

Coastal Premier League (CPL) Rules & Game Day Procedures

Updated Check-in Process (Directive from SCYS)

The coaches (or team manager) of each team are responsible for verifying the roster and player cards of the opposing teams' players and coaches prior to kickoff. They are expected to call out player names, and cross check their photo and number.

If it is deemed that a player or coach is not identifiable by their photo roster or card, the match officials will make the final determination if the player or coach is identifiable or not. If the player or coach is deemed unidentifiable, they are not permitted to participate.

- This process must be completed at least fifteen (15) minutes before kickoff to not disrupt each other's warm-ups (30 minutes preferred).
- Physical roster and cards can be used as well as the [PlayMetrics Game Scoring Assistant digital check-in](#) (preferred).
- Players or coaches that arrive after kickoff must be verified by match officials.

No player or coach is permitted to participate if they are not on the roster; and no match is permitted to be played if a team is not able to present a valid roster with player cards (physical or digital).

A forfeit will be issued if your team does not participate in check-in per league rules.

Home Teams: The home team shall change jerseys and/or socks if, in the opinion of the referee, there is a color conflict.

Game Ball (Required): It is the responsibility of both teams to provide a playable game ball to the referee at the beginning of each match. U13-19 uses a size five (5) game ball.

Rules of Competition:

All matches will be conducted in accordance with FIFA's "Laws of the Game", consistent with the following additional requirements of the SCYS rules: Player Substitutions:

Unlimited substitutions are allowed. Substitutions may be made on the following stoppages of play;

- Prior to a throw-in your favor (opponents CANNOT sub)
- Prior to a goal kick by either team
- After a goal by either team
- After any injury by either team when the referee stops play (unlimited substitutions)
- At the beginning of the second half

◦ When the referee stops play to caution a player, only the cautioned player may be substituted prior to the re-start of the game.

All CPL games will use a Size 4 ball and will receive a 10 minute halftime break.

Water/hydration breaks should be used if the wet bulb temperature is at or above 82 degrees. Referees have total control over using or not using water breaks, if one is given in the first half, it **MUST** be given in the second half.

Grace Period: Teams not ready to play within 10 minutes are the scheduled start time of any match shall forfeit the match.

After the match, Submit a USSF Referee Report and Supplemental if a Red Card was issued, a parent or coach was ejected or there is an injury that may require a visit to the hospital.

Length of Match and Referee fees:

	8U – 5v5	8U-10U (7v7)	11U-12U (9v9)
Field Size Ranges (yards)	30x20	Length 50-65 Width 35-45	Length 60-80 Width 45-55
Goal Size (feet)	Height 6.5 Width 12.0	Height 6.5 Width 18.5	Height 6.5 Width 18.5
Ball Size	4	4	4
Players	5v5 (4+GK)	7v7 (6+GK)	9v9 (8+GK)
Game Time (minutes)	2 x 20'	2 x 25'	2 x 30'
Offside	NO	Yes	Yes

Coastal Premier League				
Age Group	Referee Fee	Asst Referee	Due Per Team	Match Length
U8 (5v5)	\$40	N/A	N/A	2 x 20'
U8-U10	\$40	N/A	N/A	2 x 25'
U11-U12	\$40	\$20	\$20	2 x 30'

Coastal Premier League – Rules and bylaws

Bylaw 101. NAME

This organization shall be called the COASTEL PREMIER LEAGUE, herein referred to as CPL. The CPL will affiliate with South Carolina Youth Soccer (SCYS).

Bylaw 102. PURPOSES

The purposes of the CPL are:

- to promote a life-long love of soccer through player development and appropriate competition for all its participants
- to support and encourage the continuing development of soccer players, coaches, referees, and administrators through clubs that focus on individual player development, quality training, coaching development, parent engagement, and player health and safety.

Bylaw 103. LAWS OF THE GAME

The "Laws of the Game" as issued by the International Football Association Board (IFAB) shall apply to CPL games unless modified by USSF, U.S. Youth Soccer or the CPL for Small Sided Games.

In addition to (or in modification of) the regular playing rules of soccer, the following special rules for CPL 9v9, 7v7 and 5v5 boys' and girls' divisions shall apply:

A. Roster and Number of Players on the Field

9v9 - (11U-12U): There shall be nine players including the goalkeeper. A minimum of seven players must be present to start a game, and a minimum of 6 qualified players must be available to continue a game.

7v7- (8U-10U only): There shall be seven players including the goalkeeper. A minimum of five players must be present to start a game, and a minimum of four qualified players must be available to continue a game.

5v5- (8U only): There shall be five players including the goalkeeper. A minimum of four players must be present to start a game, and a minimum of four qualified players must remain to continue a game.

B. CPL Substitution Rules

5v5, 7v7 and 9v9 CPL games: It is the CPL's recommendation that all players at 8U – 12U level play 50% of every game to ensure players develop in game play. Unlimited substitutions allowed at following stop in play: Kick off, goal kick, team throw-in, halftime.

C. Heading

Players in 8U-12U CPL shall not engage in heading, either in practices or in games. When a player deliberately heads the ball in a game, an indirect free kick (IFK) should be

awarded to the opposing team from the spot of the offense. If the deliberate header occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred.

D. Throw-ins – (5v5 divisions)

Throw-ins will be utilized in all 5v5 divisions. Players must complete a legal throw in. Referees may allow one “retake” for throw-ins in 5v5 matches.

E. Build-Out Line

A build-out line will be implemented for all 5v5 and 7v7 CPL matches. A horizontal line drawn from sideline to sideline midway between goalkeeper box and half line, build-out lines encourage possession and playing the ball out of the back, in addition to reduction in heading likelihood through punting.

All opposing players must retreat behind the build-out line on goal kicks or when the goalkeeper has the ball in their hands following a save.

Once all opposing players have retreated behind the build-out line the Goalkeeper may then distribute the ball to his or her teammates.

Once the goalkeeper distributes the ball the opposing team may cross the build-out line to defend.

Restart on any infraction of this rule will be an Indirect Free Kick from the spot where the opponent illegally crossed the build-out line.

If a build-out is not clearly marked on the playing field, the referee will use his/her discretion.

F. Punting and Drop Kicks for 5v5 and 7v7

Punting and drop kicks are not allowed in 5v5 and 7v7 matches. Once the opposing team is behind the build-out line, the goalkeeper can pass, throw or roll the ball into play. Once the goalkeeper distributes the ball the opposing team may cross the build-out line to defend.

G. Small-Sided Games Chart

	8U – 5v5	8U-10U (7v7)	11U-12U (9v9)
Field Size Ranges (yards)	30x20	Length 50-65 Width 35-45	Length 60-80 Width 45-55
Goal Size (feet)	Height 6.5 Width 12.0	Height 6.5 Width 18.5	Height 6.5 Width 18.5
Ball Size	4	4	4
Players	5v5 (4+GK)	7v7 (6+GK)	9v9 (8+GK)
Game Time (minutes)	2x20	2x25	2x30
Offside	NO	Yes	Yes

Bylaw 104. AUTONOMY AND EQUAL OPPORTUNITY

The CPL and its members shall comply with all applicable laws governing nondiscrimination and shall be open to membership without discrimination on the basis of race, color, religion, national origin, citizenship, disability, age, sex, sexual orientation, or gender identity.

Bylaw 105. SEASONAL AND FISCAL YEAR

- The fiscal and seasonal year of the CPL begins on July 1 of the calendar year and ends on June 30 of the following calendar year.
- For consideration for voting rights by a new club, Seasonal Year includes league play in the Fall and the Spring. A club must participate in both sessions with the required minimum number of teams to enter consideration and invitation for Board representation and vote the following year.

PLAYERS AND PLAYING**Bylaw 106. ROSTERS**

CPL will roster players under SCYS and an official SCYS roster is required for each team playing in the League. Every player participating in the game must be listed on said roster.

Bylaw 107. COACHING CARD(S)

Any person who will be responsible for the team at a game, including the coach, assistant, manager or other person acting as a substitute in charge of the team, must have a SCYS Soccer Coaching Card for the current year.

Bylaw 108. PLAYER CARD(S)

SCYS Soccer player cards are required for each player on all teams. Player cards must have a current photograph and a validation for the current year. Player cards shall be issued and validated by the club registrar or other authorized club official.

Bylaw 109. CLUB PASSES

Players may appear on up to five rosters within a single club but may not play more than 2 games in one day. Players may not play for more than one club during league play.

Bylaw 110. REPORTING OF SCORES

It is the responsibility of the winning team to submit scores, or in case of a tie, the first team listed.

CONDUCT AND DISCIPLINE

Bylaw 111. THE HONOR SYSTEM

In all dealings among players, coaches, referees, and administrators, CPL relies on the honesty and integrity of each participant.

In particular, the honor system is used in establishing the eligibility of players. It is the final responsibility of the coach or person responsible for the team at a game to ensure that all players are qualified according to the CPL constitution, by-laws, and rules.

The CPL League will establish a Code of Conduct agreed upon by the Board of Directors which each Club will agree to before acceptance and participation in the league. This code of conduct will address recruiting of players from other clubs.

Bylaw 112. RESPONSIBILITY FOR TEAMS

At each game, each team must have a qualified responsible person present who can be a coach, or someone designated to substitute for them, and whose responsibilities shall include maintaining control and discipline over the team and its spectators. The responsible person must present his/her pass card to the referee before the game commences.

If at any time during the game the team does not have a person with a valid coach's pass card able to be responsible for the team, the game shall be abandoned, and the team shall forfeit the game. In all cases the person responsible for the team must be older than the qualifying age for the team.

It shall be the sponsoring soccer organization's responsibility to ensure that it selects coaches who are not only qualified to coach, but who are also able to promote the highest levels of good sportsmanship and are able to maintain proper control and discipline of the team and its spectators.

Teams will be responsible for paying their portion of the referee fees before the game begins.

5v5 matches - \$20.00 per team

7v7 matches - \$20.00 per team

9v9 matches - \$40.00 per team

Bylaw 113. SUPPORT FOR REFEREEES (Zero Tolerance Policy)

It is expected that every person responsible for a team and each and every spectator and player will support the referee. This support is essential to the proper play of the game and to the development of our players. Failure to support the referees, especially by the person (s) responsible for the team, undermines the authority of the referee, sets a bad example for everyone else, especially the players, and can rapidly lead into a hostile, negative game environment which is entirely inconsistent with the sportsmanship goals CPL is trying to promote. Therefore, the basic rule is that spectators will not address the referee at all during the play of the game.

Persons Responsible for a Team / Team Officials

With the exceptions of responding to a communication initiated by the referee, making a substitution, or pointing out an emergency safety issue, during the play of the game the persons responsible for the team should not say anything to the referee, nor should they do anything which in any way conveys any criticism of the referee. Coaches may ask questions before the start of the game. Coaches may not approach the referee at half time or at the end of the game. Coaches who have concerns about a referee's officiating may express those concerns orally or in writing to the referee assignor and/or the CPL Referees Representative. They may not express those concerns directly to the referee.

CPL mandates that all coaching staff be designated by wearing club uniform/attire. The Coaching staff are the only person(s) allowed on the sideline with the team - All other parents and spectators must watch from the opposite side of the field.

Team Officials are subject to Law 12 FOULS AND MISCONDUCT as outlined in the *Laws of the Game*.

Warning

The following offences should usually result in a warning; repeated or blatant offences should result in a caution or sending-off:

- entering the field of play in a respectful/non-confrontational manner
- failing to cooperate with a match official e.g. ignoring an instruction/request from an assistant referee or the fourth official
- minor/low-level disagreement (by word or action) with a decision
- occasionally leaving the confines of the technical area without committing another offence

Caution (Yellow Card)

Caution offences include (but are not limited to):

- clearly/persistently not respecting the confines of their team's technical area
- delaying the restart of play by their team

- deliberately entering the technical area of the opposing team (non-confrontational)
- dissent by word or action including:
 - throwing/kicking drinks bottles or other objects
 - gestures which show a clear lack of respect for the match official(s) e.g. sarcastic clapping
- entering the referee review area (RRA)
- excessively/persistently gesturing for a red or yellow card
- excessively showing the TV signal for a VAR 'review'
- gesturing or acting in a provocative or inflammatory manner
- persistent unacceptable behavior (including repeated warning offences)
- showing a lack of respect for the game

Sending-off (Red Card)

Sending-off offences include (but are not limited to):

- delaying the restart of play by the opposing team e.g. holding onto the ball, kicking the ball away, obstructing the movement of a player
- deliberately leaving the technical area to:
- show dissent towards, or remonstrate with, a match official
- act in a provocative or inflammatory manner
- enter the opposing technical area in an aggressive or confrontational manner
- deliberately throwing/kicking an object onto the field of play
- entering the field of play to:
- confront a match official (including at half-time and full-time)
- interfere with play, an opposing player or a match official
- entering the video operation room (VOR)
- physical or aggressive behavior (including spitting or biting) towards an opposing player, substitute, team official, match official, spectator or any other person (e.g. ball boy/girl, security or competition official etc.)
- receiving a second caution in the same match
- using offensive, insulting or abusive language and/or gestures
- using unauthorized electronic or communication equipment and/or behaving in an inappropriate manner as the result of using electronic or communication equipment
- violent conduct

Spectators

With the exception of responding to a communication initiated by the referee or pointing out an emergency safety issue, spectators should not say anything to the referee, nor should they do anything which in any way conveys any criticism of the referee.

Where an offence is committed and the offender cannot be identified, the senior team coach present in the technical area will receive the sanction. Coaches are responsible for the behavior of their spectators.

The referee may need the assistance of the responsible persons from both teams if the spectator is not affiliated with either team.

Bylaw 114. CONSEQUENCES OF UNBECOMING CONDUCT

If a member or members of a team, any person responsible for the team, or a team's spectators engage in unbecoming conduct before, during, or after a game, the offenders will be subject to discipline by the League.

Bylaw 115. CONSEQUENCES OF EJECTION

If the referee ejects a person from any game between two CPL teams, that person will be automatically suspended from participating in the next CPL game that his/her team actually plays. If the ejection is received during a CPL playoff game, the person is suspended from the next CPL playoff game. If the ejection was for violent conduct, fighting, or certain forms of serious foul play, the suspension will automatically be for two CPL games. The Club receiving the Red Card in any CPL game at any age/section will be fined \$25 per player sent off. The ejection report shall be sent immediately to the League Manager. If a suspended person does participate in a game for which the suspension applies, the team will forfeit the game and this violation will be referred to the Board of Directors.