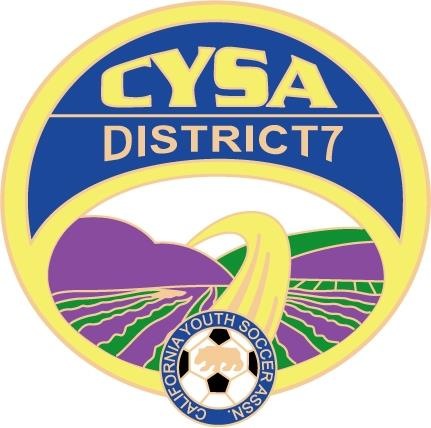
**DISTRICT VII PLAYING PROGRAM**

**HANDBOOK**



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**2018-19**

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**RULES OF PLAY**

**FIFA/CYSA/D7 PLAYING PROGRAM RULES**

The Rules and Regulations of the California Youth Soccer Association as described in its constitution shall apply to this organization. The District 7 Playing Program may make more stringent rules than are contained in the CYSA Constitution but may not alter them. The rules shown here apply to all age groups.

**ELIGIBILITY AND VERIFICATION PROCEDURES**

A. Teams playing in the District 7 Playing Program Fall /Spring League must be from a recognized, CYSA North / District 7 affiliated league **in good standing**.

B. District 7 Playing Program Committee **reserves the right to place and/or refuse any and all teams**.

C. For a player to be eligible to play, that player must be completely and properly registered and rostered on the team for which that player is playing, in both the Registration and Scheduling systems if different.

All teams participating in the District 7 Playing Program League **MUST have their teams verified** **PRIOR** to participating in any league game. The following items are to be carried by the coach:

1. Playing Program League team roster, showing player and coach Bonzi reference number and player jersey number.
2. All Playing League passes PROPERLY filled out for each player and coach.

Player pass must have a recent passport size picture attached to the pass without covering any other information printed on the pass. NO STAPLES OR TAPE PLEASE.

1. Playing Program League passes are to be laminated by the **beginning** of ‘Regular’ League Play. If not laminated the player will not be allowed to play.
2. Player Medical Release Forms (Form 1601)

IMPORTANT NOTICE TO LEAGUE REGISTRARS:

All information and picture MUST be on the front of the Pass Card. A proper player Pass consists of:

* A current passport size photo or downloaded picture
* Front of Pass: Player’s name; Year of Birth; Team Name; Team Number; Age Group; Seasonal Year; ID #
* Back of Pass: Medical release and signature.

**PLAYER TRANSFERS**

Transfers of rostered players must conform to CYSA rules. See CYSA website: <https://calnorth.org/general-specific-rules> item 4.04

**UNDERSTANDING OF LEAGUE FORMAT**

The first games of play may be known as the ‘Seeding’ period. These games are used for placement purposes only. These games may be considered in a weekend tournament format. They are NOT reflected in the FINAL standings.

The ‘Regular’ League Play is the remainder of Playing Program League season, with the exemption of Playoffs for certain brackets. Standings are kept during this period, and those standings are used to determine both bracket winners for Playing Program League and teams that will play in the ‘playoffs’ for certain brackets.

Playoffs are used in certain brackets for determining overall Champions in certain age groups and levels of play (if applicable). Playoffs can be used for the last week of season in the format of Semi-finals and Final. These games WILL be played on the same day.

**GAMES IN A DAY**

Teams may be required to play more than one game per day/ weekend. Up to a maximum of 2 games per day with a minimum of 2 hours rest period between the end of the first and start of the second game.

**GAME CARD**

It is the responsibility of **BOTH TEAMS** to provide the game cards. The game card is then to be given to the referee and the referee shall be responsible for turning in the game card. If no game card is provided by either team, the Playing Program Committee will rule the game as a double forfeit.

**No hand-written players or coaches, other than a GUEST COACH**. If a discrepancy between game card rosters exists, the game card with the most recent time stamp shall be the appropriate one.

* The game card will list the eligible players for the match.
* Indicate whether player(s) is/are injured, absent or being disciplined.
* The game card must show each player’s jersey number.
* Bonzi reference numbers must be shown against players and coaches.
* Coaches must sign the card **before** the match
* Coaches must initial the card at the **end** of the match as verification of the score ONLY.

*(Subject to change by Committee depending on the online system used.)*

**COACHES**

Any coach coaching more than 1 team must have at least 1 Asst Coach listed on each team. Coach unavailability is not a valid reason for rescheduling games unless deemed as an exceptional circumstance by the Playing Program Committee. At times when both Head and Asst Coach is not available the D7 Board of Directors has allowed the use of Guest coaches. See page 11.

**PARTICIPANTS’ PASSES**

All teams playing within District 7 Playing Program Fall /Spring League must have their player /coach passes (properly filled out with medical release signed by a parent or guardian of the player).

The Pass must be laminated **before the beginning of ‘Regular’ league play**.

‘Regular’ league play is defined as the first match played in the season that players are participating in. **Violating this provision may prevent the team being properly placed in the playing league if placed at all.**

Each player/coach will be required to present their team’s player/coach pass to the referee at every game. A recent picture is required on all player/coach passes.

PLAYERS NOT HAVING PROPER PASSES WILL NOT BE ELIGIBLE TO PLAY.

Coaches would be wise to retain all passes in their possession and bring them to every game to avoid needless problems and potential forfeits.

**FIELD MARSHALLS / HOSTING LEAGUE OFFICIAL**

Whenever Leagues agree to host matches, it is **strongly recommended** that field marshals be located at each site. The mentor referee could fulfill this role.

The Field Marshal’s duties should include, but are not limited to, providing help and support for the officials, assisting in controlling unruly spectators, seeing that games start on time and filling out incident reports for the league and/or District. The Field Marshal MUST be in a clearly identifiable area.

The Playing Program Committee has the authority to require the hosting leagues to provide Field Marshals, if and when it is deemed necessary, for the safety and enjoyment of the players, spectators and officials. Leagues failing to adhere to this request may be subject to a fine. Repeat offenders are subject to additional sanctions by the D7 Playing Program Committee.

**CLUB ASSISTANT REFEREES**

As the need arises coaches may be asked to provide one Club A/R for the game, in order to properly service the match. The Club A/R will not coach during the course of the game. Once located, a Club A/R is under the direct supervision of the center referee. His/her responsibilities will be explained by the center referee. Failure to adhere to those responsibilities may lead to dismissal and a replacement found.

If no licensed referee shows up for a match, the coaches shall agree upon one or more official and the game will be played. Failure to play the game will result in a forfeit for both teams and a fine may be imposed.

**CANCELLED OR TERMINATED GAMES**

Games can be cancelled prior to the scheduled time by the Playing Program Committee in certain situations. These situations include: poor weather conditions and any other situation deemed appropriate by the Playing Program Committee. These games may be rescheduled if season allows.

Games can be terminated prior to the scheduled start time or during the game by the Referee for conditions deemed warranted by the Referee. The conditions include, though are not exhausted by, poor weather or field conditions; irresponsible behavior; less players than the minimum requirement. If the referee terminates a game due to weather or field conditions the game will stand if the first half of play has been completed. The final score will be the score when play is stopped. For any other stoppage the D7 Playing Program Committee will determine the outcome.

If a coach needs to cancel or reschedule a game they must complete the *Change to Scheduled Game* form and send it to [district7pp@gmail.com](mailto:district7pp@gmail.com) AND their League President. A list of League Presidents email addresses is with the form at the back of this document. The form can also be found on D7 website under For Coaches section.

The form should be emailed at least **8 full days prior** to the game day and contain information regarding why the coach is requesting reschedule/cancellation.

Reasons for reschedule are:

* inclement weather and
* school function added to school calendar after League registration date involving a number of players so team cannot field minimum number.

If the Playing Program Committee deem the reason to fall into the agreed reasons the Playing Program Committee may or may not reschedule the game season allowing. Failure to provide 8 full days notice will result in a fine of $300 to the League of Registration, this is to provide a rebate to the hosting site for game officials (see page 14 Sanctions). Cancelling a game with 8 days notice or more will result in a $50 fine. This will be used by the District to compensate the opposition team for their lesser number of games.

Only exception to the above is if the coach is informing the scheduler of an error in the schedule which results in Playing Program rules being broken e.g. less than 2 hours between double header games.

**SCORING**

1. Scoring shall be 3 points for a win, 1 point for a tie and 0 points for a loss.
2. Forfeited games will be scored by the Playing Program Committee. Do not enter a score if your game was a forfeit. A score of 4-0 will be entered for a forfeit game. Coaches and Referees must inform the Playing Program Committee of an abandoned game.
3. The following deduction of points shall be given for each red card issued.
   * 1. 2 points for a red card issued to a credentialed adult.
     2. 1 point for a red card issued to a player.
4. Tie breakers will be decided as follows:

1. Head to head

2. Goals for minus goals against within their own division with a maximum 4 goal differential.

3. Least goals scored against within their own division

4. Most goals scored to a maximum of 4 per game.

5. Kicks from the Mark as per FIFA - to be scheduled by thePlaying Program Committee. (*Play offs only)*

**MERCY RULE**

A game will be considered “concluded” if a match has a **6 goal** differential **and at least one half of the match is completed.**

**HEADING POLICY**

CYSA/ Cal North policy came into effect from 2017 spring league season onwards.

Any player 12 years old or younger CANNOT head the ball.

Any player playing in a U14 or below Match game CANNOT head the ball.

For training purposes U.S. Soccer recommends practice (heading training for players age 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)

When a player 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 the infringement occurred.

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **AGE GROUP** | **HEADING ALLOWED in Match game** |  | **AGE GROUP** | **HEADING ALLOWED in Match game** |  | **AGE GROUP** | **HEADING ALLOWED in Match game** |
| U10 | NO | U14 | NO | U17 | YES |
| U11 | NO | U15 | YES | U18 | YES |
| U12 | NO | U16 | YES | U19 | YES |
| U13 | NO |  |  |  |  |

**GAME BALL**

Home team will supply at least three game balls for selection by the referee.

**LENGTH OF GAME**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **AGE GROUP** | **NO. PLAYERS** | **Min. No. Players on field** | **GAME LENGTH** | **HALF TIME LENGTH** |
| U10 | 7v7 | 5 | 2 x 25 | 10 |
| U11 & U12 | 9v9 | 6 | 2 x 30 | 10 |
| U13 & U14 | 11v11 | 7 | 2 x 35 | 15 |
| U15 & U16 | 11v11 | 7 | 2 x 40 | 15 |
| U17, U18 & U19 | 11v11 | 7 | 2 x 45 | 15 |

Where League schedule indicates a **playoff** to determine League Champion the following will apply:

* If the game ends in a tie, overtime shall be played at 2 x 10 mins;
* The “No Golden Goal” rule shall be in place;
* If teams remained tied at the end of overtime play then the winner shall be determined by kicks from the penalty spot as per FIFA.

**FIELD AND BALL DIMENSIONS, NUMBER OF REFEREES**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **AGE GROUP** | **NO. PLAYERS** | **BALL SIZE** | **FIELD SIZE (in feet)** | **GOAL SIZE\* (in feet)** | **NO. REFEREES** |
| U10 | 7v7 | 4 | 35/45 x 55/65 | 6.5 x 18.5 | 2 |
| U11 & U12 | 9v9 | 4 | 45/55 x 70/80 | 7 x 21 | 2 |
| U13 – U19 | 11v11 | 5 | 50/100 x 100/130 | 8 x 24 | 3 |

***\* Goals to be the same size at both ends of the field. For U10 District determined that 7’ x 21’ goals still acceptable until goals are replaced.***

**SUBSTITUTIONS**

* **A substitution may be requested by either team prior to any ball going out of play.**
* **An unlimited number of players may be substituted with the referee’s permission.**
* **No substitution is allowed for an ejected (red carded) player.**

Properly credentialed and dressed players arriving late, **may** be substituted at the appropriate time, at the referee’s discretion if both teams are equal and at full strength. The “appropriate” time would be at half time if the match has already started.

If a player shows up and the second half has started, the eligibility of that player to participate in the match will be at the discretion of the player’s coach, who will have to request the referee checks in the player.

**COACHING RESPONSIBILITIES**

**COACHES’ RESPONSIBILITIES**

* Have knowledge and understanding of FIFA and District 7 Playing Program specific rules – see [www.cysadistrict7.org](http://www.cysadistrict7.org) and CYSA Policy https://calnorth.org
* Prepare your team for game day
  + Have all proper documentation for matches (i.e. Roster, 1601’s, player passes, gamecard, coaching passes). See page 4
* Teach the mental and physical skills of soccer
* Stress sportsmanship
* Ensure proper conduct of yourself, your team and **your parents**, before during and after the game. (See below section – Coaches’ Conduct)
* Knowledge and adherence to the dress code. See page 12
* Report any injuries to your home league within 24 hours
* Report any problems to your Home League Club Administration
* Enter game scores within 24 hours of the game finishing
* District 7 Playing Program encourage you to ensure every player gets to play

**COACHES’ CONDUCT**

COACHES SHALL ABIDE BY THE FOLLOWING RULES OF CONDUCT

1. At any time during the time he/she 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 TEAM'S 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. This judgment shall be made by the referee and league officials in attendance.
2. A coach may address the referee only:
   1. Prior to the start of the game.
   2. When he / she wishes to make a substitution.
   3. To draw the referee’s attention to an injured player on either team.
   4. When he / she is addressed by the referee.
3. Coaches, Players, Substitutes, and spectators shall not by word or gesture, during the course of the game, or after the game has ended enter into any dispute nor indulge in any intimidating tactics with the referee, OR the opposing coach, his/her players, substitutes, or spectators OR any league official in attendance.
4. Coaching from a team’s own team/coaching area is permitted provided:
   1. No mechanical/electrical devices are used.
   2. The tone of voice is informative and not harassment of players.
   3. No profanity is used. In any language spoken or any gestures intended as communication.
   4. No coach, substitute, player, or spectator is to incite, in any manner, disruptive behavior.
   5. No coach, substitute or player, is to be anywhere but at his/her bench area during the match. Whether delineated or not it is an imaginary area that must be recognized.
5. A team's bench area shall be that area two (2) yards back from the touchline and extending to ten (10) yards from the half line. **Only correctly credentialed coaches and players should be in this area.**
6. COACHES OF OPPOSING TEAMS SHALL STATION THEMSELVES ON OPPOSITE SIDES OF THE FIELDS WHENEVER POSSIBLE. The home team shall take either the North or West side of the field and the visiting team shall take the South or East side of the field, space permitting.
7. A COACH MAY ENTER THE FIELD ONLY prior to the start of the game and at the end of the game unless he is beckoned onto the field by the referee.
8. COACHES, SUBSTITUTES, PLAYERS, AND SPECTATORS ARE NOT PERMITTED USE OF NOISE MAKING DEVICES.

**Violations of any of the above may result in a caution (yellow card) to the coach. Repeat violations may result in an ejection of the coach (red card). If no other properly credentialed adult or ‘guest’ team official, is available to act as the coach as a consequence of the ejection, the game will be stopped at the time of the ejection. The ejected coach's team shall be deemed to have forfeited the game. Any violations will be reported to the District 7 Playing Program Committee for review and possible further disciplinary action.**

**DEFINITION OF A GUEST TEAM OFFICIAL**

* 1. **A ‘guest team official’ is defined as a team official with an approved CYSA member pass who is not listed as a rostered team official for the CYSA team with which the team official is participating in a particular event. (NOTE: The guest official must be from the same League as the League of registration for the team).**
  2. **Guest officials must be properly credentialed and check in with the referee prior to the start of the match.**
  3. **A team official who is suspended cannot participate as a ‘guest team official’.**

**GUEST PLAYER POLICY**

**Guest players WILL NOT be allowed for Recreational brackets.**

Guest players will be allowed for teams playing in a **Competitive** bracket in both Fall and Spring League. The guest player must be from the same League as the League of registration for the team.

Guest players must be entered in the system prior to game day and show on the game day roster as a GP. The game day roster cannot have more than three (3) guest players.

Guest players’ must adhere to the number of games per day and rest time between games ruling – see page 4.

**MAXIMUM “GAME DAY ROSTER” SIZE**

‘Game day’ rosters must show maximum number of players prior to check in of match:

* U10 fourteen (14),
* U11/U12 sixteen (16),
* U13 to U19 eighteen (18)

\*\* D7 will adopt CYSA/Cal North roster guidelines.

**UNIFORM FOR PLAYERS**

Dress for Players shall be team uniform: numbered jersey, shorts, socks completely covering shin guards and approved footwear. Shirts must be tucked in for the start of each half. Referees will adhere to safety standards for players uniform.

The District strongly recommends no boxers or cutoffs under the shorts to be allowed. Spandex may be worn under the shorts ONLY if all the team members wear the same color. The color must match the predominate color of the shorts and the spandex does not come below the knee.

The goal keeper must wear a shirt distinctive from the other players AND FROM THE REFEREE. The HOME TEAM will dress in their team dark jersey, and the visiting team will dress in their team light colored jersey. In cases of color conflict, the home team is responsible for wearing alternate colors during that game. **Long sleeve undergarments must be same predominant color as jersey**.

Shin guards are MANDATORY for all players. REFEREES WILL NOT ALLOW PLAYERS ON THE FIELD WITHOUT THE APPROPRIATE SIZE SHIN GUARDS.

**PIM 04-1 (9/12/04) PLAYERS EQUIPMENT**

A referee, prior to the start of the game, may declare a player ineligible because of improper or unsafe equipment. **“THE REFEREE’S DECISION IS FINAL”**

**All players, parents, coaches, and referees are required to act as a reasonable person concerning player safety, including protecting players from wearing any equipment or device that is dangerous to the player wearing the equipment or device or to any other player. Dangerous equipment and devices include, but are not limited to, orthopedic casts, air-splints or metal splints. Players wearing any dangerous equipment or device, including orthopedic casts, air-splints or metal splints, shall not be eligible to participate in any game, practice, tryout or training session.**

**PIM 03-01 (Rev. 05/03) Prescribed Medical Devices**

Players shall be permitted to wear and/or use medical devices that are prescribed to address a medically recognized disability such as glasses with corrective lenses, insulin pumps, hearing aids, and cochlear implants.

**DOCUMENTS FOR GAME DAY**

Game Card **–** see page 4

Participant Passes – see page 5

**Note: PLAYERS NOT HAVING PROPERLY COMPLETED LAMINATED PASSES WILL NOT BE ELIGIBLE TO PLAY**.

Coaches would be wise to retain all passes in their possession and bring them to every game to avoid needless problems and potential forfeits.

**ENTERING SCORES**

It is the responsibility of **BOTH** coaches to enter the game scores into the Scheduling system. Scores should be entered within **24 hours** of completion of play.

**SANCTIONS, FINES, POLICIES AND PROCEDURES**

**FINES**

All fines must be paid prior to the start of the first day of the season.

**FAILURE TO APPEAR OR PLAY**

ANY TEAM THAT FAILS TO SHOW UP OR PLAY A SCHEDULED LEAGUE GAME SHALL SUBJECT THAT ***TEAM’S LEAGUE*** OF REGISTRATION TO FINE AND/OR SANCTION.

FINES ARE TO A MAXIMUM OF **$300 PER GAME**.

REASONS FOR FINE AND/OR SANCTION MAY INCLUDE, BUT NOT LIMITED TO:

A. **TEAM FAILS TO SHOW UP WITH AT LEAST *THE MINIMUM* ELIGIBLE PLAYERS AND ONE (1) ELIGIBLE COACH.**

B. **DROPS OUT OF THE DISTRICT VII PLAYING LEAGUE AFTER SCHEDULES ARE COMPLETED.**

**FAILURE TO PAY ANY FINE OR FAILURE TO COMPLY WITH ANY SANCTION RENDERED by the D7 Playing Program Committee MAY LEAD TO THE TEAM AND LEAGUE NOT BEING ELIGIBLE TO PARTICIPATE IN ANY FURTHER EVENTS IE: CUP, TOURNAMENTS, ETC.**

**PROTESTS AND APPEALS**

While the purpose of District 7 Playing Program is to administer the game of soccer and promote good sportsmanship, we realize that protests of league games are sometimes in order in keeping with these objectives. The following procedure has been established to handle protest and appeals.

**IF YOU WISH TO PROTEST A GAME, A NOTATION MUST BE MADE ON THE GAME CARD BEFORE YOU LEAVE THE FIELD OF PLAY.**

Only violations of the constitution, by laws, general procedures, and specific rules of this league or misapplication of the "Laws of the Game" shall be proper subjects to be considered for action. **A DECISION BASED ON AN OFFICIAL'S JUDGMENT IS NOT PROTESTABLE.**

Protests and appeals are to be in writing on the proper form and mailed to: District VII Protest Committee, 4285 N. First St, Fresno, Ca. 93726. The protest must be postmarked within two calendar days of the action being protested. A fee of $100.00 must accompany the protest or appeal. $50.00 will be retained by the District and $50.00 will be returned if the committee decides to uphold the protest. Any decision rendered by this committee may be appealed to the District VII Commissioner and then to the CYSA Protest & Appeals Committee as per CYSA Constitution, By-Laws, Rules and Regulations. **Your protest must include a specific rule(s) you feel were violated. Nonspecific protests will be denied.**

**THIS IS TO BE DONE BY THE REFEREE AT THE COACH’S REQUEST BEFORE THEY LEAVE THE FIELD:** NOTATION IS TO STATE “PROTEST MATCH” AND INCLUDE THE NAME OF THE TEAM PROTESTING. Supporting documentation must be submitted by the protesting coaches within the specified guidelines for PROTESTS AND APPEALS.

The Committee will meet within 7 days to act on the protest. If the above procedure is not followed, the protest will automatically be denied.

If either coach wishes to appeal the Protest Committee’s decision, they must deliver an appeal, in writing, to the District VII Commissioner within 72 hours of receipt of the protest committee’s decision. Within 24 hours of filing the appeal, copies of the appeal must be delivered to the opposing coach and the Area administrator.

Upon rendering a decision, the Committee shall forward a copy of its evidence, findings, and decision to the District VII Commissioner for future reference. All pertinent data must be forwarded within 14 days of the Committee's decision.

In the matter of protest and appeals, no person associated with the operation of this D7 Playing Program shall invoke the aid of the courts of any state or of the United States without first exhausting all available remedies within the appropriate soccer organization, including a final appeal to the Annual General Meeting of USSF Council.

**THE RECEIPT OF A RED CARD CANNOT BE PROTESTED. THE DISCIPLINE SHALL BE METED OUT BY THE PAD COMMITTEE. SECTION 4:08 OF THE CYSA CONSTITUTION WILL BE USED AS A GUIDELINE ONLY.**

**DISCIPLINARY RULING AND SUGGESTED PENALTIES**

The Disciplinary Committee shall act on all disciplinary matters and shall have discretionary powers in interpreting the degree of penalties applied to team personnel and players. The penalties outlined herein are to be considered as suggestions for a first offense. The degree of penalty may be increased according to the gravity of the offense.

No action may be taken against a coach unless the coach has been notified in writing and has a proper hearing before the District 7 Playing Program Committee, other than a red card.

**CYSA 4:08 DISCIPLINARY RULINGS**

CYSA 4:08:02 When sent off the field of play and shown the red card for infringement of the “Laws of the Game,” players and substitutes shall be disciplined by further games suspension as follows:

A. Serious foul play:

1. Examples include, but are not necessarily limited to, intentionally impeding an opponent denying an   
obvious goal-scoring opportunity; denying an obvious goal-scoring opportunity by handling the ball. All age groups - Suspend for a minimum of one (1) game.

2. Examples include, but are not necessarily limited to, tripping, holding, unlawfully charging or pushing an opponent denying an obvious goal-scoring opportunity; intentionally tripping, holding, pushing; unlawfully charging or tackling an opponent from behind or charging in a dangerous and violent manner.   
All age groups - Suspend for a minimum of two (2) games.

A. Foul and abusive language:

1. Examples include, but are not necessarily limited to, words uttered in frustration and, in the   
referee’s opinion, loud enough to be heard outside the field of play. All age groups - Suspend for a minimum of one (1) game.

2. Examples include, but are not necessarily limited to, words or actions directed towards any person.   
All age groups - Suspend for a minimum of two (2) games.

B. Second caution-able offense after having received a caution:   
All age groups - Suspend for a minimum of one (1) game.

C. Violent conduct:

1. Examples include, but are not necessarily limited to, spitting, or other unseemly act, on or at   
another person; striking or attempting to strike another player, team official or spectator; unlawfully entering the field of play during an altercation.  
All age groups - Suspend for a minimum of two (2) games.

2. Pushing in an act of aggression, striking or attempting to strike a referee, lines person or fourth official.   
All age groups - Suspend for a minimum of one (1) year and review by the Board of Directors regarding further disciplinary action.

CYSA 4:08:03 Any player, substitute or coach who refuse the referee’s request for their name, or gives a false name, while the referee is gathering data to report an infringement of the “Laws of the Game” involving them, shall have one game added to the suspension that would normally be levied by the Disciplinary Committee.

CYSA 4:08:04 Disciplinary actions listed above are to be regarded as minimum game suspensions, depending on the findings of the Disciplinary Committee. The Disciplinary Committee has discretionary powers to increase penalties befitting the infractions.

CYSA 4:08:05 In specific situations, the Disciplinary Committee may place an individual on probation, in addition to the suspension, for a period of time not to exceed the length of the suspension. The probationary period is to be served immediately following the suspension period and is intended to monitor an individual’s degree of reformation. Should an individual on probation be sent off the field of play and shown the red card during the probationary period, the original suspension and probation shall be re-applied and no appeal will be heard.

**CYSA 4:08:06 Coaches and assistant coaches sent off the field of play for infringement of the “Laws of the Game” shall have two (2) games added to the suspension that would normally be levied against a player for a similar infringement.**

**NOTE:**

Coaches may pick up a suspended player/coach pass (at the District office) upon submission of completed game sign-off slip that is included with PAD report. The latest time passes can be picked up from the office is **12pm (noon) on the Friday**.

It is HIGHLY recommended that coaches take care of this as soon as the sanction is completed and **NOT JUST PRIOR TO NEXT SCHEDULED MATCH.**

**ANY COACH OR PLAYER RECEIVING A RED CARD FOR ANY REASON MAY BE REQUIRED TO APPEAR BEFORE THE RED CARD COMMITTEE TO ANSWER TO THE CHARGES AGAINST THEM. PLAYERS MUST BE ACCOMPANIED BY THEIR COACH. A SECOND RED CARD MAY RESULT IN SUSPENSION FOR THE SEASON.**

**No action may be taken against a coach unless the coach has been notified in writing and has had a proper hearing before the District 7 Playing Program Committee, other than a red card.**

**REFEREE OR SPORTS OFFICIAL ASSAULT**

The California Penal Code was recently amended to cover actions related to sports officials. The following information is quoted from a report in the Legislative Counsel’s Digest.

The people of the State of California do enact as follows:

SECTION 1. Section 243.8 is added to the Penal Code to read:

243.8 (a) When a battery is committed against a sports official immediately prior to, during, or immediately following an interscholastic, intercollegiate, or any other athletic contest in which the sports official is participating, and the person who commits the offense knows or reasonably should know that the victim is engaged in the performance of his or her duties, the offense shall be punishable by a fine not exceeding two thousand dollars ($2,000.00), or by imprisonment in the county jail not exceeding one year, or by both the fine and imprisonment.

a. For purposes of this section, a “sports official” means any individual who serves as a referee, umpire, linesman, or who serves in a similar capacity but may be known by a different title or name and is duly registered by, or a member of, a local, state, regional, or national organization engaged in part in providing education and training to sports officials.

**CYSA POLICY – USE OF TOBACCO PRODUCTS**

The Board recognizes that there is ample research demonstrating the health hazards of the use of tobacco products, including smoking and the breathing of second-hand smoke, and its responsibility to the players and participants to demonstrate and teach acceptable health principles. The California Youth Soccer Association Board of Directors, therefore, in the best interest of the health and safety of the players, participants and general public, directs the development of the following regulations:

The California Youth Soccer Association (CYSA) discourages tobacco use within 25 yards of any CYSA affiliated activity involving youth players.

This policy shall be established to:

1. Further the goal of consistency among on-going school and community programs to discourage children from using tobacco products;
2. Promote health and encourage players to adopt healthy lifestyles;
3. Reflect and emphasize the hazards of tobacco use
4. Protect the health and safety of players, coaches and the general public
5. Eliminate the mixed messages that children receive through tobacco advertising and its association with sporting events; and
6. Generate respect among players for league authority, thereby improving discipline by virtue of its application to coaches, officials, players and the general public.



Adopted: September 10, 1995

**FORMS**

PROTEST OR APPEAL FORM

REFEREE EVALUATION FORM

COACH EVALUATION FORM

REQUEST TO CHANGE SCHEDULED GAME (with list of League Presidents’ email addresses)

ALL THESE FORM ARE FOUND LISTED UNDER

FOR COACHES

FALL LEAGUE INFORMATION