

CJSL COACHES HANDBOOK

Clovis Junior Soccer League
55 Shaw Ave, Suite #118

Last Revised January 16, 2025

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Clovis, CA 93612

559-325-2575

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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 to attend 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 Cal North (CYSA) rules shall supersede.

1:01:02 The governing Authority of this Association per the Constitution and by-laws 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.

2:01:00 MEMBERSHIP

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

2:01:02 The Affiliated Teams of a CUSD or private elementary school 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 authority 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, and its affiliation as a team. 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 Cal North (CYSA) season year and be affirmed by the CJSL League Registrar.
- 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 prohibited. Recruitment shall render a recreational team to be reclassified as a select team and may cause forfeiture of any games played in the Steve Russell recreational league. Players may not be simultaneously rostered on more than one team.

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4:01:04 No players will be registered without proof of payment of required fees to the CJSL treasurer.

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 entered in the online registration platform identified by Cal North (CYSA).

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. If 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 3 years old prior to Jan. 1 of the seasonal year to be eligible for the Under 6 age group.
- B. Team sizes will be capped at 12 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, tiering players shall form teams according to present soccer skills and athletic ability. (Example: If 33 players registered for Under-10 boys, this would allow for 3 teams with 11 players each. By evaluations, players rated 1-11 would be placed on the 1st team, players rated 12-22 on the 2nd team, and players rated 23-33 on the 3rd team).

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

Age Group	Minimum/Maximum # of Players
Under 6	6/12
Under 8	8/12
Under 10	7/11
Under 12	9/13

No exceptions will be made to these roster limits unless every team in CJSL in the specific age/gender group is filled.

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 natural aged U7 player who plays in the U8 level cannot play at the U10 level; however, a natural aged U8 may prior to rostering. A three-year age up is prohibited. Written request for evaluation must be submitted the CJSL Registration deadline.

4:01:11 Each Club Commissioner is responsible for submitting a list of teams to the CJSL Scheduling Coordinator in writing, or by confirmation of teams entered in the online registration platform identified by Cal North (CYSA). The list shall include Team#, Age, Gender, Team Name, 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. Team names shall include the Club name and shall not be duplicated within a gender/age group within the Club.

4:01:12 Each Club Registrar is responsible for forwarding non-final team rosters to the CJSL Registrar for processing by utilizing the online registration platform identified by Cal North (CYSA).

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 CJSL 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.

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

4:01:16 Each Club Registrar, working in accordance with their commissioner is responsible of ensuring that all players and coaches are properly registered and have completed all requirements in accordance with Cal North (CYSA), the Constitution and by-laws, and the CJSL Coaches Kit. These include but are not limited to confirmation of registration payment, proof of age, proper playing level as described in this document (competitive player restrictions), and completion of all required training, etc.

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

4:02:01 A team wishing to participate in a Cal North (CYSA) Tournament is limited to no more than five (5) interleague player transfers. The number of drops and adds are unlimited provided the roster does not exceed approved roster sizes. Intraleague transfers are unlimited. For Cup play a team MUST maintain a core of nine (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 48 hours prior to participating in a Cal North (CYSA) Tournament. A Cal North (CYSA) Form 1606 must be filled out for transfers and drops. It may be obtained online or from the CJSL Registrar. All transfers are subject to Cal North (CYSA) transfer policy rules and regulations.

4:02:03 A player registered and rostered may be transferred to another team by completing a Cal North (CYSA) Transfer Form (Form 1606). 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 Cal North (CYSA) Registrar 48 hours prior to participation. The player pass and registration form must be turned in with the Transfer Form to the CJSL Registrar.

4:02:04 None of the above actions are valid without the signature of the CJSL Registrar and approval by Cal North (CYSA).

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 January 1st of the seasonal year in which he/she applies for registration.

5:01:02 Players attaining the limiting age for any age group after January 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 12 — Player has not reached 13th birthday before January 1st of the seasonal year.

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

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

Under 6 — Player has not reached 6th birthday before January 1st of the seasonal year.

5:01:04 The player’s playing age is determined by U.S. Youth Soccer’s (USYS) age matrix, and in accordance with Cal North (CYSA).

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

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 & COMPULSORY EQUIPMENT

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- 6:01:01 Uniforms shall be provided by the Association Youth Club for the Under 8, Under 10, and Under 12 teams.
- A. Uniforms shall be a recreational type of kit of reasonable cost and shall be worn by all youth clubs.
 - B. For Association Youth Club teams, uniform colors should be consistent with school colors.
 - C. All uniform shirts shall be numbered on the backside. Number no larger than 3" may also appear on the front of the shorts.
 - D. Warm-ups and other team apparel and equipment are strongly discouraged; however, the Board of Directors of Association Youth Club may approve these items. at the request of a majority vote of the team parents. Club monies may not be authorized for these extra team items. The team members should bear the cost of extras.
 - E. 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.
 - F. 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, and tobacco or be explicit in the nature. The sponsor's names must be appropriate for youth sports.
 - G. Undergarments must be either white, black, or the same color as the predominant color of the uniform.
 - H. Each goalkeeper must wear colors that are distinguishable from the other players and the match officials.
 - I. Player jersey must have either the Crossfire Youth Club logo or Crossfire One Family logo on the left sleeve or over the left chest. Larger logo can be on center chest.

6:02:02 Association Youth Clubs have the option of either providing youth club uniforms in accordance with **6:01:01** or electing to have CJSL provide t-shirts for their Under 6 teams. The Association Youth Club shall provide shorts and socks if they elect to have CJSL purchase Under 6 shirts.

6:03:01 The compulsory equipment of a player comprises the following separate items: a shirt with sleeves, shorts, socks, shin guards, and footwear.

- A. **Shin guards:** Must be made of suitable material and be of an appropriate size to provide reasonable protection and be covered by socks. Coaches shall coordinate with parents for the size and suitability of the player's shin guards.
- B. **Footwear:** Must be appropriate for athletic activity on grass surfaces (refer to 7:05:03).
 - 1. A player whose footwear or shin guard is lost accidentally must replace it as soon as possible and no later than when the ball goes out of play next; if before doing so the player plays the ball and/or scores a goal, the goal is awarded.
- C. **Protective Equipment:** Gloves, headguard, facemasks and knee and arm protectors made of soft, lightweight padded material is permitted, as are goalkeepers' caps and sports spectacles. Goalkeepers may wear tracksuit bottoms.

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.
- B. Teams shall be seeded and scheduled according to ability.
 - 1. Each season, the Competition Committee of the Board of Directors shall recommend a seeding tournament or pre-season format and schedule, 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 Competition 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 Competition Committee to be used for scheduling and to compile a Coaches Directory to assist in rescheduling games. The list shall include:
 - a. Team# (e.g., Team A or Team 1)
 - b. Age/Gender Group
 - c. Team Name (e.g., DC Hawks, FW Firebirds)
 - d. Coaches name, address, and phone number

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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 the seeding tournament, and after round 1 of the regular season, for final placement in round 2. The top 2 teams in each division will play against each other on Championship Saturday. The only exception will be divisions with an odd number of teams that play a round robin format. In this case, the team with the most points earned will be deemed the winner of the division.
- C. Association Youth Recreational Soccer teams are restricted to compete in only association house league play, and no more than two recreational level tournaments or jamborees, prior to Dec 1, located within the boundaries of Cal North (CYSA).

7:01:02 Standing and Awards:

- A. Standings shall not be kept for Under 6 and Under 8 competitions. Standing placement awards shall not be issued.
- B. Standings shall be kept for Under 10 and Under 12 age groups.
- C. Standings shall be determined based upon points:
 1. 6 points for a win
 2. 3 points for a tie
 3. 0 points for a loss
 4. 1 point per goal scored-Maximum 3
 5. 1 point for a shutout
 6. -1 point for each Red Card/Send Off or other ejection from game site of a player, coach, parent of other affiliated person.
 7. In event of a tie based upon points, ties shall be resolved in order as follows:
 - a. Outcome of head-to-head competition
 - b. Goal Difference
 - c. Most goals scored
 - d. Fewest goals allowed
 - e. Penalty Shootout

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 team's standings in that division. 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.

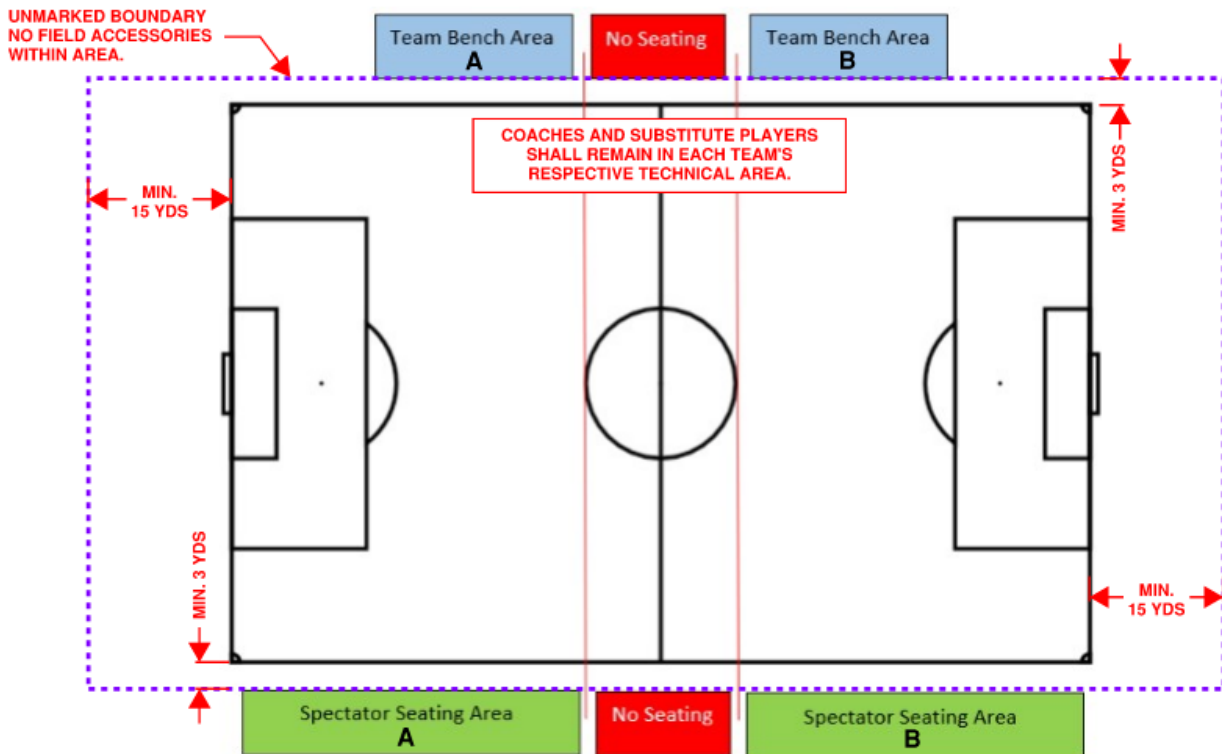
7:02:02 All games shall be played under the provisions of the Constitution and by-laws and provisions of the Coaches Kit of CJSL as amended each year.

7:02:03 Coaches shall abide by the following rules of conduct at any time during which the coach and his/her 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,

- A. A coach shall not address a Referee or Assistant Referee. A coach may address the referee only:
 1. **Prior to the start of the game.**
 2. **When they wish to make a substitution.**
 3. **To draw the referee's attention to an injured player on either team.**
 4. **When the referee addresses them.**
 5. **Coaches shall not tamper with the game card unless they are writing PROTEST on it.**
- B. Coaches, their substitutions, players, and spectators shall not by word or gesture, during the game, enter any dispute or indulge in any intimidation tactics with the referee, opposing coach, players, substitutes, spectators, or any league official in attendance. Additionally, the use of mechanical/electrical devices of any type (including musical instruments as referenced below) or noise making devices are prohibited at all CJSL sanctioned events.

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- C. Only the Playing Captain, who shall be identifiable with an armband, may address the referee (only to bring attention to some player issue but shall not argue referee calls. The captains have no more rights than the coach to argue). No person, including team officials, shall interfere with or address the referee during the half time of play. There is ZERO TOLERANCE.
- D. Coaching from the sidelines – giving directions to one’s own team on point of strategy and position, is permitted, providing:
 - 1. No mechanical or noise making devices are allowed. This includes, but is not limited to, air powered, electrical, musical instruments, whistle, bells, etc. This rule applies also to spectators which shall be the responsibility of the coach to control.
 - 2. Tone of voice shall be informative and not a harangue.
 - 3. 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 the half line. Spectator area shall be three yards minimum from the touchline and extending to twenty yards from the end line. Referees and league officials will enforce this. An imaginary box exists even if no actual lines are marked.
- E. Teams shall station themselves on opposite sides of the half line, on the same side of the field. The away team’s bench will be on the same half of the field as the AR1 is positioned. Spectators are required to sit on the opposite side of the field, directly across from their team bench area, divided by the half line and no closer to the goal line than the penalty area. Under NO circumstance is any spectator allowed to enter the team’s bench area. This area is restricted to rostered team officials, players, and league officials. (Diagram below)
- F. After each game, teams must quickly leave field to make room for next teams.
- G. All teams must cleanup any garbage left in their area (leave field cleaner than you found it).
- H. The failure to enforce by a league representative or referee shall not be an excuse or waiver for future conduct.



7:02:04 Any coach or other team official who refuses to play a game for any reason shall:

- A. Forfeit the game.
- B. Pay referee’s fees.
- C. Appear before the Board of Directors to show cause why he or she should not be disciplined.

7:02:05 It is the referee’s responsibility to see that the game card is properly filled out. If a team doesn’t have passes, or because of

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some other circumstance, you agree to play a friendly game, you must notate the card as “Forfeit” 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.

7:02:06 It shall be the responsibility of both teams to have an approved and acceptable game ball available at the beginning of each game.

7:02:07 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 Center line. **NOTE- REFEREES ARE INSTRUCTED NOT TO STOP A GAME IMMEDIATELY AFTER A NON-SERIOUS INJURY. COACHES WHO WANT THE GAME STOPPED MAY SIMPLY INSTRUCT THEIR TEAM TO KICK THE BALL OUT OF BOUNDS. UNLESS BECKONED BY REFEREE TO ENTER, IF A COACH OR PARENT ENTERS THE FIELD FOR ANY INJURY OR OTHER REASON, THE COACH SHALL BE ISSUED A RED CARD.**

7:02:08 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.

7:02:09 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.

7:02:10 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.

7:02:11 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.

7:02:12

Prior to kick off one or both or all (depending on number of) referee(s) shall go over with each team (can be separate or at the same time) shall go over the following rules of the game:

U10:

1. The build out line
2. Whether drop kicks/punts are allowed by goalies
3. How throw ins will be enforced
4. Demonstrate what a handball is and is not
5. Demonstrate what is and is not a push
6. Headers are not allowed
7. Other rules as recommended by the league

U13:

1. Demonstrate what a handball is and is not
2. Demonstrate what is and is not a push
3. Headers are not allowed
4. Dangerous play is not allowed and will be carded
5. Other rules as recommended by the league

Should labor laws and breaks/lunches not allow all referees to be present, at least one referee shall perform the above prior to kick off and remind the other referees, if any, when they arrive on the field. This discussion must be done by an actual referee that will be making calls during the game, and not in a supervisory position.

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:

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Field size:	30 Yd length x 20 Yd width
Field Markings and layout:	White painted lines. Do not include penalty area. 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:	BOWNET Goals
Ball size:	3
Team Size (on Field)	Maximum of 6 players, 3 per field
Game Periods	Halves - 20 Minutes One Halftime Break - 5 Minutes
Heading	No Heading of the ball allowed in this age group

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.
 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 inside 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.
 1. Over the touchline (Sideline): The ball is placed on the side where the ball went out. There are no throw-ins.
 2. Over the goal line (end line) 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.
 3. 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. 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 BOUNDS FREE KICKS. Opponents must be 3 yards away.
- E. Slide tackling and heading of the ball is prohibited and shall be considered dangerous play.
- F. There is NO OFFSIDES.
- G. There is NO goalie. A defensive player cannot establish position in the goal box for an extended amount of time and must leave the goal box once the ball is fully cleared from the defending half, or if the attacking team touches the ball out bounds resulting in a goal kick or kick-in for the defensive team.
- H. There is no scoring recorded.
- 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 Cal North (CYSA) rules.
 1. 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.
 2. 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: One coach from each team serves as referee, one per field. The coach/referee will perform all actions from the sidelines and will not enter the field of play except, to address an injured player.

7:03:04 A player must be 3 years old prior to Jan. 1 of the seasonal year to be eligible for the Under 6 age group.

7:03:12 UNDER- 8 RULES

7:03:13 The following specifications shall prevail in Under 8 games:

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Field size:	30 Yd length x 20 Yd width
Field Markings:	White painted lines. Do not include penalty area. 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:	BOWNET Goals
Ball size:	3
Team Size (on Field)	Maximum of 8 players, 4 per field
Game Periods	Halves - 20 Minutes One Halftime Break - 5 Minutes
Heading	No Heading of the ball allowed in this age group

7:03:14 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.
 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-8 a maximum of four players are allowed at any one time per team on each field.
- B. Game Start –The game is started with the ball placed anywhere inside 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.
 1. Over the touchline (Sideline): The ball is placed on the side where the ball went out. There are no throw-ins.
 2. Over the goal line (end line) 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.
 3. 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. 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 BOUNDS FREE KICKS. Opponents must be 3 yards away.
- E. Slide tackling and heading of the ball is prohibited and shall be considered dangerous play.
- F. There is NO offside.
- G. There is NO goalie. A defensive player cannot establish position in the goal box for an extended amount of time and must leave the goal box once the ball is fully cleared from the defending half, or if the attacking team touches the ball out bounds resulting in a goal kick or kick-in for the defensive team.
- H. There is no scoring recorded.
- 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 Cal North (CYSA) rules.
 1. 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.
 2. 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: One coach from each team serves as referee, one per field. The coach/referee will perform all actions from the sidelines and will not enter the field of play except, to address an injured player.

7:03:16 UNDER-10 RULES

7:03:17 The following specifications shall prevail in Under 10 games:

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Field size:	60 Yd length x 40 Yd width
Field Markings:	White painted lines. See appendices for layout diagram
Goal size:	6.5' Height X 18.5' Width - Maximum
Ball size:	4
Team Size (on Field)	Maximum of 7 players on field at any one time and a minimum of 4 players
Game Periods	Halves – 25 Minutes Halftime - 5 Minutes
Heading	No Heading of the ball allowed in this age group

Note: No player registered for any Competitive Soccer Program may play for a Recreational CJSL Affiliated Team.

7:03:18 Play of Game

- A. Substitutions may occur by **BOTH** teams with permission from the referee:
 - 1. At any stoppage of play (throw-in, goal kick, etc.).
 - 2. After a goal, by either team.
 - 3. After an injury, when a referee stops play, by either team.
 - 4. When the referee stops the game to issue a caution or a send-off
 - 5. At half time.
- B. The team in possession of the ball on a throw-in may substitute any number of players. **IF** the team in possession chooses to substitute, the opposing team may also substitute any number of players.
- C. The Referee must be notified of any change at the Goalkeeper position. Failure to notify will result in a yellow card.
- D. 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.
- E. Free Kicks – Opponents must be 7 yards away.
- 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 Cal North (CYSA) rules.
 - 1. 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.
 - 2. 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.
- I. **Heading of the ball is prohibited** and will be considered dangerous play. When a player in this age-group deliberately heads the ball in a game, an indirect free kick should be awarded to the opposing team from the spot of the offense. If a deliberate header occurs within the goal area, the indirect free kick should be taken on the goal area 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.
- J. **Build out Lines:** The build out line promotes playing the ball out of the back in a less pressured setting. Build out lines should be equidistant between the penalty area line and halfway line.
 - 1. **Offside:**
 - a. The build out line will replace the halfway line to denote where offside offenses can be called.
 - b. Players cannot be called for an offside offense between the halfway line and the build out line unless they have returned from an offside position and meet offside criteria.
 - c. Players can be called for an offside offense between the build out line and goal line.
 - 2. **Ball In Goalkeeper's Possession:**
 - a. When the goalkeeper has the ball in his or her hands during play from the opponent, the opposing team must move behind the build out line until the ball is put into play.
 - b. Ideally, the goalkeeper will wait to put the ball into play once all opponents are past the build out line. However, the goalkeeper may put the ball into play sooner, but he or she does so accepting the positioning of opponents and the consequences of how play resumes.
 - 3. **Goalkeeper Putting Ball in Play:**
 - a. Once the opposing team is behind the build out line, the goalkeeper throws or roll the ball into play; the ball is in play when the ball is released from the goalkeeper's hands.

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- b. Punts and drop kicks are NOT allowed.
 - i. An indirect free kick shall be awarded to the opposing team from the spot of the offense if a goalkeeper punts or drop kicks the ball.
 - ii. If the punt or drop kick occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred.
 - c. The opposing team may cross the build out line and resume normal play AFTER the ball is put into play by the goalkeeper.
- 4. Goal Kick Restarts:**
- a. The opposing team shall move behind the build out line during a goal kick until the ball is put into play. Then any player from the team may put the ball into play from a goal kick.
 - b. To support the intent of the development rule, coaches and referees should be mindful of any intentional delays being caused by opponents not retreating in a timely manner or encroaching over the build out line prior to the ball being put into play. Coaches are responsible for addressing these types of issues with their players.
 - c. Referees will manage the situation with misconduct if deemed appropriate. Referees should be flexible when enforcing the 6 second rule. Counting the time of possession should only begin when all opponents have moved behind the build out line.

7:03:19 UNDER-12 RULES

7:03:20 The following specifications shall prevail in Under 12 games:

Field size:	75 Yd length x 47 Yd width
Field Markings:	White painted lines. See appendices for layout diagram
Goal size:	7 'Height X 21'Width or 6.5' Height x 18'Width
Ball size:	4
Team Size (on Field)	Maximum of 9 players on field at any one time minimum of 5 players
Game Periods	Halves – 30 Minutes Halftime - 5 Minutes
Heading	No Heading of the ball allowed in this age group

Note: No player registered for any Competitive Soccer Program may play for a Recreational CJSL Affiliated Team.

7:03:20 A player who has not reached their 13th birthday before January 1st of the seasonal year is eligible to play in the Under 12 Youth Recreational or Teen Recreational programs based on their specific situation. Under 13 players who remain in elementary school may participate in the Youth Recreational or Teen Recreational league. Under 13 players who've advanced to 7th grade must participate in the Teen Recreational program.

7:03:21 Play of Game

- A. Substitutions may occur by **BOTH** teams with permission from the referee:
 - 1. At any stoppage of play (throw-in, goal kick, etc.).
 - 2. After a goal, by either team.
 - 3. After an injury, when a referee stops play, by either team.
 - 4. When the referee stops the game to issue a caution or a send-off
 - 5. At half time
- B. The team in possession of the ball on a throw-in may substitute any number of players. **IF** the team in possession chooses to substitute, the opposing team may also substitute any number of players.
- C. The Referee must be notified of any change at the Goalkeeper position. Failure to notify will result in a yellow card.
- D. 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.
- E. Scoring and game results shall be recorded only for standings.
- 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 of each game and shall have free substitution in accordance with Cal North (CYSA) rules.
 - 1. A coach shall be allowed to limit playing time in a manner for disciplinary reasons, including:
 - a. Unexcused absences at practices and games.

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- b. Conduct causing interference with coach's direction.
 - c. Repeated unacceptable behavior at practice or games.
- 2. 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.
- I. **Heading of the ball is prohibited** and will be considered dangerous play. When a player in this age-group deliberately heads the ball in a game, an indirect free kick should be awarded to the opposing team from the spot of the offense. If a deliberate header occurs within the goal area, the indirect free kick should be taken on the goal area 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.

7:03:22 CJSJL PARTICIPATION IN CUSD PROGRAMS

7:03:26 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:

- A. No player shall be prohibited from participation in the CJSJL program because of participation in the CUSD sports and activities program.
- B. 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 CJSJL Affiliated Team.
- C. A player registered with CJSJL who is concurrently participating in the CUSD programs is required to attend only one practice during the week (weekday) to participate in the regularly scheduled league games or tournament games of CJSJL.
- D. Players concurrently participating in the CUSD program shall not be required to practice before 5:30 pm. CJSJL 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.
- E. 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.
- F. Should a CUSD function cause a CJSJL 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. **Coach passes must be immediately visible, displayed around the neck, from the time they arrive at the playing venue until they've left the playing venue.** 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. **Player passes may be in the form of an electronic or real pass.** 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 Cal North (CYSA) rules.

7:04:04 DELETED

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

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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 DELETED

7:04:09 Coaches are responsible for ALL player passes.

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! Referees have 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:

- A. 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.
- B. 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. Except for 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.
- C. 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 at least 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 if they are in no way dangerous to other players. In all other respects they shall conform to the general requirements of this law.
- D. 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.

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 uncontrollable acts of nature including bad air quality, inclement weather, or bad field conditions. The CJSJL President only shall contact the Director of Referees. Teams should assume that games will 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, bad field conditions, or irresponsible behavior displayed by a team official and/or spectator. If a game is stopped due to weather or bad field conditions 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 result. If a game is stopped due to irresponsible behavior displayed by a team official and/or spectator, the team committing the act will forfeit the game. The game may not continue as a scrimmage, even if agreed by both team officials. Both teams must leave the field. In the event the teams refuse to leave and continue to play on, both clubs will receive a fine of \$500 and face suspension based on findings by the CJSJL PAD Committee.

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, except for host league games.

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7:07:02 Inter-District Seven practice games (those with teams outside the area of District Seven) must be cleared as above and with the District VII Cal North (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. CYSA sanctioned Tournament Play.
- B. CUSD, Athletic function or academic activity that prevents a team from fielding the minimum number of 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 Director of Referees, 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.

7:08:05 Costs for failing to follow rescheduling guidelines- 1st offense- Referee Fees, 2nd offense- \$100, 3rd offense \$200. All fees assessed will be paid to the opposing club.

7:09:00 COACH/REFEREE SECTION

7:09:01 The referee's judgment regarding 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 neutral person from each team may be asked to be a club linesman.

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. The referee shall collect the passes of the players as they participate in the game. The referee must allow no player into the game for whom they have no pass. If the adult coach does not have a pass and no assistant with pass the game is forfeited.

7:09:11 Upon completion of the game, the referee and each coach shall check the card, including the score registered for accuracy. **All Scores are FINAL. NO PROTEST OF THE SCORE IS ALLOWED THEREAFTER.**

7:10:00 GAME CARD

7:10:01 Game cards will be provided at game sites by the league office.

8:01:00 DISCIPLINARY RULINGS

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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. 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 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. Said committee shall consist of the Executive Board and/or such persons as appointed by the President. The penalties outlined herein are to be considered as suggestions. The Protest and Conduct Committee is empowered to impose the penalties without necessarily being limited only to disciplinary matters within the subject matter covered under Section Eight. The minimum penalty for expulsion will be the remainder of the current game plus the next scheduled and officially played league game. The degree of penalty may be increased according to the gravity of the offense. The appropriate Commissioner shall be notified of all hearings and decisions relating to disciplinary matters.

8:01:02 Penalties for disciplinary actions shall conform to the guidelines established by the Cal North 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 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.

8:01:06 Violation of any policy or rule set forth by Cal North (CYSA), the Constitution and by-laws, or the CJSJ Coaches Kit is subject to disciplinary action. The Protest and Conduct Committee has discretionary power to impose suspensions, expulsions, forfeitures, fines, etc., on all matters brought before the committee.

8:01:07 In any matter of physical violence, a Special Meeting of the Board of Directors may be called to conduct disciplinary proceedings.

8:01:08 The Protest and Conduct Committee is empowered to impose 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 notifications shall be mailed to the address provided to CJSJ by the party sanctioned by means of certified mail with return receipt requested. The 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 CJSJ 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 CJSJ Board).

9:01:00 PROTEST AND APPEALS PROCEDURE

9:01:01 Deleted

9:01:02 Deleted

9:01:03 Only violations of the Cal North (CYSA) and CJSJ Constitution bylaws, 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/SUSPENSIONS 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 \$150.00 check to the protest form.

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4. Deliver the protest with the \$150.00 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 \$150.00 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, *they* can appeal to the CJSL Board of Directors, and any *ruling* 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.

9:01:05 Deleted

9:01:06 The fee shall be \$150.00 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 \$150.00 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 ***regarding the protesting of a match*** 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 an 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 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

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associates, or a referee to fight; and/or any other infraction of the Laws of the Game and/or provisions of the CJSJL 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 CJSJL activity, including, but not limited to, practices, practice games, league games, cup or tournament games or other CJSJL 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 CJSJL. Such conduct may be grounds for expulsion from CJSJL.

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. By accepting the role as coach, the coach acknowledges and agrees that he/she has an affirmative obligation to among other duties:

- A. Control parents and other spectators on their sidelines.
- B. To have players properly uniformed regarding rules including no casts and no jewelry.
- C. Enforce rules regarding noisemakers of any type.
- D. Understand substitution rules.
- E. Understand the requirement that referees are taught not to stop game immediately due to a non-serious injury.
- F. Not talk to referees (except as allowed per handbook) – Zero Tolerance – Referees do not explain calls.

10.01.04 SAFE SPORT protocols shall be followed and, where appropriate, threats to game officials will be reported to law enforcement.

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.

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 CJSJL 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 CJSJL Board of Directors.
- F. At the end of the day, verbally report any problems to one of the three CJSJL 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 notify the league office as soon as possible. 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.

13:01:00 STATE CUP AND TOURNAMENT COMPETITION

13:01:01 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 CJSJL games; therefore, some CJSJL League games may have to be rescheduled. Make up games due to State Cup or Tournament play

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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:

- A. **No team may represent CJSL in tournament play without the league's knowledge. Failure to advise CJSL will result in forfeiture of league games.**
- B. Those coaches interested in entering out of city Tournaments shall file the team's 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:

- A. Complete the registration application in its entirety
- B. Pay tournament fee
- C. Submit a tournament roster and required guest player paperwork
- D. Teams will be accepted on a first come, first serve basis
- E. Teams not accepted into the tournament will be refunded in full
- F. Failure to comply with the above may result in exclusion from the tournament

15:01:00 TEAM ACCOUNTS

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

- A. A team will deposit all monies with the club treasurer.
- B. 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.
- C. Spending requirements will be forwarded to the treasurer for payment. Any reimbursement directly to the coach or any other team affiliate will require approval by the Club's Board of Directors.
- D. 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.
- E. 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 Player injuries shall be reported by a team official through the Cal North Online Claims Form at <http://two.pullenins.com/CAN/CANOverview.asp> Claims not submitted through the online process may be rejected.

17:01:00 TRAVEL REQUIREMENTS

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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 CJSL backing, an itinerary and financial report must be submitted for the CJSL 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 Recreational Tournaments:

19:02:01 Recreational 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 Competitive Teams:

20:02:01 Age pure U8, U9, U10, U11, U12, U13, U14, U15, U16, U17, U18 and U19 competitive teams classified by oldest player. A team formed by a selection process, i.e., tryouts, invitation, or other form of recruiting. All competitive teams are eligible for travel and competition outside of their league of registration.

20:04:00 Recreational Teams:

20:04:01 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 Recreational teams.

20:05:00 Coed

20:05:01 A team with boys and girls on the same roster. A coed team shall follow the rules designated for boy's teams and will be allowed to enter all competitions except those that are designated for girl's teams only.

20:07:00 TOP Soccer

20:07:01 A team that is part of the community-based TOPS Soccer program that is designated to meet the needs of the players with physical and/or mental disabilities. Athletes are placed on teams according to ability NOT by age.

20:08:00 Team Composition

20:08:01 Team rosters may NOT exceed the maximum roster size as specified by the CJSL Board of Directors.

20:09:00 Team Credentials

20:09:01 **ALL COACHES MUST DO A LIVE SCAN FOR CJSL. LIVE SCANS FOR OTHER ORGANIZATIONS ARE NOT VALID FOR CJSL. COACHES MAY NOT INTERACT WITH PLAYERS AT A PRACTICE, GAME, OR TRYOUT WITHOUT AN APPROVED STATUS FROM THE DOJ.**

20:09:02 The following MUST be carried by a team administrator to all team activities and competitions: (1) the official team roster generated in Cal North's approved registration system, (2) a signed medical liability and release waiver, signed membership

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pass or digital pass for each player on the roster.

20:09:03 For teams participating in interleague play, tournaments and cup play, team administrators must have a membership pass in the form that is accepted by the competition for each team administrator and player.

20:09:04 Team administrators should not carry any other identifying documents, including, but not limited to player birth documents or other sensitive information for any team administrator, parent, or player.

20:10:00 Concussion Protocol

20:10:01 CJSJ will follow Cal North's concussion protocol for all league and tournament play.

20:10:02 Heading is prohibited in U12 and younger small-sided games.

20:10:03 Abide by U.S. Soccer recommendations for heading in practice (heading training for players aged 11 to 13 years of age should be limited to a maximum of 30 minutes per week with no more than 15 to 20 headers per player per week).

20:10:04 When a player deliberately heads the ball in a game, an indirect free kick should be awarded to the opposing team from the spot of the offense. However, if a player deliberately heads a ball within their goal area, the indirect free kick by the attacking team should be taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred.

20:11:00 Coaches may only wear approved CJSJ gear during games and practices. Wearing apparel from unaffiliated clubs is not permitted. This is not to include professional gear.

21:01:00 PROCEDURES FOR APPLYING TO A TOURNAMENT

21:01:01 Procedures for applying for tournaments are described in your CYSA Team Manual.

21:02:00 Competitive Tournaments:

21:02:01 District VII has procedures that must be followed for tournaments. 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 Recreational Tournaments:

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

- A. Obtain tournament invitations from the CJSJ District Representative through your Club Commissioner.
- B. Apply to District tournaments per the tournament instructions.
- C. You may apply to only one tournament per weekend.
- D. To reschedule a league game, you must notify CJSJ 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 December and April. NO EXCEPTIONS TO THIS RULE WILL BE PERMITTED.

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