

CJSL
COACHES HANDBOOK

CJSL
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*CLOVIS JUNIOR SOCCER LEAGUE - COACHES KIT
INTRODUCTION*

We welcome you to the Clovis Junior Soccer League. With your help and guidance, many boys and girls will have the opportunity to learn about sportsmanship, competition, physical fitness, and soccer this upcoming season. Your team members will respond to the wise and understanding leadership that you provide. Your reward will be the pleasure and pride that you will find in helping these fine young people prepare for adult life.

This coaches kit is designed to smooth your path into the organization of your soccer Club within the framework set by the CJSL Board of Directors, Each coach is responsible for a working knowledge of the CJSL Constitution and by-laws, the FIFA Laws of the Game and the provisions of this Coaches' Kit. The content of the Constitution is available through your Club commissioner. The Club commissioner is available to meet with you to discuss its provisions. Please plan on attending any Coaches Meetings called by your Commissioner to familiarize yourself with the league's rules and procedures as quickly as possible. For clarification of any of the contents of this Coaches' Kit, or issues not covered by the Kit, please contact your commissioner at once.

On behalf of the young people playing soccer in the CJSL program, the CJSL Board of Directors thanks you for your contribution to the youth of Clovis.

1:01:00 AUTHORITIES AND RESPONSIBILITIES

1:01:01 This Association shall be governed by its Constitution and by-laws, Rules and Regulations passed in Regular and Special Meetings of the CJSL Board of Directors, and the provisions of the Coaches Kit, except for Tournament Cup and State Cup play in which case CYSA rules shall supersede.

1:01:02 The governing Authority of this Association per the Constitution and bylaws shall be vested in the CJSL Board of Directors.

1:01:03 All members and all other persons associated with Affiliated Teams shall abide by the Constitution and by-laws of this Association, all Rules and Regulations as set forth by the Board of Directors, all provisions of the CJSL Coaches Kit, the FIFA Laws of the Game, and all applicable Rules and Regulations of the Associations with which CJSL is affiliated.

2:01:01 MEMBERSHIP

2:01:01 Membership in this Association shall be Affiliated Teams whose players and representatives are duly registered with CJSL and CYSA.

2:01:02 The Affiliated Teams of a CUSD or private elementary school or of a CJSL age group shall form a non-profit Soccer Club, subject to the Constitution and by-laws. Clubs may deem it appropriate to formulate rules and regulations more stringent than those included herein, but in no case may rules and regulations be less stringent. Clubs must submit their rules and regulations for review and approval by the Board of Directors of this Association.

3:01:00 COMMISSIONER

3:01:01 The Affiliated Clubs within the jurisdiction of CJSL shall have their interests represented to CJSL through the office of a Commissioner elected within that Commissioner's jurisdiction.

3:01:02 A Commissioner shall be elected to administer the soccer program for each Club. Such election shall automatically confer upon the Commissioner a voting position on the CJSL Board of Directors.

4:01:00 REGISTRATION AND TEAM FORMATION

4:01:01 Each Club shall be responsible for insuring proper registration of the players, its affiliation as a team, a proper accounting of fiscal transactions and accurate reporting to the respective Commissioner and/or Board of Directors of this Association. All Clubs will have completed registration by the date listed in the Calendar of Events. Each Club will submit the number of teams in each age bracket to the seeding schedule committee head within two days of the final registration date. Failure to do so could result in not playing in the league.

4:01:02 Players attending a K-6 school must play for a team affiliated with the School Soccer Club that they attend. The only exception to this rule will be sixth graders who will be given a choice of playing their final year with the newly formed Club, or the Club that they were with the previous year.

- A. Players living within the Clovis Unified School District, but not attending a CUSD school, must register with the club located at the school, which they would attend in accordance with CUSD school boundaries.
- B. Players living outside CUSD shall register with the Association Youth Club closest to where they live. Note: Players residing outside CUSD will only be accepted by this association as room and circumstances permit and shall REQUIRE the permission of the club commissioner and affirmation of the appropriate unit vice president.
- C. Players may seek to register with an alternate Association Youth Club by mutual written permission of sending and receiving club commissioners, once requested in writing by the parents. This permission must be obtained each CYSA season year and be affirmed by the CJSL Player Advocate.
- D. No outside district player will displace a CUSD player prior to the CJSL Registration deadline.

4:01:03 The recruitment of players from one Youth Recreational club or club team to request or otherwise seek to play for another Association Youth recreational club team is strictly prohibited. Recruitment shall render a recreational team to be reclassified as a select team and may cause forfeiture of any games played in the recreational league.

4:01:04 Each Club Treasurer is responsible for all registration monies collected. A pre numbered cash receipt will be issued for all currency received. All currency and checks payable to the Club will be deposited to the Club bank account and one Club Check written to CJSL. **No currency will be delivered to the CJSL Treasurer.** No players will be registered without proof of payment of required fees to the CJSL treasurer. The Club Treasurer shall be responsible for providing CJSL three complete

accurate financial statements pertaining to the Club. They will be given to CJSJL on August 1st, November 1st and February 1st.

4:01:05 Each Club Registrar is responsible for registering players and coaches. Proof of age for players shall be in accordance with Section 5:01:00. All registration materials shall be delivered to the CJSJL Registrar with payment of required fees.

4:01:06 Each Club commissioner is responsible for team formation, selection of coaches and final placement of players.

- A. Players within an age group and gender shall be placed on teams on a first come first serve basis. If there are more players than spaces available then regardless of ability, player registering first shall have first right to those positions.
- B. In the event that there are more players registered than there are roster spaces available, it is the responsibility of the Club Commissioner to communicate this to adjacent clubs and arrange necessary movement of players to the nearest club with available places or to arrange for other club's excess players to form a team at their club. No players shall be turned away. The Commissioner shall find roster space within the association.

4:01:07 Players within the Under 6 age group shall be formed into mixed gender teams with an equal number of boy and girl players.

- A. A player must be 4 years old prior to Aug 1 of the seasonal year to be eligible for the Under 6 age group.
- B. Team sizes will be capped at 10 players.
- C. NO EXCEPTIONS

4:01:08 Players within the Under 8, Under 10 and Under 12 age groups shall be formed into gender pure teams. When there are sufficient players to form more than one team within the same age group and gender, teams shall be formed by tiering players according to present soccer skills and athletic ability. (Example: If 39 players registered for Under-10 boys, this would allow for 3 teams with 13 players each. By evaluations, players rated 1-13 would be placed on the 1st team, players rated 14-26 on the 2nd team, and players rated 27-39 on the 3rd team.)

4:01:09 Roster sizes in recreational house leagues shall be:

Age Group	Minimum/Maximum # of Players
Under 6	8/10
Under 8	7/11
Under 10	8/12
Under 12	11/15
Under 14	11/18
Under 16	11/18
Under 19	11/18

4:01:10 A player may not play in a lower age group, but may play in a higher age group with written request from the parents to the Club Commissioner and approval by the Commissioner. A child shall be able to play up one birth year only and may not displace a child who is age appropriate. Example: A first year U8 cannot play at the U10 level; however a second year U8 may prior to rostering. A two-year age up is prohibited; however, the Association Board of Directors may approve it, on a case-by-case basis, after a proper assessment of the player's ability and recommendation by unvested qualified coach. Written request for evaluation must be submitted the CJSJL Registration deadline.

4:01:11 Each Club Commissioner is responsible for submitting a list of teams to the CJSJL Scheduling Coordinator. The list shall include team name, age group, sex, division placement (I, II, etc.), and Coach name, address, and phone number. The list will be used to schedule teams for seeding and league play and to create a Coach Directory to assist in rescheduling games. The same team name shall not be duplicated within an age group (whether boys or girls teams) within the Club.

4:01:12 Each Club Registrar is responsible for forwarding non-final team rosters to the CJSJL Registrar for processing. Photocopies of rosters should be kept for Club usage.

4:01:13 Refunds will only be granted if a player cannot be rostered due to lack of space.

4:01:14 After registration of the players, respective inter-club transfers will only be made subject to the approval of both Coaches, and CJSJL Registrar. Players requesting to be transferred shall advise their Coach in writing within three days of being registered, stating just and sufficient reason, e.g. transportation problems, son or daughter wanting to play for parent Coach, brother or sister wanting to play on the same team, etc.

4:01:15 No new teams will be formed after final registration.

4:02:00 ADDS, DROPS, AND TRANSFERS-IN ACCORDANCE WITH CYSA RULES FOR TOURNAMENT PLAY

4:02:01 A team wishing to participate in a CYSA Tournament is limited to no more than three (3) player transfers. The number of drops and adds are unlimited provided the roster does not exceed (18) players. For Cup play a team **MUST** maintain a core of 9 original players for eligibility.

4:02:02 A player not previously registered may be registered and added to an existing roster at any time. The transferred player must be added at least 10 days prior to participating in a CYSA Tournament. A CYSA Form 1606 must be filled out for transfers and drops. It may be obtained on line or from the CJSL Registrar. All transfers are subject to CYSA transfer policy rules and regulations.

4:02:03 A player registered and rostered may be transferred to another team by completing 3 copies of a CYSA Transfer Form (Form 1606) and paying the transfer fee anytime prior to December 31 of the seasonal year. The player, releasing coach, and accepting coach must sign the Form. To participate in league or tournament play, the transfer must be signed by the CJSL Registrar and the CYSA Registrar 10 days prior to participation. The player pass and registration form must be turned in with the Transfer Form to the CJSL Registrar.

4:02:04 The gaining team will pay a \$5 transfer fee for each requested transfer.

4:02:05 None of the above actions are valid without the signature of the CJSL Registrar and approval by CYSA.

4:03:00 ELITE & SELECT TEAMS

4:03:01 The CJSL Competitive Soccer Program, also known as the California Odyssey Soccer Club and hereafter referred to as COSC, shall provide and approve all Elite & Select teams. Teams are provided for U11 through U19 players, both boys and girls. COSC is administered by the COSC duly elected board members, per their bylaws and constitution.

4:03:02 All players interested in trying out for Elite or Select teams must register with the COSC. Tryouts normally are held during the months of March, April and May; dates will be set annually as directed by the COSC Director of coaching and soccer council.

4:03:03 Elite & Select teams play in accordance with the coaches' kit of the District VII, Harold S. Young (HSY)/Don Hawkins Soccer League.

4:03:04 Coaches are selected in accordance with program policies as set forth by the COSC Coaching director and soccer council and approved by their elected Board of Directors. Interested persons should submit an application to the Executive Director/Director of Coaching and Player Development beginning December 1st of each year.

4:03:05 Financial transactions shall be accounted for by the program Director of finances under the oversight of the CJSL Treasurer. All fund raising must be approved and reported in accordance with CJSL rules and regulations. **All monies paid in any manner for any reason without exception shall be run through the teams COSC account. There will be no exceptions to this rule. Failure to comply will result in disciplinary action or expulsion as the CJSL Board sees fit. (See 15:01:01)**

4:03:06 Participating coaches, players, and teams are responsible to rules and regulations of the District VII playing League, the Odyssey Soccer Club, the CJSL Coaches Kit, the CJSL Constitution and By-laws.

4:03:07 The comingling of club/program's CYSA affiliated funds with other affiliation funds is strictly forbidden. Club/programs that have multiple affiliations shall maintain separate bank accounts for each affiliation.

04:00 Middle School and High School Recreational Program

4:04:01 The CJSL "Olders" Program shall be known as FC Clovis, shall administer all middle school and high school Division 4 recreational teams. Teams shall be provided for U14, U16 and U19 boys and girls. FC Clovis is administered by duly elected board members, per their bylaws and constitution.

4:04:02 Players interested in playing for FC Clovis may begin registering for the program beginning May 1st for the seasonal year beginning August 1.

4:04:03 The FC Clovis Director of Coaching shall be responsible for recruitment of coaches, coach's issues, and coordinating coaches training. Final Appointment of coaches shall be by majority affirmative vote by the FC Clovis Executive Board of Directors.

4:04:04 Players within an age and gender group shall be formed into teams on a first come, first served basis along the middle school/high school attendance areas. When more than one team is formed in an area every effort to create balanced teams shall be made. If there are more players seeking positions than there are available positions within the group, then regardless of abilities, players registering first shall have first right to those positions.

4:04:05 Financial transactions shall be accounted for by the club treasures under the oversight of the CJSL Treasurer. All fundraising must be approved and reported in accordance with CJSL rules and regulations. **All monies paid in any manner for any reason without exception shall be run through the club account. There will be no exceptions to this rule. Failure to comply will result in disciplinary action or expulsion as the CJSL Board sees fit. (See 15:01:01)**

5:01:00 AGE LIMITS AND PROOF OF AGE

5:01:01 The term “youth” as applied in the Constitution, by—law, Rules and Regulations and the Coaches Kit shall mean an amateur player who has not attained his/her nineteenth birthday prior to August 1 immediately preceding the start of the seasonal year in which he/she applies for registration.

5:01:02 Players attaining the limiting age for any age group on or after August 1 of the season year will be able to play for the remainder of that seasonal year.

5:01:03 All clubs, unless otherwise sanctioned by the CJSL Board of Directors, shall divide play among teams of equal age groupings as follows, and all competitions will adhere to these age classifications.

Under 19— Player has not reached 19th birthday before August 1st of the seasonal year.

Under 16— Player has not reached 16th birthday before August 1st of the seasonal year.

Under 14— Player has not reached 14th birthday before August 1st of the seasonal year.

Under 12— Player has not reached 12th birthday before August 1st of the seasonal year.

Under 10— Player has not reached 10th birthday before August 1st of the seasonal year.

Under 8 --- Player has not reached 8th birthday before August 1st of the seasonal year.

Under 6 --- Player has not reached 6th birthday before August 1st of the seasonal year. See also rule 7:04:03.

5:01:04 BIRTH DATES PER SEASONAL YEAR

5:01:05 The Board of Directors, by the CJSL Registrar, or by the player’s, can call upon any player to prove his legal age Commissioner.

5:01:06 Proof of age shall consist of a birth certificate or birth registration issued by an appropriate government agency, Board of Health records, passport, alien registration card issued by the U.S. Government, a certificate issued by the Immigration and Naturalization Service attesting to age or a certification of an American citizen born abroad issued by the appropriate government agency, Hospital, Baptismal, or Religious certificates will not be accepted.

6:01:00 UNIFORMS

6:01:01 Uniforms shall be provided by the Association Youth Club for the Under 8, Under 10 and Under 12 teams.

1. Uniforms shall be a recreational type kit of reasonable cost and shall be worn by all youth clubs.
2. For Association Youth Club teams, uniform colors should be consistent with school colors.
3. All uniform shirts shall be numbered on the backside. Number no larger than 3” may also appear on the front of the shorts.
4. Warm-ups and other team apparel and equipment are strongly discouraged; however these items may be authorized by the Association Youth Club Board of Directors at the request of a majority vote of the team parents. Club monies may not be authorized for these extra team items. The cost of extras should be borne by the team members.
5. If there is a conflict of jersey colors the home team is responsible for changing jerseys. Training vests may be used in lieu of replacement jerseys.
6. Sponsor’s names are permitted on uniforms when approved by the Club elected Board of Directors. Sponsor’s business names shall not promote the use of drugs, alcohol, tobacco or be explicit in the nature. The sponsor’s names must be appropriate for youth sports.

6:01:02 Under 6 teams will be provided with t-shirts by CJSL, and will not wear club uniforms. Association Youth Club shall provide shorts.

7:01:00 LEAGUE SCHEDULES AND COMPETITION

7:01:01 Association Youth Club teams play in the house youth recreational league, hereafter referred to as the Steve Russell Playing League

- A. League competition shall be organized by tiered groups according to participating team ability.
 1. OPEN DIVISION – The open group is established highest seed for each age group.
 2. Additional groups titled A,B,C... shall be established as needed for each age and gender. These groups normally participate against other teams located within their own Association Blue or Red Divisions.
- B. Teams shall be seeded and scheduled according to ability.
 1. Each season, the Youth Recreational Committee of the Board of Directors shall recommend a seeding tournament or pre-season format and schedule, and a means to accurately report to the Board of Directors the relative ability of teams in each age and gender group.
 2. Scores from the seeding tournament shall be used by the Scheduling Committee to determine in what division a particular team will play.
 3. All teams shall participate in the seeding tournament/preseason play. **Any team failing to participate shall be deemed ineligible and shall not participate in league play.**
 4. **Each Club Commissioner shall submit, within 2 days of Final Registration,** a list of teams to the CJSL Scheduling Coordinator to be used for scheduling and to compile a Coaches Directory to assist in rescheduling games. The list shall include:
 - a. Division recommended
 - b. Age/Gender Group
 - c. Team Name (e.g. DC Hawks, FW Firebirds)
 - d. Coaches name, address, and phone number
 5. The Board of Directors, based upon information provided by the Competition Committee, commissioner observations and coach input, shall develop a league schedule and seed teams accordingly.
 6. The Competition Committee shall review schedules and results after each of the first four weeks of each season and if necessary amend team seeding a placement.
- C. Association Youth Recreational Soccer teams are restricted to compete in only association house league play, and no more than two recreational level (CYSA Division 4) tournaments or jamborees, prior to Dec 1, located within the boundaries of CYSA North.

7:01:02 Standing and Awards

- A. Standings shall not be kept for Under 6, Under 8, and Under 10 competition. Standing placement awards shall not be issued.
- B. Standing shall be kept for Under 12 groups. Standings placement awards shall be awarded for each age group. Standings shall be determined based upon points:
 1. 3 points for a win
 2. 1 point for a tie
 3. 0 points for a loss
 4. -1 point for each Red Card/Send Off or other ejection from game site of a player, coach, parent of other affiliated person.
 5. In event of a tie based upon points, ties shall be resolved in order as follows:
 - a. Outcome of head to head competition
 - b. Fewest goals allowed
 - c. Most goals scored
 - d. Fewest send offs
 - e. Kicks from the mark (Penalty Spot)

7:01:03 At the recommendation of the Scheduling Committee, the CJSL Board of Directors may move teams from one division to another based upon the teams standings in that division. Movement of teams will be done prior to the 5th league game for teams keeping standings only. A team moved to a higher division will not have standings higher than that of the second place team in the higher division at the time they are moved.

7:01:04 The playing schedule shall give specific notes regarding league play, scoring, etc.

7:02:00 SPECIFIC RULES OF CJSL

7:02:01 The Rules of Play shall be the “Laws of the Game” as published by FIFA with those modifications stated herein, all contests sanctioned by this Association shall abide by the “Laws of the Game,” and the modifications as published by this Association.

7:02:02 All games shall be played under the provisions of the Constitution and by-laws and provisions of the Coaches Kit of CJSL as amended each year.

7:02:03 Charging the goalkeeper shall not be permitted at any time within the goalkeeper's penalty area.

7:02:04 Coaches shall abide by the following rules of conduct at any time during which the coach and his team are on or about the field of play, including the time prior to the game, half time, and the time immediately following the game until the team has left the area. Violations of the following, committed by the Teams substitutes and spectators, shall be deemed to have been committed by the coach; provided the coach has not made an adequate attempt to control the situation. The referee shall make this judgment,

1. **A coach may address the referee only:**
 - a. **Prior to the start of the game.**
 - b. **When he wishes to make a substitution.**
 - c. **To draw the referee's attention to an injured player on either team.**
 - d. **When he is addressed by the referee.**
 - e. **At the conclusion of the game, to verify score and sign game card.**
2. Coaches, their substitutions, players, and spectators shall not by word or gesture, during the course of the game, enter into any dispute or indulge in any intimidation tactics with the referee, opposing coach, his players, substitutes and spectators, or any league official in attendance.
3. Only the Playing Captain, who shall be identifiable, may address the referee. **No person, including team officials, shall interfere with or address the referee during the half time of play.**
4. Coaching from the sidelines – giving directors to one's own team on point of strategy and position, is permitted, providing:
 - a. No mechanical devices are used.
 - b. The tone of voice is informative and not a harangue.
 - c. No coach, substitute, player, or spectator is to be anywhere but at his/her bench area during the game. A team's bench area shall be that area two yards away from the touchline and extending to ten yards from both ways from the half line to a maximum of twenty yards. Spectator area shall be three yards minimum from the touchline and extending to twenty yards from the end line. If both teams locate their bench area on the same side of the field, due to existing adverse conditions, then each bench area shall be limited to that area three yards from the touchline and twenty yards from the end line. Each coach must provide a soft-marking device, e.g. a cone, to designate his bench area.
5. Coaches of opposing teams shall station themselves on opposite sides of the field whenever possible. The home team has first choice of field side. The penalty for the above shall be ejection from the game and the Board of Directors of CJSL will take disciplinary action.

7:02:05 Any coach or other team official who refuses to play a game for any reason shall:

1. Forfeit the game.
2. Pay referee's fees.
3. Appear before the Board of Directors to show cause why he or she should not be disciplined.

7:02:06 The Game Card listing the full first and last name and uniform number of each player, team name, date and time shall be filled out by each coach prior to the start of each game. The home team shall complete the home team portion of the card, and furnish the visiting team with the card for the completion of their portion. It shall then be returned to the home team for submission to the referee before starting the game. Commissioners will obtain Game Cards from CJSL for coaches. It is the referee's responsibility to see that the game card is properly filled out. If it is not, the card will be returned to the coaches and the time required to fill it out properly will be deducted from the game time. If the other team doesn't have passes, or because of some other circumstances, you agree to play a friendly game, you must write friendly game on the card and sign it prior to the start of the game. Senior referees shall be responsible for collecting all game cards and getting them turned in to the CJSL office Sunday by noon.

7:02:07 It shall be the responsibility of both teams to have an approved and acceptable game ball available at the beginning of each game.

7:02:08 An injured player may be replaced at the time of injury and may reenter the game at next substitution of play for that team. A substitute shall not enter the field of play until he has been given the signal to do so by the referee and then only from the mid-field stripe.

7:02:09 Any team delaying the start of a scheduled game more than five minutes without the sanction of the proper authority shall forfeit the game to the opponent by a score of 1-0. This does not imply a "grace period" for starting a game.

7:02:10 Teams shall be ready to present their player passes to the referee for his inspection ten minutes before the start of a game. Shaking hands after the game shall be considered customary, but may be omitted at the discretion of the referee or coaches due to adverse conditions.

7:02:11 If a player is ejected for misconduct; the referee shall give the player's pass to the Senior Referee for presentation to the Protest and Conduct Committee. That player is ineligible until the player pass is returned to that player.

7:02:12 **The referee must be notified of any change at the Goalkeeper position. Failure to notify will result in a Yellow Card.**

7:02:13 A coach shall be permitted to discipline a player as may be required because of repeated unexcused absences from practice sessions and/or regularly scheduled games, conduct causing interference with the coach's directions, and/or repeated unacceptable conduct at practice sessions and/or games. A coach is allowed to limit playing time in a manner for disciplinary reasons.

7:03:00 AGE GROUP PROGRAM RULES MODIFIED LAWS

7:03:01 UNDER-6 RULES

7:03:02 The following specifications shall prevail in Under 6 games:

Field size:	30 Yd length x 20 Yd width	
Field Markings and layout:	White painted lines. Do not include penalty area. 6 YD diameter circle. Two side by side fields 15' apart The area between is reserved for teams. Spectator areas are limited to two outside touchlines. See appendices for layout diagram	
Goal size:	6' width x 4' height	
Ball size:	3	
Team Size (on Field)	Maximum of 6 players, 3 per field	
Game Periods	Quarters - 8 Minutes	Halftime - 5 Minutes

7:03:03 Play of game

A. Substitutions

1. Substitution is unlimited and at the discretion of the coach. Substitutions may occur during play or after play has been stopped. The coach may simply call the player being substituted off the field. Once that player is off the field, the coach may send the substitute on the field. **Permission from the Referee is not required.**
 2. Players can be moved from one field to the other as necessary to equalize competition, rest players, and provide equal playing time. The games will be played at the same time on fields side by side. For U-6 a maximum of three players are allowed at any one time per team on each field.
- B. Game Start – the game is started with the ball placed anywhere in side the center circle. Players of the opposing team must be 3 yards away when the kick is taken. Game starts shall be played as an indirect free kick.
- C. Restarts – when the whole of the ball goes across any line, the game is restarted with a free kick. Except for corner kicks, all restarts shall be played as indirect kicks.
- a. Over the touchline(Sideline): The ball is placed on the side where the ball went out. There are no throw-ins.
 - b. Over the goal line (endline) and out on the attacking team: The ball is placed on the corner of the box in front of the goal for a goal kick. The defenders and attackers must be 3 yards away from the ball during the goal kick.
 - c. Over the goal line (end line) and out on the defending team: The ball is placed in the corner for the corner kick. A goal can be scored directly from a corner kick without any player touching the ball.
 - d. Restarts after the 1st and 3rd quarters will be alternating possessions from the center
- D. Free Kicks – All infringements are awarded an INDIRECT KICK, i.e. the ball must touch another player on the field before it enters the goal. That player can be from either team. In other words, a goal CANNOT BE SCORED DIRECTLY FROM A FREE KICK, INCLUDING OUT OF BONDS FREE KICKS. Opponents must be 3 yards away.
- E. Slide tackling is prohibited and shall be considered dangerous play.
- F. There is NO OFFSIDES.
- G. There is NO goalie.

- H. There is no scoring recorded.
- I. Referees: One coach or parent from each team serves as referee, one per field.

7:03:04 A player must be 4 years old prior to Aug 1 of the seasonal year to be eligible for the Under 6 age group.

7:03:05 All players shall play a minimum of **one-half** of each game and shall have free substitution in accordance with CYSA rules.

- A. A coach shall be allowed to limit playing time in a manner for disciplinary reasons, including:**
 - a. **Unexcused absences at practices and games.**
 - b. **Conduct causing interference with coach’s direction.**
 - c. **Repeated unacceptable behavior at practice or games.**
- B. Disciplinary punitive action should be taken as a last resort after positive disciplinary measures fail and after notifying and collaborating with player’s parents.**

7:03:06 During inclement weather sweats, tights, or nylons may be worn under shorts in non-conflicting colors.

7:03:07 UNDER- 8 RULES

7:03:08 The following specifications shall prevail in Under 8 games:

Field size:	60Yd length x 40Yd width	
Field Markings:	White painted lines. See appendices for layout diagram	
Goal size:	18' width x 6' height	
Ball size:	3	
Team Size (on Field)	Maximum of 7 players on field at any one time minimum of 5 players	
Game Periods	Quarters - 10 Minutes	Halftime - 5 Minutes

7:03:09 Play of Game

- A. Substitution – Players may be substituted only at the quarter and half time breaks.
- B. Game Start – The game is started with the ball placed mid-field. Players of the opposing team must be 7 yards away when the kick is taken.
- C. Restarts – restarts after the 1st and 3rd quarters will be alternating possessions from the center.
- D. Free Kicks – all infringements are awarded an INDIRECT KICK, i.e. the ball must touch another player on the field before it enters the goal. The player can be from either team. In other words, a goal CANNOT BE SCORED DIRECTLY FROM A FREE KICK; there shall be no penalty kicks. Opponents must be 7 yards away when a free kick is taken.
- E. Slide tackling is prohibited and shall be considered dangerous play.
- F. There is NO offside.
- G. Throw-ins – Players infringing upon rules governing throw-in methods shall be given a second throw-in without penalty. Upon a second improper attempt, a foul shall be called and a change of possession shall be awarded.
- H. Scoring and game results shall be recorded only for seeding purposes. Therefore after the 4th game of the season scoring is no longer necessary.
- I. During inclement weather sweats, tights, or nylons may be worn under shorts in non-conflicting colors.
- J. All Players shall play a minimum of **one-half** of each game and shall have free substitution in accordance with CYSA rules.
 - a. A coach shall be allowed to limit playing time in a manner for disciplinary reasons, including:**
 - 1. Unexcused absences at practices and games.**
 - 2. Conduct causing interference with coach’s direction**
 - 3. Repeated unacceptable behavior at practice or games.**
 - b. Disciplinary punitive action should be taken as a last resort after positive disciplinary measures fail and after notifying and collaborating with player’s parents.**
- K. Referees – Each team shall provide a coach to referee each game. Coaching on the field is permitted but SHALL NOT stop or otherwise interfere with the natural flow of the game.

7:03:10 No standings shall be kept.

7:03:11 UNDER-10 RULES

7:03:12 The following specifications shall prevail in Under 10 games:

Field size:	80 Yd length x 50 Yd width	
Field Markings:	White painted lines. See appendices for layout diagram	
Goal size:	21' width x 7' height	
Ball size:	4	
Team Size (on Field)	Maximum of 8 players on field at any one time and a minimum of 6 players	
Game Periods	Halves – 25 Minutes	Halftime - 5 Minutes

7:03:13 Play of Game

- A. Substitutions may occur:
 - a. Prior to a throw-in in your favor.
 - b. Prior to a goal kick, by either team
 - c. After a goal, by either team.
 - d. After an injury, when a referee stops play, by either team.
 - e. At half time.
- B. The Referee must be notified of any change at the Goalkeeper position. Failure to notify will result in a yellow card.
- C. Game Start – The game is started with the ball placed mid-field. Players of the opposing team must be 7 yards away when the kick is taken.
- D. Free Kicks – Opponents must be 7 yards away.
- E. Scoring and game results shall be recorded only for seeding purposes. Therefore after the 4th game of the season scoring is no longer necessary.
- F. During inclement weather sweats, tights, or nylons may be worn under shorts in non-conflicting colors.
- G. All players shall play a minimum of **one-half** each game and shall have free substitution in accordance with CYSA rules.
 - A. **A coach shall be allowed to limit playing time in a manner for disciplinary reasons, including:**
 - 1. **Unexcused absences at practices and games.**
 - 2. **Conduct causing interference with coach's direction.**
 - 3. **Repeated unacceptable behavior at practice or games.**
 - B. **Disciplinary punitive action should be taken as a last resort after positive disciplinary measures fail and after notifying and collaborating with player's parents.**
- H. A ten goal differential in a game shall suspend play with the award of a win to the team leading at the time, but one-half of the game must be played. The referee shall report the game to the head referee for submittal to the competition committee.

7:03:14 UNDER-12 RULES

7:03:15 The following specifications shall prevail in Under 12 games:

Field size:	100 Yd length x 60 Yd width	
Field Markings:	White painted lines. See appendices for layout diagram	
Goal size:	24' width x 8' height	
Ball size:	4	
Team Size (on Field)	Maximum of 11 players on field at any one time minimum of 7 players	
Game Periods	Halves – 30 Minutes	Halftime - 5 Minutes

7:03:16 Play of Game

- A. Substitutions may occur:
 - a. Prior to a throw-in in your favor.
 - b. Prior to a goal kick, by either team.
 - c. After a goal, by either team.
 - d. After an injury, when a referee stops play, by either team.
 - e. At half time.
- B. The Referee must be notified of any change at the Goalkeeper position. Failure to notify will result in a yellow card.
- C. Game Start – The game is started with the ball placed mid-field. Players of the opposing team must be 10 yards away when the kick is taken.

- D. Scoring and game results shall be recorded only for standings.
- E. During inclement weather sweats, tights, or nylons may be worn under shorts in non-conflicting colors.
- F. All players shall play a minimum of **one-half** of each game and shall have free substitution in accordance with CYSA rules.
 - C. **A coach shall be allowed to limit playing time in a manner for disciplinary reasons, including:**
 - 4. **Unexcused absences at practices and games.**
 - 5. **Conduct causing interference with coach's direction.**
 - 6. **Repeated unacceptable behavior at practice or games.**
 - D. **Disciplinary punitive action should be taken as a last resort after positive disciplinary measures fail and after notifying and collaborating with player's parents.**
- G. A ten-goal differential in a game shall suspend play with the award of a win to the team leading at the time, but one-half of the game must be played. The referee shall report the game to the head referee for submittal to the competition committee.

7:03:17 OLDERS RECREATIONAL LEAGUE

7:03:18 The following specifications shall prevail in Under 14, Under 16 and Under 19 games:

Field size:	100 Yd length x 60 Yd width	
Field Markings:	White painted lines. See appendices for layout diagram	
Goal size:	24' width x 8' height	
Ball size:	5	
Team Size (on Field)	Maximum of 11 players on field at any one time minimum of 7 players	
Game Periods	U 14 Halves – 35 Minutes	Halftime - 5 Minutes
	U16 Halves – 40 Minutes	Halftime – 5 Minutes
	U19 Halves - 45 Minutes	Halftime - 5 Minutes

7:03:19 Play of Game

- A. Substitutions may occur:
 - a. Prior to a throw-in in your favor.
 - b. Prior to a goal kick, by either team.
 - c. After a goal, by either team.
 - d. After an injury, when a referee stops play, by either team.
 - e. At half time.
- B. The Referee must be notified of any change at the Goalkeeper position. Failure to notify will result in a yellow card.
- C. Game Start – The game is started with the ball placed mid-field. Players of the opposing team must be 10 yards away when the kick is taken.
- H. All players shall play a minimum of **one-half** of each game and shall have free substitution in accordance with CYSA rules.
 - E. **A coach shall be allowed to limit playing time in a manner for disciplinary reasons, including:**
 - 7. **Unexcused absences at practices and games.**
 - 8. **Conduct causing interference with coach's direction.**
 - 9. **Repeated unacceptable behavior at practice or games.**
 - F. **Disciplinary punitive action should be taken as a last resort after positive disciplinary measures fail and after notifying and collaborating with player's parents.**
- D. Scoring and game results shall be recorded only for standings.
- E. A ten-goal differential in a game shall suspend play with the award of a win to the team leading at the time, but one-half of the game must be played. The referee shall report the game to the head referee for submittal to the competition committee.

7:03:20 CJSL PARTICIPATION IN CUSD PROGRAMS

7:03:21 Players may owe a special allegiance to their schools and wish to participate in the sports and activities programs of the Clovis Unified School District. The Clovis Junior Soccer League does not wish to interfere in the player's right to participate in school programs. To that end:

- 1. **No player shall be prohibited from participation in the CJSL program because of participation in the CUSD sports and activities program.**
- 2. **Voluntary participation in school activities by a player shall not be grounds for threats of disciplinary**

action or the imposition of disciplinary action by a coach, assistant coach, or any other person in any manner associated with a CJSL Affiliated Team.

3. A player registered with CJSL who is concurrently participating in the CUSD programs is required to attend only one practice during the week (weekday) in order to participate in the regularly scheduled league games or tournament games of CJSL.
4. Players concurrently participating in the CUSD program shall not be required to practice before 5:30 pm. CJSL players not participating in CUSD activities may practice with their coach before 5:30 pm. Lack of practice attendance under this clause shall not be used to discriminate against players falling under clause 3, because practices are held before 5:30 pm.
5. Penalties for violation of these provisions shall be the forfeiture of the last or next league game, won for the first violation, the forfeiture of the last or next two league games won for a second violation. Further violation may result in expulsion upon the discretionary action of the Board of Directors, under §2:05:00 of the Constitution and by-laws.
6. Should a CUSD function cause a CJSL Affiliated Team to be unable to field eleven rostered players, the coach of such a team may ask for a rescheduling of the game. If the coach of such affected team plays the game with less than eleven rostered players voluntarily, the results of such a game will stand.

7:04:00 ADULT/PLAYER PASSES

7:04:01 Teams shall be ready to present their adult/player passes to the referee for his inspection ten minutes before the scheduled start of a game, **Any team not having adult/player passes shall automatically forfeit the game.**

7:04:02 All players shall present their player passes to the referee for his inspection prior to the start of each game. The referee shall keep the passes of all players. **Late arriving players shall present their player pass to the referee and at the referee's earliest opportunity, inspect and allow the player to play in the game, to maximum allowable for age bracket.**

7:04:03 A valid pass shall have the player's full name, date of birth, team name, age group, season of play, and a current photo. All coach's passes must be in accordance with CYSA rules.

7:04:04 All passes are to be returned to the coach or manager of each team at the conclusion of the game except for the pass of a player or coach ejected during the game for misconduct. It is coach's responsibility to retrieve passes at the conclusion of the game.

7:04:05 If a player does not present a current player pass to the referee prior to a game or at half time; he/she may not participate in that game. **If a coach does not have his/her pass and no assistant coach, then the game is forfeited.**

7:04:06 If a player plays in a game and is not properly registered his/her team and coach shall automatically forfeit that game and may face further disciplinary action by the Board of Directors of this Association, depending on the nature of the violation.

7:04:07 In the case of forfeiture, the score shall stand at 1 - 0 against the forfeiting team.

7:04:08 If a coach drops a player; the player pass and registration form must be turned in to the registrar with the player release form signed by the parents and coach.

7:04:09 Coaches are responsible for ALL player passes. **Lost passes can be replaced for \$10.00 per card with a maximum of \$75.00 for a set.**

7:05:00 EQUIPMENT RESTRICTIONS

7:05:01 Players wearing orthopedic casts and finger braces shall not participate in any game. **There are no exceptions to this rule! Referee has no discretion in this matter!** Rings, jewelry, etc. (except medical ID bracelets) must be removed before participating in any game.

7:05:02 A player shall not wear anything, which is dangerous to another player.

7:05:03 Footwear (boots or shoes) must conform to FIFA law:

1. Bars shall be made of leather or rubber and shall be traverse and flat, not less than half an inch in width and shall extend the total width of the sole and be rounded at the corners.
2. Studs, which are independently mounted on the sole and are replaceable, shall be made of leather, rubber, aluminum, plastic, or similar material and shall be solid. With the exception of that part of the stud forming the base, which shall not protrude from the sole more than one quarter of an inch, studs shall be round in design and not less than half an inch in diameter. Where studs are tapered, the minimum diameter of any section of the stud

must not be less than half an inch. Where metal seating for the screw type is used, this seating must be embedded in the sole of the footwear and any attachment screw shall be part of the stud. Other than the metal seating for the screw type of stud, no metal plates even though covered with leather or rubber shall be worn, neither studs which are threaded to allow them to be screwed on to a base screw that is fixed by nails or otherwise to the soles of footwear, nor studs which, apart from the base, have any form of protruding edge rim or relief marking or ornament should be allowed.

3. Studs that are molded as an integral part of the sole and are not replaceable shall be made of rubber, plastic, polyurethane or similar soft materials. Provided that there are no fewer than ten studs on the sole, they shall have a minimum diameter of three eighths of an inch (10-mm). Additional supporting material to stabilize studs of soft materials and ridges that shall not protrude more than 5 mm. from the sole and molded to strengthen it, shall be permitted provided that they are in no way dangerous to other players. In all other respects they shall conform to the general requirements of this law.
4. Combined bars and studs may be worn, provided that the whole conforms to the general requirements of this law. Neither bars nor studs on the soles shall project more than three quarters of an inch, if nails are used, they shall be driven in flush with the surface.
5. The goalkeeper shall wear colors, which distinguish him from the other players and from the referee.

7:06:00 CANCELED GAMES

7:06:01 The Director of Referees and the CJSJL President, acting in concert, shall decide whether a game or games should be canceled before they start due to inclement weather or bad field conditions. The CJSJL President only shall contact the Director of Referees. Teams should assume that games would be played unless Official Notice of Cancellation has been provided. CJSJL PLAYS IN THE RAIN UNLESS LIGHTNING IS PRESENT!!

7:06:02 The referee shall be the sole judge regarding the stoppage of a game in progress due to inclement weather or bad field conditions. If a game is stopped before one—half has been played, then it shall be rescheduled and replayed in its entirety. If one-half has been played, the score at the time of stoppage shall stand as the final result.

7:07:00 PRACTICE GAMES

7:07:01 Intra-District VII practice games (those with Fresno teams, Sanger, etc.) must be cleared with the League office in writing, with the exception of host league games.

7:07:02 Inter-District Seven practice games (those with teams outside the jurisdiction of District Seven) must be cleared as above and with the District VII CYSA Commissioner.

7:08:00 RESCHEDULED GAMES

7:08:01 There will be no rescheduling of games for the U-6 or U-8 games.

7:08:02 The conditions that constitute a rescheduling of games are as follows:

- A. Tournament Play.
- B. CUSD, Athletic function or academic activity that prevents a team from fielding eleven rostered players.

7:08:03 The Coach shall notify the Chairman of the Scheduling Committee regarding a game that needs to be rescheduled at least 10 days before the scheduled game is to take place. The Chairman will then reschedule the game and contact the chief referee, and both Coaches. A game may not be rescheduled simply because not enough players are present.

7:08:04 All make-up games will be rescheduled as soon as possible.

7:09:00 COACH/REFEREE SECTION

7:09:01 The referee's judgment with regard to the physical condition of the field and its acceptance for play, the actual happenings and occurrences related to the conduct of the game, and those prerogatives granted to him/her by the "Laws of the Game" as published by FIFA, and the enforcement of the Provisions of this Coaches Kit, shall not be challenged.

7:09:02 A Game card must be filed for every game played. The Director of Referees and/or Board of Directors may call upon referees at any time to explain their reports.

7:09:03 Referees and/or Director of Referees may discipline a late start of a game.

7:09:04 If the referee is late for the start of the game, a team affiliate from each **team will referee.**

7:09:05 **If other outside circumstances cause game delays the referee has the discretion to shorten the game to keep the games on schedule. If possible, the coaches should be notified prior to the start of the game of this decision.**

7:09:06 The referee shall require that both teams enter all appropriate information on the Game Card prior to the start of a game.

7:09:07 In the event neither team appears for a scheduled game and the referee rules the grounds playable; both teams shall be assessed with a loss.

7:09:08 In the event of a forfeited game, the winning team must complete the Game Card listing the players on the team. The Game Card shall be marked accordingly and submitted to the CJSL office. Only the league can determine a forfeit.

7:09:09 Prior to the game, the referee shall make sure that the playing equipment of each player is in proper order.

7:09:10 The referee shall verify the identity of the player with his/her Player Pass. He shall collect the passes of the players as they participate in the game. He must allow no player into the game for whom he has no pass. If the adult coach does not have a pass and no assistant with pass the game is forfeited.

7:09:11 The referee shall require that the coach or manager of each team sign the Game Card prior to the game verifying that the information is correct.

7:09:12 Upon completion of the game, the referee and each coach shall check the card, including the score registered, for accuracy before signing their names in the score portion of the Game Card. **All SCORES are FINAL at the end of the day. NO PROTEST OF SCORE ALLOWED THEREAFTER!**

7:10:00 GAME CARD

7:10:01 Coaches are responsible for filling out the game card as follows:

Home Team Coach:

- 1. Front of Game Card:**
 - a. Fill in the top three lines with information from your league schedule; Information on the game card should match your Scheduled game.
 - b. Under "HOME", PRINT jersey color in box designated "CLUB" and PRINT your team name, including school initial in box designated "TEAM".
- 2. Back of Game Card:**
 - a. PRINT your team name; including school initial in space designated "HOME CLUB". Write in your team from your league schedule in space designated "TEAM".
 - b. All registered players must be listed on the game card, along with jersey number. Also, prior to the start of the game, any ill, injured, and disciplined or absent players must be noted on the card.
 - c. PRINT your name in space designated "COACH/MANAGER".
- 3. Give game card to coach of Visitor at least 20 minutes prior to game time.**

Visiting Team Coach:

- 1. Front of Game Card:**
 - a. Verify that coach of Home Team had properly filled out the top three lines.
 - b. Under "VISITORS", PRINT jersey color in box designated "CLUB" and PRINT your team name, including school initials in box designated "TEAM".
- 2. Back of Game Card:**
 - a. PRINT your team name; including school initial, in space designated "VISITING CLUB". Write in your team number from your league schedule in space designated "TEAM".
 - b. PRINT each player's name and jersey number, CYSA numbers are not needed.
 - c. PRINT your name in space designated "COACH/MANAGER".
- 3. Give game card to Referee ten minutes prior to the beginning of the game.**

Both coaches:

- 1. At completion of game, verify that the referee has correctly accounted for all goals scored by your team. If you are Home Team, make sure referee has listed your team's goals in the boxes designated "HOME" on front of card.**

2. **Verify that referee has correctly added your team's goals and written in the Final Score in the box provided for your team.**
3. **If the scores are correct, initial or sign near the Final score for your team BUT MAKE SURE THE FINAL SCORE CAN STILL BE READ.**
4. **Once the Game Card has left the Field of play it is final and will not be changed.**

8:01:00 DISCIPLINARY RULINGS

8:01:01 The Director of Referees shall notify the Protest and Conduct Committee of all on-field disciplinary actions and shall take steps to assure enforcement of appropriate penalties. The Protest and Conduct Committee shall act prior to the next scheduled game on all disciplinary matters and shall have discretionary powers in interpreting the degree and extent of penalties to be applied to team personnel and players. The penalties outlined herein are to be considered as suggestions. The degree of penalty may be increased according to the gravity of the offense. The minimum penalty for expulsion will be the remainder of the current game plus the next scheduled and officially played league game.

8:01:02 Penalties for disciplinary actions shall conform to the guidelines established by the California Youth Soccer Association. These penalties are intended as a guide for the Protest and Conduct Committee. However, in extreme situations or in cases of repetition by the same individual, the Protest and Conduct Committee may increase the penalties imposed.

8:01:03 In all cases, refusal of the individual to give his/her name to the referee may be cause for suspension.

8:01:04 In specific situations, the Board of Directors of the CJSJ shall have the authority to place an individual on probation, for the same period of time as the suggested penalty. In the event the individual on probation is ejected from a game during the probationary period, the original penalty will be reapplied and no appeal will be allowed.

8:01:05 Coaches and other team officials, such as assistant coaches, team managers, adult spectators, etc., are subject to the same penalties as players, judged at the U-16 and U-19 level.

9:01:00 PROTEST AND APPEALS PROCEDURE

9:01:01 All matters involving discipline of players, coaches or other members of affiliated teams are to be brought to the attention of the Protest and Conduct Committee by the Director of Referees. It shall be the responsibility of this Committee to investigate, review, and assess the penalties for red cards and other problems arising with persons associated with affiliated teams. The Protest and Conduct Committee is empowered to impose the penalties listed in Section Eight of this Kit, without necessarily being limited only to disciplinary matters within the subject matter covered under Section Eight. Said committee shall consist of the Executive Board and/or such persons as appointed by the President.

9:01:02 The appropriate Commissioner shall be notified of all hearings and decisions relating to disciplinary matters.

9:01:03 Only violations of the CYSA and CJSJ Constitution by—laws, Rules and Regulations of this Association, Provisions of the Coaches Kit, and misapplication of the Laws of the Game shall be proper subjects to be considered for protest to the Protest and Conduct Committee. **RED CARDS FOR PLAYERS/ADULTS ARE NOT PROTESTABLE.**

A. HOW TO PROTEST A GAME:

1. Write "PROTEST" on the game card.
2. Complete a written protest in which the reasons for your protest are explained.
3. Attach your \$50.00 check to the protest form.
4. Deliver the protest with the \$50.00 check to your Commissioner within two calendar days (Sundays and holidays excluded).
5. The Commissioner will then forward the protest to the Director of Referees within two calendar days (Sunday and holidays excluded).

NOTE: MARKING A GAME CARD DOES NOT CONSTITUTE PROTEST. ONLY WHEN THE DIRECTOR OF REFEREES HAS RECEIVED THE WRITTEN PROTEST AND \$50.00 CHECK HAS A COMPLETED PROTEST BEEN FILED.

9:01:04 The Protest and Conduct Committee shall hold a hearing within six days of the notification by Director of Referees to determine the validity of the protest. If the Protest and Conduct Committee rules against the person protesting, he can appeal to the CJSJ Board of Directors, and any penalty handed down by the Protest and Conduct Committee shall be suspended until the Board can act on the appeal as defined in 9:01:10.

9:01:05 In any matter of physical violence, a Special Meeting of the Board of Directors may be called to conduct the disciplinary proceeding.

9:01:06 The fee shall be \$50.00 for items arising before the Protest and Conduct Committee. No protest shall be complete

without this fee, even though the game card has been marked.

9:01:07 The protest fee of \$50.00 shall be returned if the protest is upheld. It shall be retained if the protest is denied, unless the Protest and Conduct Committee is overruled by a higher authority.

9:01:08 The Protest and Conduct Committee will not overrule Referee's judgment calls during play, and **fees shall not be returned to the appealing party.**

9:01:09 The Protest and Conduct Committee is empowered to mete out such discipline as called for as follows:

- A. Notification to the person disciplined shall be by either of the following:
 1. Personal notification at the time of or following the decision by the Chairperson, upon which notification the discipline shall take immediate effect, followed by written notification of the decision; or
 2. Written notification following the decision.
- B. All written notification shall be mailed to the address provided to CJSL by the party sanctioned by means of certified mail with return receipt requested. Return of such receipt shall be considered as notice of notification. A refusal to accept such mail shall be considered as notification.
- C. Such notification shall include the decision reached, information regarding the next level of appeal (the CJSL Board of Directors, the address of the next level of appeal) the time limit for appeal (postmarked within 48 hours of receipt of decision) and the fee for appeal to the next level (no fee for appeal to the CJSL Board).

9:01:10 Any decision rendered by the Protest and Conduct Committee may be appealed to the full Board of Directors of this Association. Such appeals to the Board must be postmarked within forty-eight hours of receipt of a decision from the Protest and Conduct Committee on the item being appealed. Such appeal of a Protest and Conduct Committee decision shall be considered at the next regularly scheduled CJSL Board of Directors meeting. The conduct of an appeal to the Board of Directors is specified in the CJSL Constitution and bylaws. **RED CARDS FOR PLAYERS/ADULTS ARE NOT PROTESTABLE!**

9:01:11 The CJSL Board of Directors reserves unto itself the power to directly initiate disciplinary action upon any person associated with the Clovis Junior Soccer League in any capacity. The conduct of such hearings is specified in the CJSL Constitution and by-laws.

10:01:00 CONDUCT CODE

10:01:01 All teams shall be responsible for governing those persons associated with their operations. The coach shall take direct responsibility for all unsportsmanlike conduct of the players, assistant coaches and/or parents, or any other person connected to that team, including but not necessarily limited to, swearing; insubordination to referees; failure to recognize the authority of a CJSL referee; making obscene gestures toward a referee or another team; fighting; offering an invitation to another team, its associates, or a referee to fight; and/or any other infraction of the Laws of the Game and/or provisions of the CJSL Constitution and by-laws, Rules and Regulations of this Association, or Provisions of the Coaches Kit; or any action which by its description discredits the sportsmanlike conduct of the game, whether before, during or after a CJSL activity, including, but not limited to, practices, practice games, league games, cup or tournament games or other CJSL activity.

10:01:02 No member or person associated with Affiliated Team of this Association shall use alcoholic beverages, glue, drugs, controlled substances or other reality altering substance or liquids during any practice, practice game, league game, cup or tournament game, Board Meeting, Committee Meeting, Annual General Meeting, Coaches Kit Meeting, or any other activity associated with CJSL. Such conduct may be grounds for expulsion from CJSL.

10:01:03 A plea of ignorance of the Constitution and by-laws of this Association, its Rules and Regulations, the Coaches Kit, or the FIFA Laws of the Game is not a sufficient defense of actions in violation of those documents.

11:01:00 FIELD MONITORS

11:01:01 The primary responsibility of the field monitor is to assist the referees with any problems they might have with coaches or spectators. At no time will harassing the referees be tolerated. While it is the coach's responsibility to maintain control of his/her sideline the field monitor can intervene for the safety and protection of the referee(s), and the good of the game. The Club that is hosting fields provides Field monitors.

11:01:02 The field monitors have the authority (with the approval of the referee) to suspend the game, if necessary. The field monitors also have the authority to make recommendations to the referee(s) and to otherwise assist the referee(s) as requested, for the purpose of maintaining control on the soccer fields. The CJSL Board of Directors will determine the outcome of a suspended game. A description of what happened to cause the game to be suspended will be written on the game card and will be initialed by the field monitor.

11:01:03 The duties of the field monitors are as follows:

- A. Check in with the referees on all fields at the playing site and introduce themselves.
- B. Make themselves visible. The league provides brightly colored safety vests.
- C. Observe and anticipate problems.
- D. If there is a major problem or the game is suspended, the field monitor is to stay with the referee until the involved teams leave the field. If there is a problem in an earlier game and the field monitors change, the old monitor is to advise the new monitor of the problem.
- E. Field monitors are encouraged to make personal notes concerning any problems in the event further action is requested by the CJSL Board of Directors.
- F. At the end of the day, verbally report any problems to one of the three CJSL Vice Presidents, leaving your name, phone number, field, game, and the nature of the problem.

11:01:04 If a field monitor cannot fill his/her assignment; it is his/her responsibility to find a replacement. In the event that this is not possible, the field monitor should notify his/her club commissioner at the earliest possible date. Field monitor assignments should be taken seriously, the safety of the referees and the development of our league are at stake.

11:01:05 The Director of Referees will advise all referees of the field monitor program.

12:01:00 ALL STAR POLICY (SUSPENDED BY DISTRICT 7)

12:01:01 The CJSL Board of Directors in compliance with District VII policies and guidelines establishes All Star team policies.

12:01:02 District VII currently allows CJSL to form 1 team for each 2000 players registered or fraction thereof. 3 teams (1 per unit) All Star teams per age group. Boy's and Girl's teams are formed as pure age groups of U9's, U10's, U11's, and U12's as per CYSA cutoff dates. NO PLAYING UP.

12:01:03 All Star coaches for each age group are selected by the League President or his/her representative(s). Selection criteria may include coaching history and success, and ability to best represent the interests of CJSL and its players. Qualified coaches may be passed over to give other equally qualified coaches an opportunity to coach an All Star team. The selected coach of each team must select assistant coaches from teams other than his own during seasonal play.

12:01:04 Players:

All-Star nominations will be under the following guidelines:

Boys: Clubs are allowed four nominations in each age pure group. Clubs that have Open Division Teams are allowed Two additional nominations, with the extra players coming from those teams only. The selected coach is allowed to nominate a maximum of 6 additional players; but no more than two players per club.

Girls: Clubs are allowed four nominations in each age pure group. Clubs that have Open Division Teams are allowed Two additional nominations, with the extra players coming from those teams only. The selected coach is allowed to nominate a maximum of 6 additional players; no more than two players per club.

12:01:05 All Star coaches shall be selected by October 15 of each year, so that they may be able to observe players the remainder of the season, All Star player nominations shall be due by November 15th of each year. All Star evaluations and selection of players shall be completed by December 15th with each all-star coach filling out an all-star roster including the name, birth date, phone number, and club. Coaches shall notify each and every player of their selection or non-selection to the team. All Star players selected shall be available to play in the CJSL red/blue game in the first week of January and in the District VII All Star Tournament in the following weeks. **Coaches interested in all-stars must submit an application in writing to CJSL by October 1st.**

12:01:06 U9 and U10 boys and girls All Star teams shall be filled to a maximum roster of 15 players; U11 and U12 boys, and girls All Star teams shall be filled to a maximum of 18 players. THERE WILL BE NO ALTERNATES SELECTED BY THE ALL STAR COACHES.

12:01:07 Jerseys will be supplied by CJSL and shall remain the property of the all-star players.

12:01:08 PLAYING TIME IS AT THE DISCRETION OF THE COACH. It is recommended that the coach have a player/parent meeting to explain playing policy.

13:01:00 STATE CUP AND TOURNAMENT COMPETITION

13:01:01 The CYSA holds a State Cup competition annually. Any team may enter this competition. Refer to the CYSA Team

Manual for deadlines and other pertinent information. Teams must pay an entry fee and are selected to play Northern California and/or local teams. This may involve a certain amount of travel. CYSA State Cup games and sanctioned tournaments have priority over CJSL games; therefore, some CJSL League games may have to be rescheduled. Make up games due to State Cup or Tournament play will be made up at the previously scheduled team's convenience. Any team entering State Cup competition must notify CJSL four weeks in advance.

13:01:02 There are many tournaments during the year. Some are meant for all teams, others are Division I, Division III, or Division IV only. The guidelines that have been established to select the teams that will represent CJSL in a Tournament are as follows:

1. **No team may represent CJSL in tournament play without the league's knowledge. Failure to advise CJSL will result in forfeiture of league games.**
2. Those coaches interested in entering out of city Tournaments shall file the team name, age group, division, and school and Coach's name and telephone number, with the head of the Scheduling Committee.

13:01:03 To participate in a CYSA Tournament, other than a CJSL Tournament, the Coach must take the goldenrod copy of his roster and all player passes to the CYSA District VII Registrar for verification and stamping.

14:01:00 CJSL TOURNAMENTS

14:01:01 Teams entering CJSL Tournaments must:

1. Complete the Registration Form and Roster Form in its entirety, listing players alphabetically.
2. The complete roster must be filed 14 days prior to the entry deadline.
3. The entry fee must be paid 10 days prior to the entry deadline.
4. Any CJSL team not appearing for a scheduled game during CJSL Tournaments shall be fined \$45.00. Fines are to be paid by the coach and not taken from the team account.
5. In the event more CJSL teams apply for a tournament than there is room, the last team(s) to apply shall receive a refund and will be excluded from the tournament.
6. Failure to comply with the above may result in exclusion from a tournament.

15:01:00 TEAM ACCOUNTS

15:01:01 All team accounts will be maintained by the representative, the Club treasurer. In the event that office is vacant or nonfunctional, the CJSL League Treasurer will manage team accounts.

1. **A team will deposit all monies with the club treasurer.**
2. **All monies accepted by a coach or team representative on behalf of the team will be made payable to CJSL or the respective club. If cash is accepted, it will be forwarded without delay in cash to the club treasurer. No coach or team representative may hold or deposit funds into any personal or special team account other than that maintained by the Club Treasurer.**
3. **Spending requirements will be forwarded to the treasurer for payment. Any reimbursement directly to the coach or any team affiliate will be approved by the Club Board of Directors.**
4. **Coaches will furnish an accounting of all funds obtained through sponsorship, fund raising, etc. to the club Board of Directors prior to their fourth regularly scheduled league game and immediately following the last regularly scheduled league game.**
5. **Failure to comply with the above procedures may result in fine/ penalty or both at the discretion of the CJSL Board of Directors.**

15:01:02 A current statement of the Team Account will be maintained with the Club Treasurer and available to the Commissioner, Coach of Club or CJSL Board Members upon request.

15:01:03 Clubs formed to support the operation of Affiliated Teams may spend monies raised by the Club according to the provisions of their Constitution and by-laws without the necessity of processing such expenditure through the Team Account Treasurer, Monies so collected must meet the non—profit requirements of the CJSL Constitution and by-laws.

16:01:00 INSURANCE AND CLAIMS PROCESSING

16:01:01 The California Youth Soccer Association provides accident and liability insurance to all persons listed on CJSL Affiliated Team Rosters. The insurance year for CYSA is September 1 through August 31 of the following year. However, all persons listed are covered from the time of their registration with CJSL, even if this occurs before the beginning of the CYSA insurance year.

16:01:02 Each Coach will receive an Injury Claims Form in the CYSA Team Kit distributed by the Commissioners to the

Coaches before the start of league play. This Injury Claim form is the official CYSA form, which must be used to claim coverage.

16:01:03 In the event of an injury, the coach of the team shall immediately notify the Commissioner who in turn will notify the respective Vice-President. The coach must provide the following information to expedite processing:

- | | |
|---------------------------------------|---|
| 1. Player Name | 6. Date of first treatment |
| 2. Parent Name | 7. Injury Type |
| 3. Address | 8. Doctor's Name, Address, Phone |
| 4. Parent Phone | 9. Coach's Name, Address, Phone |
| 5. Date of Injury treated at hospital | 10. Hospital information if treated at a hospital |

16:01:04 The Commissioner will ascertain that the information above has been obtained, that the claim form is properly signed by the parent, that available bills are included, and that the claim form is otherwise correctly completed. Only then can the commissioner submit the claim to the insurance coordinator for further processing. The commissioner will follow up to obtain later billings and information for forwarding to the insurance coordinator. If any of the above information is missing, the claim cannot be processed beyond the commissioner level. Since the insurance policy is only a reimbursement policy, this could greatly delay the receipt of payments. Checks shall be made payable to the player's parent or legal guardian.

16:01:05 The CJSJ registrar shall be the CJSJ Insurance Coordinator.

17:01:00 TRAVEL REQUIREMENTS

17:01:01 Any team traveling outside District VII must submit a travel itinerary to District VII.

18:01:00 EXHIBITION GAME

18:01:01... If an individual chooses to sponsor a team from another area or country, and desires CJSJ backing, an itinerary and financial report must be submitted for the CJSJ Board of Directors approval.

19:01:00 TOURNAMENT SCHEDULES

19:01:01 Refer to your team manual and contact your Club Commissioner for further information. Application deadlines can be up to two months in advance of the tournament. Some of these are held in the Fresno area, contact the League for more information on local tournaments.

19:02:00 Class IV tournaments:

19:02:01 Class IV tournaments are also available to teams within District VII. Your Club Commissioner can provide information on these tournaments.

20:01:00 CLASSIFICATION OF TEAMS

20:01:01 Team classifications were changed with the publication of the CYSA Team Manual. They are reprinted here for your convenience.

20:02:00 Class 1 Elite:

20:02:01 Age pure U16, U17, U18 and U19 competition teams that are classified by oldest player. "Age pure" does not require that all players be of the same age; it does, however, require that the team be placed at the age level of the oldest player on the team.

20:03:00 Division I Select Teams:

20:03:01 Age pure U11, U12, U13, U14, U15, U16, U17, U18 and U19 competitive teams classified by oldest player.

20:04:00 Class III Teams:

20:04:01 Upper level, advanced, or first division development teams whose players are normally selected via tryouts and a draft. These teams include only a portion of the league population in an age group, and are intended to provide a level of play between house league and competition teams.

20:05:00 Class IV Teams:

20:05:01 House or lower house development teams are normally formed on the basis of geographical distribution. These teams are usually intended to be equal in strength when formed and do not conform to any of the above classifications. All Association youth club teams playing in house league are designated as Division 4 teams.

21:01:00 PROCEDURES FOR APPLYING TO A TOURNAMENT

21:01:01 Procedures for applying for tournaments are described in your CYSA Team Manual; In general these procedures refer to Class I through Class IV tournaments. In addition:

21:02:00 Class I through Class III Tournaments:

21:02:01 District VII has procedures that must be followed for tournaments other than Class IV. Contact your Club Commissioner for current information. You should also be aware that the goldenrod copy of your roster must be "tournament verified" with government issued birth certificates and valid player (and coach) passes prior to the tournament. If you are not sure what this means - ask.

21:03:00 Class IV Tournaments:

21:03:01 Class IV tournaments are only open to teams from within our District:

1. Obtain tournament invitations from the CJSJL District Representative through your Club Commissioner.
2. Complete the tournament entry form; attach a Check for the entry fee made out to the tournament to which you are applying and mail the application directly to the tournament as per their instructions.
3. You may apply to only one tournament per weekend.
4. To reschedule a league game, you must notify CJSJL through your Club Commissioner of your intent to enter a tournament. **Notification must be at least 10 days before the scheduled game is to take place.**

22:01:00 CIF RULE #600 FOR HIGH SCHOOL STUDENTS

22:01:01 A student on a high school team becomes ineligible if the student competes in a contest on an "outside team" in the same sport, during the student's high school season of sport. In the sport of soccer only, it is permissible for a student on a high—school soccer team to compete in contests on an "outside" soccer team except during the period of November 15 to whenever High School Season is over. During this period a student on a high school team becomes ineligible if the student competes in a contest on an "outside" soccer team during the high school season for soccer.

22:01:02 UNDER-15 THROUGH UNDER-19 TEAMS FROM LEAGUES WHERE HIGH SCHOOL SOCCER IS PLAYED IN THE WINTER MAY NOT APPLY TO TOURNAMENTS HELD BETWEEN NOVEMBER 15 AND MARCH 15. NO EXCEPTIONS TO THIS RULE WILL BE PERMITTED.