



Santa Clarita Soccer League

RULES AND STANDARDS

MISSION

Santa Clarita Soccer League's mission is to provide an organized and competitive year-round soccer program in the community of Santa Clarita.

GOALS AND OBJECTIVES

- Organize two soccer tournaments per year - opening and closing tournaments.
- Cultivate sportsmanship through honest and fair competition.
- Promote unity among all league members and closer relationships between families.
- Showcase all talent within the City of Santa Clarita and surrounding communities.

REGISTRATION

APPLICATIONS

All existing and new teams must apply for the start of each tournament-opening and closing tournaments.

NEW TEAM APPLICATIONS

New members can apply to participate in Santa Clarita Soccer League utilizing our website forms @ www.santaclaritasoccerleague.com individually (single player) or collectively to form a team. All members participating agree to our rules, policies, and procedures.

TEAM FEES

Refundable Team Bond: \$150 per team

SCSL Team Participation Fee: \$150 per team/tournament.

IDs

IDs are not included in TEAM fees.

Players, coaches, and representatives must have ID cards identifying them as such, or they cannot participate.



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ZERO TOLERANCE POLICY

All participants, spectators, coaches and officials must follow the Santa Clarita Soccer League Code of Conduct. ZERO TOLERANCE for any unsportsmanlike actions that do not promote the game in a positive light.

Any person who confronts, chases, threatens, or assaults another individual or team will be suspended or banned upon revision by the disciplinary board.

CODE OF CONDUCT

SPECTATORS AND NON-PLAYING PARTICIPANTS

First Incident:

Any spectator or non-playing member who is sent off will serve a **1 game suspension or more** enforced by the team, and team's representative/coach.

Second Incident:

If there is a second incident in which a spectator/non-playing member is sent off from the same team, the **team will be placed on probation**.

Third Incident:

If there is a third incident in which a spectator/non-playing member is sent off from the same team, the **team will be dropped from the league for the remainder of the tournament**.

FIELD INVASION

First Incident:

Any spectator or non-playing member who invades the field to verbally or physically insult will automatically forfeit the game to the score of 0-3.



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Second Incident:

If there is a second incident in which a spectator/non-playing player member invades the field from the same team to verbally or physically insult, the **team will forfeit the game and be put on probation.**

Third Incident:

If there is a third incident in which a spectator/non-playing member invades the field from the same team to verbally or physically insult, the **team will be dropped from the league for the remaining tournament.**

TEAM AND PLAYER DISCIPLINE

Yellow Cards:

Coaches and players who receive two yellow cards in the same game will be sanctioned with **one-game suspension.**

Red Cards:

Receiving a red card results in an immediate **two-game suspension.** The sanction may increase according to the seriousness of the offense.

SANCTIONS

Sanctions for an individual player and/or a team shall increase according to the gravity of the foul and the *match report.*

- a. An extra game suspension when, after being sent off, the player shows unsporting behavior against the referees or players, with offensive words, claims, and/or aggressive attitude. Not including spit, fights, and field invasion.
- b. An extra suspension game when, once the game is over, the player shows an aggressive attitude against the referee expressing offensive or vulgar language without getting physical.



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A player who is sent off must carry out his punishment starting with his team's next game. Games won as default will be counted towards the suspension time. Any player who fails to carry out his punishment in one season must carry it out in the next, regardless of punishment type, whether number of games or fines.

Failure to comply with the sanction will cost the team a loss for any points acquired and fines. Coaches, Team Representatives and Delegates will be responsible for players and punishing compliance.

AGRESSION TOWARD THE REFEREE OFFICIALS

Physical aggression shall be considered any contact or attempted physical contact against the referee, including throwing any object striking or not the referee. The intention is what counts. The offender shall receive a one-year suspension.

- a. The use of foul language, insults, profanity, threats, etc. shall be considered verbal aggression toward the referee. In fact, every word expressed in anger with the intention of offending shall be considered verbal aggression. The person who verbally attacks the referee shall receive two game suspensions.
- b. By USSF (US Soccer Federation) rules, spitting at the referee is considered physical aggression deserving 5-game punishment.
- c. When fans show a hostile and aggressive attitude towards the referee or his assistants, the referee shall call the **captain** associated with those team fans and make him aware of the situation. The captain shall be responsible for calming down his fans, or, at the discretion of the referee, the game may be suspended and declared lost for the team. The referee alone is authorized to decide if the match is resumed or not.
- d. If, after resuming the game, the fans show the same attitude, then a sanction for field-of-play invasion shall be applied.



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- e. A team shall lose the game if one or more of their players physically assault the referee or get involved in a pitched battle or field-of-play invasion. Each of the following shall be considered a field-of-play invasion: 1) the fans enter the field physically Assaulting A player or referee; 2) The reserves enter the field assaulting a player or referee.
- f. The referee must send a very detailed report of the acts of aggression against him, and an explanation of the game suspension.

FIGHTS BETWEEN PLAYERS

A player who physically attacks another player and is the first to hit shall be sanctioned with a **3 to 4-game suspension** upon the gravity of the situation and Match Report. The player responding to physical aggression shall also receive, for this very reason, the same punishment as the attacker. A player who participates for a second shall be suspended for the remainder of the current tournament. The league shall severely punish any form of violence.

A field battle shall occur when there is a fight between two or more players, with another player (or players) joining the attack one or both players in conflict. It also occurs when the reserves or fans get involved.

Players, delegates, and individuals participating in “all” pitched battles as a team shall be suspended for the remainder of the current tournament. Applicable to both offending and responding Team.

All players who are members of an expelled team, but who did not participate in the pitched battle, may play at the start of the following season on another team.

ALCOHOL AND DRUG CONSUMPTION

Usage of alcohol, drugs and any other substances on school property/field is not allowed under any circumstance.



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No player can take part in the game while intoxicated or with alcoholic breath and may not drink alcoholic beverages on the premises where games take place, or they shall be fined.

DISCIPLINARY BOARD

Decisions will be made at the discretion of the match report. All decisions are as follows according to the league code of conduct and upon further investigation. Decisions are all final.

LEAGUE FINES

All fines are invoiced to the team representative or coach, not individual players.

Non-Payment of forfeits and no-show will be subject to a \$35 late fee after 10 business days. An additional \$35 late fee will be added to each business day after the 10 Business Days.

PLAYING ILLEGAL PLAYERS

Playing a suspended player or player who does not obtain the Leagues ID card is not cleared to participate thus being an illegal player.

Playing illegal players: \$150 Fine per Instance.

FORFEITS

Any game schedule change after Wednesday at 8 pm of the week will be subject to a forfeit fine

1st forfeit offense: referee fees for both affected teams

2nd forfeit offense: \$250 + referee fees for both affected teams
+ team put on probation

NO SHOW

1st No show offense: referee fees for both affected teams



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2Nd No show Offense: \$250 + referee fees + team put on probation

ALCOHOL AND DRUG CONSUMPTION

1st Offense: \$200

2nd Offense: \$400

3rd Offense: \$600 + team probation

NO BALLS FINE

\$25 Fine per every occurring situation.

[PLAYING RULES AND GUIDELINES](#)

POINT SYSTEM

All Santa Clarita Soccer League games shall operate under the following point system.

- 3 Points for a Win
- 1 Point for a Draw
- 0 Points for a Loss

TIE BREAKERS FOR LEAGUE STANDINGS

In case of a tie-on points in standings, the following will be used as tiebreakers:

1. Goal Differential
2. Head-to-Head
3. Most Shoutouts

TIE BREAKER FOR TOP GOAL SCORERS AND TOP GOALKEEPER

In case of a tie-on Goal scorers and Best Goalkeepers, it will be determined in playoffs.



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FORFEITS

Forfeits will be scored **0-3** against the forfeiting team.

INCOMPLETE GAMES/ABANDONED GAMES

A team not showing up to play should pay the total refereeing fee for both teams.

A team that has at least 7 players and decides not to play the second half or leave the playing field, will be an automatic forfeit. The forfeit fines apply for leaving the playing field and must pay the full arbitration from both teams.

A match suspended for weather reasons (thunderstorms, fires, snow, etc.) must be played full length at the later date and time set by the League within two weeks after the game was suspended.

The referee may abandon a match if:

1. There are not enough players to meet the minimum number of players to start the match.
2. A team is a NO SHOW after the time grace period (waiting times)
3. Brawl between teams. The referee shall prepare and file a report to be seen by the disciplinary board to determine appropriate sanctions and punishments.
4. Interference of Spectators.

If a team causes the match to be abandoned, the Santa Clarita Soccer League will Invoice the team representatives the forfeiting fees for abandonment of the match.

WAITING TIME

Matches start on the time and the day set by the league. Both teams must be ready with their ID cards at least 5 minutes before the scheduled time.

The first game time counts with a 15-minute wait. The rest of the game times only count with 10-minute wait of tolerance. Time starts on the referee's first whistle.



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Players need to be Present Inside the FIELD with an ID given to the referee.

UNIFORMS

All League teams are responsible for wearing a full uniform. A second uniform should be available when the colors of both teams are the same for the same match. The visiting team shall be required to change uniforms when this happens.

- ❖ Players must be in full uniform (shirt and shorts; socks are secondary hand) for the third match of the League, or the infringing team shall lose the match.
- ❖ New teams coming late to the season also have the right to a three-week period to be in full uniforms.
- ❖ The uniform must be the same color for all players on the same team, except the goalkeeper. The uniform shall include a shirt, short, and socks(secondary) regardless. No player can play if he does not wear the same colors as his teammates. The infringing player shall be instructed to leave the field of play to correct his equipment. Once the correction is made, the player may re-enter the field of play (Law 4, US Soccer Federation)
- ❖ No team will lose points for a player's shirt without a number or for losing a temporary number made with tape on the shirt. Players can wear another shirt only with the authorization of the referee.
- ❖ If a player enters the field with a number with temporary tape into the shirt, he shall notify referees of this move so they can identify the player by number in case such needs to be recorded for any sanctions during the game.



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GAME DAY INSTRUCTIONS

	REQUIREMENTS
# Of Players	11 v 11
Minimum of Players	7
Roster Limits	22
# of Players allowed to play each game	18
Goalkeeper	YES
Playing Time	2x35
Half Time	10 MIN
Ball Size	5 (2 Balls present per Team)
Substitutions	6 FIELD PLAYER SUBS + GK SWITCH

IDS CARDS

To participate in league matches, players must give their ID to the referee at the start of the game or when entering the field as a substitute; otherwise, they may not participate in that game.

No other type of ID shall be accepted, including driver's licenses, voter registration cards, work IDs, etc. without photo IDs after the league has distributed official league IDs. Team captain or representative agreements shall not be accepted either.

- ❖ Players, coaches, and delegates must have ID cards identifying them as such, or they cannot play in any match.
- ❖ To participate in League matches, players must give their ID to the referee at the start of the game or when entering the field as a substitute; otherwise, they may not participate in that game. No other type of ID shall be accepted, including driver's licenses, voter (Continued) registration cards, work IDs, etc. Team captain or representative agreements shall not be accepted either.
- ❖ To prevent ID cards from getting lost when a player is cautioned or sent off, the referee shall note this in the match Report and Keep the ID.



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- ❖ Captains shall be asked to verify the number of returned ID cards before signing the match report. After that, the responsibility for ID cards shall lie with the team.
- ❖ If a team reports IDs to be lost, the team representative and coach will need to report the incident to the League's board at least 24 hours in advance to be able to play their next match and pay for the full number of IDs Registered.
- ❖ Each player must give their ID to the Referee individually to be able to verify their membership and participate upon entering the field.

IDS REPLACEMENT

To replace the ID there is a cost of \$10. All replacements are done at the field or can send player info to Santaclaritasoccerleague@gmail.com to save time and be ahead of the game.

TRANSFER POLICY

Players wanting to transfer from one Santa Clarita Soccer League club to another must meet one of the following conditions to obtain a new ID:

1. Must have paid in full (Per player agreement and outgoing team)

Or

2. The team representative/delegate/coach must approve the transfer

GAME BALL

Both teams are responsible for submitting two Size 5 balls to the referee, under the conditions laid down by FIFA rules and regulations. (Law 2; US Soccer Federation).

Games cannot be protested for not Having Game Balls. No ball fine will be applicable. \$25 fine for each occurring situation.



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PLAYERS SAFETY

- ❖ A player shall not be allowed to use dangerous objects to others, including rings, watches, chains, head scarves, etc.
- ❖ The use of shin guards is mandatory. If a player is not wearing them, he cannot take part in the match, for the protection of the player and the League. Referees shall be required to review.
- ❖ Casts - No hard casts, air splints, or metal splints may be worn. Soft casts are permitted at the discretion of the referees.

MATCH REPORT

All teams must give a match report to each team no later than the start of the second half in the regular league games. In playoffs, match reports are to be given at the beginning of the game.

Failure to do so will result in a forfeit.

All match reports for the current season are collected after every match for the rest of the season.

FIELD RULES

All participants and spectators must strictly adhere the filed rules:

1. No dogs are allowed
2. No use of alcoholic beverages and drugs
3. No trash left on the floor. Use trash cans available in the fields.
4. No Food, snack, or candy (gum, nuts, sunflower seeds, etc.) in turf fields.
5. All beverages/liquids (sports drinks, coffee, soda, etc.) are not permitted. Only water is allowed in turf fields.
6. No Glass bottles or containers.
7. Only players and coaches are allowed on turf field and track area. All spectators must be in the bleachers area.



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PLAYOFF LAYOUT

QUALIFICATION SYSTEM

After regular season games, all playoffs are structured in this form for each division.

Quarter Finals (8 Teams) \Rightarrow Semi-Finals (4 Teams) \Rightarrow Final (2 Teams)

CHAMPIONSHIP - First 8 teams in the table in each division.

CONSOLATION - 8 and on teams in the Table in each division

ELIMINATION CUPS - Organized for all eliminated teams after quarter finals.

TIE BRAKER IN THE PLAYOFFS

After Completing the home and away games, if the score is tied, tie breaker is the best positioning team in standing advances. Applicable till semi-final. Standings do not apply in the final game.

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4th Place team vs 5 Place Team - 4th Place Advances.

INCOMPLETE GAMES/ABANDONMENT OF GAMES(Playoffs)

For teams who do not show up for playoff games, NO SHOW fees will be applied and will forfeit the match to a Score of 0-3.

Incomplete games and decisions will be made after the Disciplinary board has revised the match report.

ZERO TOLERANCE POLICY and CODE OF CONDUCT Applies



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REWARDS

Rewards are given to each division in the following Way.

TEAM AWARDS

REWARDS	QTY
TEAM MONETARY REWARD (1 st and 2 nd)	VARIES IN DIVISION AND THE AMOUNT IS COMMUNICATED TO TEAMS REPRESENTATIVES
TEAM TROPHY (1 st , 2 nd and 3 rd)	1
MEDALS (1 st , 2 nd and 3 rd)	18 Medals
IDS (1 st and 2 nd)	1 st Place - 15 IDS 2 nd - 10 IDS

IDS are Santa Clarita Soccer League Credit. NO CASH EXCHANGE for IDS.

NO transfer of IDS to another team, only given to the winning team.

Season Leader Award: Team with the most points from each division will be recognized and given a team trophy.

INDIVIDUAL AWARDS

Top Goal Scorer - The player with the greatest number of goals in the participating tournament will be recognized and given an individual reward.

Best Goalkeeper - The goalkeeper with the least number of goals scored in the participating tournament will be recognized and given an individual reward.

THANK YOU for your membership In the Santa Clarita Soccer League!

All rules, policies, and information are subject to be revised and change upon leagues discretion.