

SOCAL Game Day Instructions 2022/2023 Season

[SOCAL Soccer League Website](#) [SOCAL Handbook](#) [SOCAL Fall League Schedule](#)

[Zero Tolerance Abuse Policy - Know the Rules](#)

[SOCAL Soccer League Parent Code of Conduct - Read Here](#)

Playing Illegal players: \$500 per instance (non-US Club Soccer registered players)

No-show/Forfeit: \$250 plus Referee Fees for the first no-show/forfeit and \$500 plus Referee Fees for all no-shows/forfeits after the first offense.

Communication

All communications from managers and coaches MUST come through their Club. Managers and Coaches first point of contact MUST be their club. [Club Coach and Manager Contacts](#)

Games Per Day for Players

Players may play no more than two games per day. See Club Pass Rule.

Player US Club Passcards

All players MUST have a current US Club player passcard. **No guest players** (players with a Player Pass from another Club or League) are allowed to play in SOCAL competitions.

Forgotten US Club Soccer Player Passcard

If a team forgets their US Club Player passes for a SOCAL game the game can begin and can continue play if the player passcards are at the game by half-time. Photos of player passcards are accepted. GotSport Digital cards will be accepted. All managers and coaches are able to access [Virtual ID's in GotSport](#).

Match Officials

If a referee is not present within the 15 minute grace period for a scheduled game, the game will be rescheduled. The coach or manager must contact their club to notify them and the club administrator will contact Blake George to reschedule the game. 7 v 7 games may be played with a coach facilitating the game.

Spectator/Team Seating

Home Team has a choice of seating on the touchline.

NEW for 2022/23 League Play:

- ALL SPECTATORS FROM A TEAM will now sit on the same side of the field as their team.
- Spectators will no longer sit on opposite sides of the field from their team for League play.
- Coaches are responsible for the spectators on their team.
- Spectators are not to commingle with spectators from the opposing team. Spectators should sit on the opposite side of the half to the Assistant Referee.

Personnel on the Bench

A maximum of 3 team officials are allowed in each team's technical area. Team officials must have a current US Club passcard from the Club in which they are coaching in order to sit in the technical area

SOCAL Soccer League Guideline Matrix

	U8-U10 (2012-2015)	U11 (2012)	U12 (2011)	U13-U14 (2010/2009)	U15-U16 (2007/2008)	U17-U19 (2005/2006)
Field Size (yds)	55/65 L 35/45 W	70/80 L 45/55 W	70/80 L 45/55 W	100/120 L 55/80 W	100/120 L 55/80 W	100/120 L 55/80 W
# of players	7v7	9v9	9v9	11v11	11v11	11v11
Minimum # of players	5	6	6	7	7	7
Roster Limits	12	16	16	26	26	26
# of players allowed to play each game	12	16	16	18	18	18
Goalkeeper	Yes	Yes	Yes	Yes	Yes	Yes
Playing Time	2x30	2x30	2x30	2x35	2x40	2x45
Half-Time	10 mins	10 mins	10 mins	10 mins	10 mins	10 mins
Ball Size	4	4	4	5	5	5
Goal Size (ft)	6.5x18.5- 7x21	6.5x18.5- 7x21	6.5x18.5- 7x21	8x24	8x24	8x24
Offside	Yes	Yes	Yes	Yes	Yes	Yes
Substitutions	Unlimited - Flights 1 - 4 on own possession or if other team subs.					
NPL Substitutions	3 moments per half. Re-entry allowed. Half-time does not count as a moment					
Fouls (free kicks)	Indirect & Direct Free Kicks					
Free Kick clearance	8 yd	8 yd	8 yd	10 yd	10 yd	10 yd
Throw-in	Normal	Normal	Normal	Normal	Normal	Normal
Penalty Kicks	Yes (mark at 10 yds)	Yes (mark at 10 yds)	Yes (mark at 10 yds)	Yes (mark at 12 yds)	Yes (mark at 12 yds)	Yes (mark at 12 yds)
Penalty Area (yds)	12x24	14x36	14x36	18 x 44	18 x 44	18 x 44
Goal Area (yards)	4x8	5x16	5x16	6 x 20	6 x 20	6 x 20
Heading	NO As per the Laws of the Game			YES As per the Laws of the Game		
Build-Out Line	Yes	None				

NPL Player Eligibility

No players may play for more than one team within a level of play in the NPL in their own age group. Players may club pass "up" between NPL teams outside of their age group and may play no more than 2 games per day. No more than 2 players and 1 goalkeeper (who must play in goal) can Club Pass to another NPL team from the same club OR to Flight 1. NPL players may NOT club pass to teams in Flight 2-4.

NPL and Non-NPL Player Eligibility

For 11v11 games: Only 18 players may be dressed for a match. The 18 players must be on the official Match Report given to the match official and opposing team before the start of the game. Any players listed on the roster that will not play must have a line through their names on the Match Report or set as inactive players in GotSport.

Club Pass Rule - PLAYER CLUB PASS LIMITS

- Limits for the amount of players that can Club Pass are as follows:
- 7v7 and 9v9 games – limit 4 players per game
- 11v11 games – limit 8 players per game (non-NPL games)
- Club pass players must be handwritten in on Match Report or added to the team as Club Pass Player in [GotSport](#).

Club Pass Rule - PLAYER CLUB PASS LIMITS (SAN DIEGO ONLY)

- Limits for the amount of players that can Club Pass are as follows:
- 7v7 and 9v9 games – limit 3 players per game
- 11v11 games – limit 4 players per game (non-NPL games)
- Club pass players must be handwritten in on Match Report or added to the team as Club Pass Player in [GotSport](#).

NEW FOR 2022/2023:

****NO players FROM Leagues OUTSIDE OF SOCAL MAY CLUB PASS TO SOCAL TEAMS**

REGARDLESS OF THE League THEY ARE PLAYING IN. All players participating in SOCAL games MUST have US Club SOCCER PLAYER CARDS indicating the player participates in the SOCAL League. ECNL/ECRL player cards are no longer valid in the SOCAL League.

Club Pass Rule - PLAYER MOVEMENT BETWEEN TEAMS

1. Players may play no more than 2 games.
2. **Players may play 2 games in the same age group, although they MAY NOT play in two games in the same age group and the same flight on the same day. As an example - a 2012 player can play for a 2012 team in Flight 2 and can play for a 2012 team in Flight 1 but CAN NOT play for 2 2012 teams that are both in Flight 2.**
3. Players can Club pass either upward or downward between Flights 1, 2, 3 and 4.
4. Players can Club pass upward to Flight 1 or NPL.
5. NPL players can ONLY Club pass to Flight 1 teams. Limits of Club passing for NPL players is 2 field players + 1 goalkeeper that MUST play in goal (not on the field).
6. NPL players may NOT Club pass to Flight 2, 3 or 4 teams.

Player Uniforms

Opponents must wear colors that distinguish them from each other, and also the Referee and the Assistant Referees. It is recommended that the home team wears light uniforms while the away team wears dark uniforms. Each goalkeeper must wear colors that distinguish them from the other players, the Referee, and the assistant Referees. All players on a team except the goalkeeper shall wear identical uniforms (shirts, shorts, and socks).

- If there is a conflict in the uniform color, the away team shall change uniforms.
- Player numbers must be affixed to the back of the uniform shirt. Each Player on a team shall wear a unique number.

Game Ball

The home team is the team listed first on the official schedule. The home team will furnish three game balls.

Red Card/Coach or Spectator Send Off Reporting

Both Home and Away Coaches or Managers MUST report Red Cards in GotSport within 24 hours. Any Coach/Manager/Spectator Send Off MUST be reported by Home and Away Coach or Manager within **24 hours of game in GotSport. And emailed to reporting@socalsoccerleague.org**

- Coaches - Any coach send-off is 3-games, Club wide. No coaching of any team for 3 games.
- Spectators- Any spectator send-off is a minimum 3 Game suspension
- Referee Abuse - By player, coach or spectators will be reviewed for appropriate length of suspension.
- *Coaches, Team Administrators and Spectators can be shown Yellow or Red Cards.

Red Card Suspension Rules/League Discipline Policies

Coaches - Any coach send-off is 3-games, Club wide. No coaching of any team for 3 games of the team that the red card occurred with. No other team can be coached during the suspension period.

Spectators- Any spectator send-off is a minimum 3 Game suspension

Referee Abuse - By player, coach or spectators will be reviewed for appropriate length of suspension.

***Coaches, Team Administrators and Spectators can be shown Yellow or Red Cards.**

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Substitutions

As per FIFA guidelines, unlimited substitutions are allowed in all age groups, Flights 1, 2, 3 and 4 as follows (not including Discovery NPL):

- At any stoppage on your own possession.
- If the other team subs on their possession (except for Discovery NPL - see Section 4.2). However, teams may substitute only with the Referee's permission. Substitutes must wait at the halfway line (off of the Field of play) until the Field Player has left the Field of play and/or the Referee has indicated the substitute may enter the Field of play.
- Substitutions by either team are allowed at any stoppage of play with the permission of the Referee. Referees will be instructed not to allow substitutions that are deemed "excessive" or of a "time-wasting" nature.

Substitutions - Discovery NPL

- 3 moments, per half, for substitutions. Half-time does not count as a moment. Re-entry is allowed per half at the moments used by the coach. Subbing on the moment of an opposition, still counts towards a team's 3 moments.
- In accordance with the new USSF Head Injury guidelines, a substitution for a suspected head injury will not count against re-entry rules.

Game Scoring

Game Scores must be entered in [GotSport](#) by the Winning Team within 48 hours after the game. If the game ends in a Tie then the Home Team must enter the score. If the score is not entered after the 48 hour window the score may be entered by the other opponent.

NPL Scoring: Winning Team must enter the score within 24 hours after the game.

If scores are not posted in GotSport by the Winning team after the required time, the losing team may enter the score.

9 v 9 Team may not post a score above 8-goal differential (ex. 9-1, 10-2, 11-3). Any score posted with more than an 8-goal differential will be changed to SOCAL staff.

All suspected head injuries must be reported on game day in [GotSport Scoring](#) and SOCAL Soccer League must be notified within 24 hours of injury. All reports must be sent to Christine Van Slyke at reporting@socalsoccerleague.org

League Standings

No scores or standings in the 7v7 divisions.

Scores are posted but no standings kept in the 9v9 divisions.

Scores and standings are posted in all 11v11 divisions.

SOCAL has promotion and relegation ONLY between Discovery NPL and Flight 1.

Medals are awarded to 1st place winners in all 11v11 brackets only.

Forfeits

Forfeits will be scored 0-1 against the forfeiting team. Any game schedule changed after Tuesday at midnight the week of a scheduled game will be subject to a forfeit fine.

Field Locations/Parking Fees and Information

Field Closures will be communicated by SOCAL to teams directly.

Field Rules

- NO animals of any kind are allowed on the sideline at any SOCAL game. Check the venue you are playing at to confirm if pets are allowed at the venue. Regardless, THEY ARE NOT ALLOWED TO BE ON THE SIDELINES or BEHIND THE GOALS or in close proximity to the field of play to protect the players safety as well as the spectators safety.
- NO artificial noise makers such as drums, air horns, drones etc. are allowed.
- No Alcohol
- No Illegal Drugs

Parking Fee will apply at Silverlakes, SoCal Sports Complex, Galway Downs, Surf Cup Sports Park. All of these venues charge \$12.00 per car. [Field Locations](#)

Manager/Coach Duties BEFORE the Game

Home Team Before Game

- Print 3 copies of Match Report from GotSport. Visiting team should bring one copy.
- [How To Print Match Report.](#)
- Home Team has a choice of seating on the touchline.

Both Teams Before Game

- Jersey numbers must be entered in GotSport. [How To Enter Jersey Numbers.](#)
- All Players must be uniform 15 minutes prior to kick off.
- [Referee Fees](#) must be paid before each game. Cash on the field. Each team pays ½ of the total fees due.
- Submit Player Passcards to Referee.

Visiting Team Before Game

- Visiting Team chooses jersey colors. Away teams must change jerseys if the referee deems a color conflict.

Manager/Coach Duties AFTER the Game

Both Teams After Game

- Thank the Referee.
- Collect Player Passcards from the Referee.
- Sign Match Reports.
- Collect one copy of the Match Report with the referee's score on the sheet. If only one Match Report is present, take a photo of the match report, the Referee will keep the paper Match report.

Winning Team After Game

Game Scoring

Game Scores must be entered in [GotSport](#) by the Winning Team within 48 hours after the game. [Link to GOTSPORT SCORING](#)

If the game ends in a Tie then the Home Team must enter the score.

If the score is not entered after the 48 hour window the score may be entered by the other opponent.

NPL Scoring: Winning Team must enter the score within 24 hours after the game.

If scores are not posted in GotSport by the Winning team after the required time, the losing team may enter the score. [Link to GOTSPORT SCORING](#)