advance. The All Star Committee will ensure that there are no additions or changes to the provided roster.

Coaches are not allowed to request specific players. Coaches are not allowed to trade players.

The All Star Committee will have a list of Alternate players. In the event a player declines to play, the coach will contact the All Star Committee, who will assign a new player from the list of Alternates, beginning with the Alternate at the top of the list.

#### **4. District All Star Team Formation**

Coaches will vote for All Stars at the end of each JUSA All Star game. The votes from all games will be combined to help identify the players to advance to District All Stars.

District All-star teams will be formed by consensus of the All Star coaches following completion of the JUSA All Star games. A JUSA All Star coach who is also a District All Star coach may retain players who advance from his or her JUSA All Star team to a District All Star team. The Director of Coaches will arbitrate any disagreements and has final authority on team rosters.

#### **5. Game Rules**

For JUSA All Stars, game rules are determined by JUSA. Games may end in a tie. Free substitution at all levels. All other JUSA Rules apply. U9 and U10 may take a quarter break provided the Referee and both coaches agree to this.

For District All Stars, game rules are determined by a consensus of the participating leagues. Rules will be posted as part of the District All Star game schedules. Rules are generally reviewed at team check in or by email.

#### **6. Incremental Player Expenses Required to Participate in All-Stars**

Players will be required to pay a fee to offset the cost of their All Star jersey/t-shirt and to cover the cost of referee fees. Parents of All Star players should be made aware that in the event of financial hardship, their son or daughter will not be refused the right to play. In the event of financial hardship, notify your local Area Director who will review your options.

### **JUSA Spring League**

For JUSA Spring League rules, please visit [jusa.org](http://jusa.org).

### **JUSA Playing Fields**

For maps and layouts of JUSA fields, please visit [jusa.org](http://jusa.org).



