



CAL NORTH DISTRICT 6

**SIERRA-VALLEY METRO COMMUNITY
PLAYING LEAGUE**

GENERAL AND SPECIFIC RULES

March 2024

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PLAYING LEAGUE INFORMATION

PURPOSE

The Sierra-Valley Metro Community Playing League (SVM League), referred to as the League herein; is intended to provide USSF affiliated teams in District 6 (D6) with an opportunity to compete against teams with similar skill levels. The purpose of this League shall be to develop, promote and administer the game of soccer for youth within California Youth Soccer Association (CYSA) D6. Any teams outside of D6 desiring to participate must play all home games within the D6 boundaries.

The League will consist of the following Divisions:

- Metro Playing League: U9-U19 select and competitive teams
- Community Playing League (CPL): U13-U19 recreational plus teams
- Approved playing leagues from organizations in District 6 that request to be included under the SVM League umbrella.

AFFILIATION

This League shall be an affiliate branch of and comply with the authority of the CYSA Cal North, the United States Youth Soccer Association (USYSA), and the United States Soccer Federation (USSF).

AUTHORITIES

This League shall be governed by the Board of Directors of D6 and the rules established by the D6 Board of Directors (BOD).

The rules of play for all competitions sanctioned under the League shall be the “Laws of the Game” as published by US Soccer with modifications made by D6 contained herein.

The rules contained herein shall govern members of the League in all cases to which they are applicable, and in which they are consistent with the Bylaws and Constitution of CYSA Cal North.

MEMBERSHIP

Membership in this League shall be open to properly registered USSF affiliated players and their affiliated teams, and to other persons (coaches and assistants, league/club presidents and D6 Board of Directors) who perform bona fide League duties.

Each Registration League/Club shall be responsible for the conduct of its players, team officials, match officials, parents and spectators.

Each Registration league/club shall be responsible for proper registration of all participants. All USSF and California state requirements for risk assessment must be met for all team administrators.

USSF teams of all affiliations – Cal North (USYS), AYSO, SAY Soccer and Norcal (US Club) are eligible to participate with current valid player/coach passes with photo for every player and coach; proof of insurance; and medical release for the players and team representatives. Claims for any and all participants will be submitted to the USSF affiliate listed on the member pass. A laminated official photo roster may be utilized in lieu of individual player passes provided all other requirements are met.

Players may not be registered or listed on another team roster for any other team, playing league or club except: a school team; for cup or tournament play; or recreational guest players on a Metro team in the League.

SEASONAL YEAR/TRYOUT WINDOW

The seasonal year shall be from August 1 through and including July 31 of the year following. The tryout window opens on January 1 annually. Current players trying out for a club/team other than their current team must receive a release from their current league and/or club prior to accepting an offer with a new team. Players trying out for a team at another club prior to release must inform the club they are trying out for of their status prior to attending a tryout.

GENERAL RULES

An administrative team fee may be assessed to cover expenses associated with running the D6 SVM League. All payments of fees, penalties and assessments are to be made by credit card at the time of team registration. Payment will be processed upon team acceptance into the League. Team fees for Fall will be posted on the D6 website (www.d6soccer.org) by March 1 annually and November 1 for Spring.

Enforcement of all fee payments or penalties assessed against a club or team will be the responsibility of the respective club or league entity. Failure to adhere to the directive(s) of the League and/or D6 promptly may result in a club being placed in "bad standing" by D6 and/or may jeopardize future participation in the League. Each club and league entity if applicable will be notified whenever punitive action against a club is being considered or has been taken. Said club and/or associated league entity will have thirty days to respond to the notice and may appeal such an action in accordance with these rules.

Complaints regarding the conduct of the opposing coach or players, inadequate referees, or game cancellations shall be submitted via an online Match Report on the D6 website (www.d6soccer.org). Match Reports must be submitted within 24 hours of the incident to be considered.

Recruiting: Unethical recruiting behavior is prohibited – (A) Adults shall not attempt to entice a team or player to leave a club to come to another club; (B) Coaches and/or parents may not contact or invite players on League teams to participate with or on their team for practices or competitions without prior permission of the player's coach. Clubs may make offers to players that attend tryouts for their club.

DEFINITIONS

- **Division:** One or more brackets or flights of teams selected to play one another on the basis of age, gender or ability.
- **Flight:** Two or more brackets of teams in a division selected to play one another on the basis of age, gender or ability.
- **Bracket:** A group of teams in a division selected to play one another on the basis of age, gender, ability or geography.
- **Round-robin format:** A group of teams selected to play in a bracket on the basis of age, gender or ability where all teams do not play each other, rather are scheduled to play a minimum of three of the other teams in the bracket.
- **Recreational League:** an intra-club league in which – (A) the use of tryouts, invitations, recruiting, or any similar process to roster players to any team on the basis of talent or ability is prohibited; (B) the club administering the intra-club playing league accepts as participants in the league any eligible youths (subject to reasonable terms on registration); (C) a system or rostering players is used to establish a fair or balanced distribution of playing talent among all teams participating; and (D) league rules require that each player must play at least one-half of each game except for reasons of injury, illness, or discipline.
- **Recreational Plus League:** an inter-club or intra-club league in which – (A) the use of tryouts, invitations, recruiting or any similar process to roster players selectively to any team on the basis of talent or ability is prohibited; (B) the club or clubs administering the league accept as

participants in the league any and all eligible youths (subject to reasonable terms of registration); and (C) the league does not otherwise meet the definition of a recreational league.

- **Select Playing League:** an interclub league in which – (A) the use of tryouts, invitations, recruiting, or any similar process to roster players selectively to any team on the basis of talent or ability, is permitted; and (B) one or more league rules restrict the manner in which players may be rostered to participating teams.
- **Select Team:** A team formed for a recreational or recreational plus league during the prior season and is maintaining a minimum of 70% of its players. Leagues/clubs may appoint their top ranking fall or spring recreational teams to be designated as Select provided a minimum of 70% of players are returning players.
- **Competitive Playing League:** means an interclub league in which no rule restricts the manner in which players may be rostered to participating teams, except for rules that – (A) define and prohibit unethical recruiting behavior; or (B) limit the participation of players previously rostered to another team.
- **Competitive Team:** A team participating in a competitive playing league.
- **Competitive Player:** (A) player that is bound to a competitive team for a seasonal year unless a release is requested in writing and granted by the associated league and/or club; (B) may not participate on a team in the League for a minimum of one week after a transfer is granted.
- **Guest Player:** A registered player participating in a team to which the player is not rostered for purposes of league play.
- **Guest Team Official:** An adult who is registered with a team other than the one for which the adult is acting in the capacity of a team official.

DIVISIONAL SEEDING AND MID-SEASON ADJUSTMENTS

The League Administrator will use the League Seeding Process to evaluate and place teams in playing divisions prior to the start of League seasonal play. The League Seeding Process is outlined below.

Mid-season adjustments to divisions may be made after the fifth and before the sixth game of the season.

Mid-season adjustments must be agreed to by the applicable club and/or league president or their designated representative and the League Administrator. Agreement will be obtained during the mid-season re-seeding meeting scheduled a minimum of two weeks in advance. Failure to attend the meeting by the club and/or league representative will equate to approval of re-seeding for any associated teams.

Teams that move to another division as a result of mid-season adjustment will assume the schedule of one of the teams leaving that division.

LEAGUE SEEDING POLICY

The following process will be used by the League Administrator to seed teams. This process includes initial and final seeding. The process has been developed and modified over the years in an attempt to accurately place teams within divisions that will not require mid-season adjustment.

The seeding process will include pre-season, inter- and intra-divisional seeding matches for all teams new to the League and returning teams that have experienced a significant number (30% or more) of player changes from the previous season unless specifically exempted by the League Administrator.

The seeding matches will be held on the last weekend in July for Metro and CPL teams using the following three steps to seed each age group. Seeding events for other playing leagues under the SVM League umbrella may have different seeding dates.

Initial Seeding

Step 1. Initial seeding is started by assigning each team a value for each of the nine (9) criteria listed below. The information for these Seeding Criteria is found on each team's League Application. Values for each of the first eight criteria will be based on a scale of zero (0) to ten (10). The ninth criterion has a value of 15 points.

Nine Seeding Criteria

1. Prior season division:

10 points for A (1) Division; 8 points for B (2) Division; 6 points for C (3) Division; 4 points for D (4) Division; 2 points for E (5) Division and below (if a team split time between two divisions last year due to mid-season adjustment, assign the higher of the two point values); zero (0) points for new teams.

2. Prior season record: -wins, losses, etc.

10 points for winning record; 5 points for even record; 0 points for losing record.

3. Coaching certification level and years of coaching experience:

A. E license-0 points; E/D license-2 points; D license-4 points; C license-5 points; B or A license-7 points

B. Years of Experience: 0-2 years-0 points; 3 to 5 years-2 points; 6 to 8 years-3 points; 9 to 11 years-6 points; 12+ years-8 points

4. Number of core group players:

1 point per core member (continuing team player from previous season) to a maximum of 10 points

5. Years core group has been together:

1 point per year to a maximum of 10 points

6. Ages of players if playing in a combined age bracket (e.g, U12 bracket consisting of U11 and U12 teams):

U10-U14 teams: 1 point per older player to a maximum of 10 points

U16 teams: 2 point per older player to a maximum of 6 points

U19 teams: 0 points for older players

7. Players who competed in Division I play (competitive level) the prior year:

1 point for each player who was registered as a Division I player last year for a total of 10 points

8. Team's divisional request-high, middle, lower division

10 points if requested higher divisions; 5 points if requested middle divisions; 0 points if requested lower divisions

9. League Administrator's knowledge of team history

This point is very arbitrary (maximum 15 points). It is suggested that the League Administrator and/or Age Group Coordinator (AGC) research the team's past history, talk to the coach and other knowledgeable AGCs. Consideration should be given to teams that competed last year as well as team tournament records from last year. Team rosters can be reviewed to determine the general age of the team and where they fit within the age group category (first year vs. second year team).

Step 2. Establish team initial divisions based on total initial seeding points. The League Administrator may manipulate the point ranges based on the total number of teams to be seeded.

Step 3. The League Administrator will notify team coaches of their initial seeding division. Once initial divisions have been established, intra-and/or inter-divisional seeding jamboree matches will be scheduled. The League Administrator will then be able to evaluate their initial seeding based on match play. The seeding matches will also be an opportunity for each coach to correct, explain or modify the information presented on their League Application.

Final Division Assignments

Final bracket placement will be determined after the seeding jamboree and utilized for the first half season schedule of the League.

Seeding Participation

Each member league/club will be expected to host seeding match venues. Individual leagues and clubs may host more than one venue. The hosting coach will assume the duties of the Seeding Match Convener. It will be the responsibility of the hosting club to identify field locations and availability to the League Administrator. Remember, if you host a venue, your teams likely do not have to travel.

Conveners will supply nets and corner flags for their field as well as input scores from each match session. Conveners will not charge individual teams for participating in these seeding matches.

Seeding Format

Play will consist of round-robin type matches with abbreviated session times. The intent will be for all teams to play a minimum of three seeding matches in one day. The following match scoring system will be used: win is 6 points; tie is 3 points; loss is 0 points; 1 point for a shutout; and 1 point for each goal scored up to 3.

Match session times are 20 minutes (two 10-minute halves) for U9/U10 and 30 minutes (two 15-minute halves) for U11-U19. Seeding match results will be input via GotSport on the League seeding match schedule.

After a team has completed their seeding matches, the coach will be responsible for completing in a timely fashion the online [Seeding Match Results Form](#), which includes an opportunity to provide input regarding bracket placement (correct, up or down) on the teams in their seeding group.

Seeding Match Referees

Center refereeing assignments will be the responsibility of the hosting club. Due to the limited duration and large number of these match sessions played over a short period of time, certified referees would be desirable, but are not mandatory except for Metro seeding divisions. Seeding matches may use the two-referee, diagonal system. Teams should be prepared to provide a linesman for seeding matches. Coaches may be utilized as referees in all divisions other than Metro.

Seeding Match Conduct

Although informal, coaches, players, spectators and referees are to conduct themselves appropriately and in the spirit of the game while participating in seeding matches. Conveners should stress that correct behavior is required to participate in seeding matches. Conveners have the responsibility to deny participation to any person or player that is not conducting themselves in the spirit of these informal matches.

Inappropriate conduct by coaches or players will be dealt with by the League Protest, Appeals and Disciplinary (PAD) Committee up to and including suspension from sanctioned matches.

Any player that receives a Red card (not as a result of receiving a 2nd Yellow card during a League seeding match) will not participate in any remaining League seeding matches scheduled for their team. If a Coach or Assistant Coach receives a Red card they must leave the seeding match venue immediately. Coaches or Assistant Coaches dismissed from a seeding match will not be allowed to participate in a coaching capacity for any of their team's remaining seeding matches.

Penalty and Disciplinary Actions

The Convener of the League seeding match venue will file an online [24-Hour Send-Off Report](#). The purpose of this report is to document the actions of the player/coach and referee associated with the ejection and as a basis for future potential disciplinary action by the League PAD Committee.

FORFEITS AND RESCHEDULING OF GAMES

All teams participating in the League are expected to play all scheduled games. Teams who fail to fulfill their commitment may be determined to be in bad standing. Teams in bad standing are not eligible for CYSA sanctioned tournament or cup play. Furthermore, teams who are in bad standing will not be accepted for future D6 League seasonal play and tournaments. Head coaches of teams who have been placed in bad standing shall not be allowed to coach in D6 leagues and tournaments the following year.

A disciplinary hearing shall be convened and conducted in accordance with these rules and the CYSA Protest, Appeals and Disciplinary Hearing Manual for any team who forfeits two (2) or more scheduled League games. Teams who are determined to have forfeited without good cause shall be determined to be in "bad standing". A forfeit is defined as a failure by a team to have a properly credentialed coach and/or less than the minimum number of credentialed players available at the scheduled time and place for a game without having previously rescheduled the game in accordance with these rules.

Rescheduling of a game may be agreed to for unusual circumstances or due to team participation in a sanctioned tournament. A coach requesting to reschedule a game must notify the opposing coach and obtain approval from the opposing coach. Both coaches must agree to a new date and time for the rescheduled game.

Requests to reschedule a game must be made a minimum of 48 hours prior to the scheduled game. All fees (i.e., referee fees, facility fees, etc.) resulting from a failure to follow the above 48-hour notification requirement will be the responsibility of the offending team. Failure to follow the 48-hour notification requirement may result in disciplinary action.

Game rescheduling due to field conditions may be made at any time by the home team field manager or by the center referee at game time due to unsafe field or weather conditions. A rescheduled game is not a forfeit and must be completed.

Dates for make-up games are by agreement of both teams and should be given when the cancellation is reported. Coaches will have no more than two (2) weeks to reschedule a game.

The home team is responsible for the coordination of fields and referees for make-up games.

Cancellation of a scheduled make-up game, except by field conditions, will result in the League Administrator rescheduling the game. No games may be made up later than two (3) weeks after the scheduled end of the season.

All fees that are associated with the rescheduling of a game (i.e., referees, field usage, etc.) are to be paid by the canceling team plus any fines that have been incurred.

PRE-GAME & GAME DAY PROCEDURES

- A. Home team staff shall confirm game information including uniform color with away team staff by the Wednesday before the game. Use of [team "chat" in GotSport](#) is encouraged.
- B. Both teams shall bring to each match:
 - a. Current player and team official passes and/or official picture roster
 - b. Medical Releases, *if not already included on the back of the player pass.*
 - c. [Match Card](#) with Game Day Roster
- C. The coach or manager of the home team shall provide the Match Card to the referee prior to the start of the game.
- D. The coach or manager for each team shall clearly indicate the full name and registration number for all players on their team on the game day roster prior to the start of the game.
- E. Team officials shall clearly indicate any guest players and include their full name and registration number on the game day roster.
- F. A team official from each team is required to sign/initial the completed Match Card after the game.
- G. Coaches or managers may take a picture of the completed Match Card for their records.
- H. No more than four (4) total team officials, including DOC and guest coaches, may be allowed in the technical area for any given match.
- I. Both Coaches shall have the right to inspect the official Match Card and all member passes/official rosters upon request.
- J. Games that are tied at the end of regulation time shall stand as ties and no extra time periods are to be played.
- K. The home team staff shall report the match score and any red cards within 72 hours of the end of the match via GotSport. The visiting team may report it if not done in a timely manner. Any scores not reported within 72 hours of the match must be reported to the League Administrator for input.

STANDINGS

Division winners will be named for the first and second-halves of the season for all divisions, based on point totals for each half of the season. Standings shall be determined on a total points basis (Win = 3 points; Tie = 1 point; and Loss = 0 points). D6 may impose point deductions for excessive goal differential (more than six) in a match. In the spirit of good sportsmanship, we ask all teams to adhere to a six goal differential rule. Club managers will be contacted for teams not displaying good sportsmanship for explanation and providing counsel to coaches on methods to limit excessive goal differential.

Tie breakers are determined by:

1. Head-To-Head
2. Most Wins
3. Goal Differential (Up to 6 goals per game)
4. Goals For (Up to 6 goals per game)
5. Goals Against (Up to 6 goals per game)
6. If any amount of teams are tied on points, the head to head multi tiebreaker takes the best won-lost-tied percentage in games between the tied teams.

A forfeit is considered a 2-0 loss. If both coaches agree not to play a game (no scheduled make-up), the game shall be recorded as a loss for both teams.

RULES OF PLAY

1. Federation International Football Association (FIFA) Laws of the Game will apply except where modified within for small-sided play.
2. Substitutions are allowed at any stoppage of play with approval of the referee. Substitutions shall be unlimited. It is recommended that all rostered players present on game day for Metro games participate in a minimum of 33% of the game. All rostered players present for recreational and recreational plus games must participate in a minimum of 50% of the game unless injured, ill or due to disciplinary reasons.
3. The modified rules and specifications presented below will apply to all League games.

UNIFORMS & PLAYER EQUIPMENT

- A. Team uniform colors must contrast with their opponents.
- B. Each field player shall have a number on the back of the jersey. Metro teams are encouraged to have unique jersey numbers for each player on a team.
- C. Home teams are encouraged to utilize “dark” uniforms for home games and will change colors in the event of a conflict in uniform color. Away teams are encouraged to utilize “light” uniforms. Scrimmage vests (pinnies) may be utilized by the home team in the event of a color conflict if the club does not utilize two jersey colors.
- D. Goal keepers must wear a contrasting color jersey from field players and referees.
- E. The referee will have final determination as to when a team must change uniform color due to color conflict.
- F. Player equipment rules are available in CYSA PIM 12-1 at: <https://5262164.fs1.hubspotusercontent-na1.net/hubfs/5262164/PIMs-1.pdf>

ROSTER SIZE

- A. Maximum Roster is defined as the maximum number of players on the team’s official roster.
- B. Match Day Roster is defined as the maximum number of players, including guest players, eligible to participate in a match.

Format	Age Group	Max Roster	Min Match Day	Max Match Day	Guest
5v5 Rec/Rec+	U7-U8	14	4	10	0
7v7 Rec/Rec+	U9-U10	18	5	14	0
9v9 Rec/Rec+	U11-U12	18	7	18	0
11v11 Rec/Rec+	U13-U19	22	9	22	0
5v5 Metro	U7-U8	14	4	10	1
7v7 Metro	U9-U10	18	5	14	2

9v9 Metro	U11-U12	18	7	18	3
11v11 Metro	U13-U19	22	9	22	3

GUEST PLAYER/COACH POLICY

- Recreational guest players may be used on Metro teams only per the rules stated below and League limits defined under “Roster Size”.
- The Guest player must be rostered on a team within the same Cal North League or same non-Cal North Club as the team on which the player will be guesting.
- The soccer age of the guest player must be the same soccer age or younger than the age group of the team on which the player will be guesting.
- The credentials for the guest player must be for the same seasonal year and the same association as those used by the team on which the player will be guesting.
- The coach of the borrowing team must have in his/her possession the player's approved member pass and the current medical release.
- Guest players may guest play on a team for a maximum of three games during the season.
- A player who is serving a suspension for any reason cannot participate as a guest player.
- Guest coaches must present their official member pass to the Referee to be allowed in the technical area.
- The purpose of the Guest Player policy is to allow player development and to assist teams to field a full roster when needed.
- Teams should not use guest players to significantly impact a game's result.
- Teams found misusing guest players solely to gain a competitive advantage in lower divisions may be penalized.
- A player may be on a Match Report (including guest play) for a maximum of two matches per day.

MATCH STANDARDS & SPECIFIC GUIDELINES

Age Group	# of Players	Game Length	Recommended Field Size - Yards (Width) (Length)		Goal Size Range	Ball Size
U7/U8	5v5	4 x 12 min	20 - 30	25 - 35	4 x 6	3
U9/U10	7v7	2 x 25 min	25 - 35	55 - 65	6 x 18 to 7 x 21	4
U11U12	9v9	2 x 30 min	45 - 55	70 - 80	6 x 18 to 7 x 21	4
U13	11v11	2 x 35 min	50 - 100	100 - 130	8 x 24	4
U14	11v11	2 x 35 min	50 - 100	100 - 130	8 x 24	5
U15U16	11v11	2 x 40 min	50 - 100	100 - 130	8 x 24	5
U17-U19	11v11	2 x 45 min	50 - 100	100 - 130	8 x 24	5

- The rest period between halves shall be a minimum of ten (10) minutes.
- Divisions of teams in multiple age groups will play match lengths and ball size consistent with the oldest age group (e.g., a bracket with both U16 and U19 teams will play 45-minute halves; a bracket with both U13 and U14 teams will use a size 5 ball).

7v7 SMALL-SIDED GAME RULE MODIFICATIONS

- A. Suggested Field Markings: goal box is 4 yards by 8 yards; penalty area is 12 yards by 24 yards; penalty spot is 10 yards from the end line; and build-out line equidistant from the halfway line and the penalty box line.
- B. Minimum distance for opposing players from a free kick is 8 yards.
- C. On a Goal Kick or Free Kick, the opposing team shall move behind the build-out line until the ball is put into play. The ball is in play when it has been kicked and moves. The ball does not have to leave the penalty area. The goalkeeper can pass, throw or roll the ball into play (punts and drop kicks are not allowed).
- D. After the ball is put into play by the goalkeeper, the opposing team can cross the build-out line and play resumes as normal.
- E. Typically, the goalkeeper will wait to put the ball into play once all opponents are past the build-out line. However, the goalkeeper can put the ball into play sooner, but he or she does so accepting the positioning of the opponents and the consequences of how play resumes.
- F. If a goalkeeper punts or drop kicks the ball, an indirect free kick should be awarded to the opposing team from the spot of the offense. 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.
- G. The build-out line will also be used to denote where offside offenses can be called. Players cannot be penalized for an offside offense between the halfway line and the build-out line. Players can be penalized for an offside offense between the build-out line and goal line.
- H. Opponents must not waste time moving out past the build-out line. Referees should be flexible when enforcing the 6-second rule and counting the time of possession should only begin when all opponents have moved behind the build-out line.
- I. Deliberate heading is not allowed in 7v7 games. If a player deliberately heads a ball in a game, an indirect free kick should be awarded to the opposing team from the spot of the offense. If the deliberate header occurs in the goal area, the indirect free kick should be taken on the goal box line parallel to the goal line at the point nearest to where the infringement occurred.

9v9 SMALL-SIDED GAME RULES MODIFICATIONS

- A. Suggested Field marking: goal box is 5 yards by 16 yards; penalty box is 14 yards by 36 yards; penalty spot is 10 yards from the goal line.
- B. Minimum distance for opposing players from a free kick is 8 yards.
- C. Deliberate heading is not allowed in U11 and combined U11/U12 matches. 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 box line parallel to the goal line at the point nearest to where the infringement occurred.

REFEREES

Each home club/team will provide three (3) USSF sanctioned officials (a referee and two assistant referees) for each home game. A three- (3) person system will be used. Each referee shall sign his or her name legibly on the game card. In the event three (3) USSF sanctioned officials are not present at

game time, club linesmen may be utilized with agreement by both coaches in place of assistant referees and only signal possession when a ball goes out of bounds. U10 **recreational** games may utilize one (1) USSF sanctioned referee if three (3) are not available.

Game officials must be in proper uniform, trained and qualified for the age group for which they are assigned. Normally, Referees should be at least two (2) age groups and Assistant Referees must be at least one (1) age group above the player's age group in any game they are officiating.

If the home team fails to provide the appropriate number of referees more than once during the regular season, the team's status will be reviewed by the D6 Board. The Board may place the team on probation or take other appropriate disciplinary action. Any disciplinary action taken could affect a team's continued participation in the League and/or D6 sponsored tournaments.

TEAM OFFICIALS AND SPECTATORS

- A. All attendees at League matches shall adhere to the D6 Zero Tolerance Policy (See Appendix).
- B. Animals other than service dogs are not allowed at League games.
- C. Coaches and other registered team officials are responsible for maintaining order on the team bench (technical area) and among the team's spectators during matches.
- D. No substitute player, member of the coaching staff or spectator shall enter the field of play without permission from the referee.
- E. Artificial noisemakers are not allowed at any match.
- F. Should an incident escalate beyond the coaches' control (e.g., mass confrontation) and result in match abandonment, all players and credentialed team officials present at the match (including guest players or guest team officials) shall be subject to a PAD hearing.

GAME SEND-OFFS

In the event of a send-off of a player or coach, the referee must complete the game card and online [Send-Off Report](#) available on the D6 website (www.d6soccer.org) within 24 hours of the incident. Send-offs include red card infractions and possible concussions.

The home team coach must take an active role in ensuring any send-offs are reported promptly by notifying their Club Manager of any incident in which their team was involved and entering the red card information when entering the match score.

A written report may be submitted by the coaches or players involved, detailing the events leading up to the incident. The reports should be submitted to the League PAD Chairperson. The League PAD Committee will base all decisions on the report filed by the referee and any other reports filed on behalf of the concerned parties.

Section 2.07.02 of the CYSA PAD Manual will be used as a guideline to determine the penalty. Any deviation from the minimum penalties listed in the CYSA PAD Manual will be determined by the League PAD Committee as deemed appropriate.

Penalties will be recorded on the League PAD Notice. One copy of the PAD Notice with penalty noted will be provided to the associated club president and/or associated league entity president. It will be the responsibility of the League PAD Chairperson to notify the coach of the penalty and to subsequently acknowledge completion if/when all penalties have been remediated.

Game suspensions will be served in D6 League games or CYSA sanctioned tournaments. In both situations, the D6 Suspension Served Form must be signed by the game referee and team coaches; for tournaments, the official tournament director must also sign. The Suspension Form must be sent to the League PAD Chairperson within a week of the completion of the penalty.

In all situations involving send-offs, it is the coach's responsibility to ensure that the player does not participate until remediation has been completed. Failure to comply with this rule shall result in appropriate disciplinary action on the head coach of the team involved.

GAME PROTEST

Decisions by the referee are final. Game protests will not be allowed except in the case of alleged participation of ineligible players. A team found to have ineligible players participate will forfeit any associated games and the matter will be referred to the League PAD Committee for review.

PROTEST, APPEALS, AND DISCIPLINARY (PAD)

The League PAD Chairperson shall chair a committee consisting of the District 6 Board Members or their delegates. They shall meet each week during the season as required either virtually or at a location, day and time set by the PAD Chair. The PAD Chair shall keep written records of PAD proceedings and correspondence.

All teams playing in the League will come under jurisdiction of the League PAD.

PAD COMMITTEE HEARING PROCEDURE

Upon request by the PAD Chairperson, clubs and league entities will provide a representative to the PAD Committee. Said representative shall be a registered coach, board member or USSF approved referee.

PAD proceedings shall be conducted in conformance with the CYSA PAD Manual, where appropriate, and with all rules and directives of CYSA D6. The PAD Committee will not entertain any telephone/verbal discussions or interpretations of any issue before the Committee meeting. All issues will be submitted in writing and considered at the hearing. Attendance at PAD meetings is by invitation only.

The PAD meeting will adhere to the following agenda:

- A. Members of the PAD Committee shall be introduced.
- B. An explanation of the committee procedures will be given.
- C. The Send-Off Report will be read along with any other written statements from other individuals concerning the incident. VIDEO TAPES WILL NOT BE ACCEPTED OR ALLOWED.
- D. Only PAD Committee members or league/club presidents will be allowed to speak. Referees directly involved in the incident may be called to clarify any questions that may arise.
- E. The Committee will then discuss the incident and a decision will be made.

Written notice of PAD decisions, which outline the penalty determined, the appeal process and timelines to be followed will be sent to the respective club president and/or league president. The club president and/or league president shall in turn provide a copy of the notice to the head coach and/or club manager of the team involved with the Send-Off.

APPEAL POLICIES AND HEARING PROCEDURES

Appeals of a PAD Committee decision must be made in writing and must be submitted to the D6 Commissioner. All appeals must be filed no later than seven (7) calendar days from the date of notice of decision. An appeal is deemed filed within seven (7) days from the date of the notice of decision. Only suspension penalties beyond one (1) game for players and three (3) games for coaches may be appealed.

All appeals require a \$100 protest fee via credit card. A link to submit payment will be sent upon receipt of the appeal and must be paid within 24 hours. An appeal will not be considered as filed until payment is made. The fee is refundable if the protest is upheld by the D6 PAD or by a higher authority.

The D6 PAD will adhere to the following agenda for appeal procedures:

- A. The meeting will open with an introduction of the D6 PAD Committee and all others involved in the hearing.
- B. An explanation of the hearing and appeal procedures will be given.
- C. The Letter of Protest or Send-Off Report will be read.
- D. Club and/or league presidents, referees, coaches, and/or players directly involved in the incident will be given five (5) minutes to speak and will not exceed 30 minutes in total.
- E. All persons will then be excused to allow for closed committee discussion and decision.

The hearing will reconvene, the decision of the D6 PAD Committee will be defined and the Committee will make final statements and/or recommendations. A written notice of decision shall be emailed to the appellant, with a copy to the appropriate club and/or league representative who shall disseminate the information accordingly.

APPENDIX

D6 ZERO TOLERANCE POLICY (Adopted 2016)

Purpose - It is the desire of all the participating Leagues and Clubs within District VI (D6) for players, parents, coaches, referees and other spectators to be able to enjoy the sport of soccer in a safe and positive environment. Referees are a valuable part of our soccer program. Each coach, player, and spectator shall at all times support the Referee and assistant Referees. Negative or critical comments directed to any member of the Referee crew will not be tolerated.

The following guidelines are adopted to allow for sanctioning of coaches, players, and spectators for their violation of this Policy.

1. Definitions - A "Coach" is defined as any administrator on the team roster. A "Player" is defined as anyone listed on the team's roster not identified as an administrator, A "Spectator" is defined as any other individual present not already identified as a coach or player. An "affiliated player" is defined as a player who has a direct relationship with the spectator such as but not limited to, a parent, additional family member, or friend.

2. Support of Referees - No one is to address a Referee in a negative manner immediately before, during, or after the game. It is the responsibility of ALL coaches to maintain the highest standards of conduct for themselves, their players, and supporters in all matches. Abusive and obscene language, violent play, violent conduct, fighting, and other behavior detrimental to the game will not be tolerated. A coach's responsibility for Referee support and spectator control includes the times prior to, during, and after the game at the field and surrounding areas.

3. Coaches' Communications with the Referee and Assistant Referees – Coaches, players, and sideline spectators may NOT address any member of the Referee crew during play except for:

- Responding to a Referee-initiated communication.
- Making a request for substitutions.
- Pointing out emergencies or safety issues, such as an injured player on the field.
- To request clarification of any call, provided the request is courteous and non-argumentative.

A Referee may caution any coach for his/her failure to abide by this Zero Tolerance Policy. Any coach who continues to violate this Policy may thereafter be dismissed from the game by the Referee.

A Referee may dismiss a coach for any egregious action, including, but not limited to, abusive language or any implied or actual threat of physical abuse. A prior warning is not required. The Referee shall simultaneously instruct the coach to leave the field.

4. Spectator Communications with the Referee and Assistant Referees - Negative or critical comments by spectators directed to any member of the Referee crew will not be tolerated.

A Referee may stop the game and request the assistance of all coaches to remind the spectators of this Zero Tolerance Policy.

If the comments by the spectators continue the Referee may thereafter stop the game, caution the Coach and direct the Coach to inform the spectators that if these comments continue that the spectators will be directed to leave the field. If this Policy continues to be violated the Referee may instruct a coach to direct the spectators to leave the field, and/or the Referee may dismiss the Coach and direct the coach to leave the field along with the offending spectators. If the ejected/dismissed person and/or spectators fail to leave the field, the Referee may abandon the game.

A Referee may dismiss from the game any spectator for any egregious action, including, but not limited to, abusive language or any implied or actual threat of physical abuse. A prior warning is not required. The referee shall simultaneously instruct the spectator to leave the field.

Thereafter, the ejected person must depart to a distance where he or she can no longer see or hear anything to do with the match. If the ejected person fails to leave the field, the Referee may abandon the game.

Any infractions by a spectator will result in an automatic notification to the credentialing Club or League PAD with the following recommendations for minimum sanctions.

- A. Aggressively challenging a referee's decision, either by raising his/her voice, gesturing or otherwise clearly demonstrating dissent:
 - a. First offense: Counseling by a Board Member of their home Club or League (Coach to provide name of adult to referee; refusal will result in coach serving a 1 game suspension.)
 - b. Second offense: Spectator suspended from attending affiliated player's games for remainder of season, on probation for 1 year.
 - c. Third offense: Parent permanently suspended from attending affiliated player's games.
- B. Aggressively challenging a referee's decision by initiating physical contact with a referee, to include bumping, pushing, shoving or striking anyway, or by directing foul language toward a referee:
 - a. First offense: Spectator suspended from attending affiliated player's games for 1 year, on probation for 2 more years.
- C. Confronting adults in a physical matter (as in item above, including the use of foul language) be they from the opposing team or his/her own team:
 - a. First offense: Spectator suspended from attending affiliated player's games for 1 year, on probation for 2 more years.
 - b. Second offense: Permanent suspension of affiliated player and spectator.
- D. Striking or attempting to strike a player, either on his/her own team or an opponent
 - a. First offense: Permanent suspension of affiliated player and spectator.

NOTE: IF SPECTATORS FAIL TO HONOR THEIR SUSPENSION FROM THEIR AFFILIATED PLAYER'S GAMES, THE PLAYER MAY LOSE THEIR PLAYING PRIVILEGES.

5. Team Captain – This policy is not intended to restrict respectful communication between a team captain and a Referee. A Referee may direct his/her comments to a coach through a team captain.

6. Referee Notification and Send-Off Report - Should a referee eject any player, coach, or sideline spectator, and/or abandon a game, he/she shall notify/file a written report to the Referee Coordinator of the credentialing Club or League.

A referee is not required to warn a spectator or coach prior to dismissal from the game.

If a game is abandoned prior to completion, the referee shall make no determination as to the outcome of the match.

A written Referee Send-Off Report, outlining the pertinent facts of the sendoff and/or the abandonment of game shall be sent by the Referee to their assigning Referee Coordinator within 24 hours. Within 24 hours thereafter, the assigning Referee Coordinator shall provide the Send-Off Report* to the Manager or President of the credentialing League for further action.

*Send off reports submitted to D6 regarding game abandonment will be forwarded to the club managers or presidents for further action.

CONCUSSION INFORMATION

PARENT & ATHLETE CONCUSSION INFORMATION



WHAT ARE THE SIGNS AND SYMPTOMS OF A CONCUSSION?

Athletes who experience one more of the signs and symptoms listed below after a bump, blow or jolt to the head or body may have a concussion.

SYMPTOMS REPORTED BY ATHLETE

- Headache or “pressure” in head
- Nausea or vomiting
- Double or blurry vision
- Balance problems or dizziness
- Sensitivity to light or noise
- Feeling sluggish, hazy, foggy or groggy
- Concentration or memory problems
- Confusion
- Just not “feeling right” or is “feeling down”

SIGNS OBSERVED BY COACHING STAFF

- Appears dazed or stunned
- Is confused about assignment or position
- Forgets an instruction
- Is unsure of game, score, or opponent
- Moves clumsily
- Answers questions slowly
- Loses consciousness (even briefly)
- Shows mood, behavior, or personality changes
- Can’t recall events prior to hit or fall

CONCUSSION DANGER SIGNS

- One pupil larger than the other
- Is drowsy and cannot be awakened
- A headache that gets worse
- Weakness, numbness, or decreased coordination
- Repeated vomiting or nausea
- Slurred speech
- Convulsions or seizures
- Cannot recognize people or places
- Becomes increasingly confused, restless or agitated
- Has unusual behavior
- Loses consciousness (even a brief loss of consciousness should be taken seriously)

WHAT YOU SHOULD DO IF YOU THINK YOUR ATHLETE HAS A CONCUSSION

1. Remove the athlete from play and seek medical attention. Do not try to judge the severity of the injury yourself.
2. Keep the athlete out of play the day of the injury and until a health care professional experienced in evaluating for concussion says s/he is symptom-free and that it is OK to return to play.
3. Rest is key to helping an athlete recover from a concussion. Exercising or activities involving a lot of concentration, such as studying, working on the computer, and playing video games may cause concussion symptoms to reappear or get worse. After a concussion, returning to sports and school is a gradual process that should be carefully managed and monitored by a health care professional.
4. Remember: Concussions affect people differently. While most athletes with a concussion recover quickly and fully, some will have symptoms that last for days, or even weeks. A more serious concussion can last for months or longer.

DID YOU KNOW?

- Most concussions occur without loss of consciousness.
- Athletes who have, at any point in their lives, had a concussion have an increased risk for another concussion.
- Young children and teens are more likely to get a concussion and take longer to recover than adults.

REPORT THEIR SYMPTOMS?

If an athlete has a concussion, his/her brain needs time to heal. While an athlete’s brain is still healing, s/he is much more likely to have another concussion. Repeat concussions can increase the time it takes to recover. In rare cases, repeat concussions in young athletes can result in brain swelling or permanent damage to their brains. They can even be fatal.



ATHLETE NAME PRINTED _____

ATHLETE SIGNATURE _____

DATE _____

PARENT / GUARDIAN NAME PRINTED _____

PARENT/GUARDIAN SIGNATURE _____

DATE _____

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DOCUMENT HISTORY

Version	Date	Author	Rationale
1.0	3/22/24	Sally Miller	Initial Version
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