



## SOCAL Game Day Instructions 2024/2025 Season

### Introduction

Welcome to another exciting season of SOCAL Soccer League! As we prepare for game days, it is essential for all participants—players, coaches, referees, and spectators—to ensure that the experience is safe, fair, and enjoyable for everyone involved. To achieve this, we ask that you take the time to thoroughly review and familiarize yourself with the [SOCAL League Handbook](#). This comprehensive resource outlines the policies, standards, guidelines, and expectations that govern our league. Adhering to these principles not only promotes a positive game day environment but also upholds the integrity and spirit of the game we all love.

Please keep in mind that understanding and following these guidelines is a shared responsibility. By doing so, we contribute to the success of each match and the overall experience of our league. Thank you for your commitment to making the SOCAL Soccer League a place where sportsmanship and respect thrive.

### Communication

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

### Games Per Day for Players

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

### US Club Soccer Player/Coach Passcard

All players and Coaches must present their US Club Soccer player passcards to the Referee prior to the match. Virtual ID's, photos of passcards and physical passcards are all accepted forms of passcards. If the player or staff card picture is not on the ID card and/or the card is not laminated, the individual will not be eligible for the match.

### 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. Virtual ID's, photos of passcards and physical passcards are all accepted forms of passcards. All managers and coaches are able to access [Virtual ID's in GotSport](#).

### Match Officials

Match officials must have a current year USSF Referee License. No match officials, other than Club linesmen, may have family members in the game they are working. Club linesmen may only signal when the ball has left the Field of play. They may not call offsides or fouls.

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 Seating

- ALL SPECTATORS FROM A TEAM will sit on the same side of the field as their team.
- Spectators will NOT sit on opposite sides of the field from their team for League play.
- Coaches are responsible for the spectators on their team.

- Spectators may not sit behind goals or next to the corner flags.
- Spectators must sit on the sideline with their team OPPOSITE the sideline the Asst Ref is running. Spectators may NOT sit behind Asst Referees.
- 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.
- A coach must have a minimum Grassroots license to coach a game in SOCAL.
- A manager with a current US Club passcard from the Club in which they are may cover for a coach in an emergency situation.

### Field Closures will be communicated by SOCAL to teams directly.

Parking Fees apply at Silverlakes, SoCal Sports Complex, Galway Downs, Surf Cup Sports Park and Rancho Mission Viejo Riding Park.

### Field Rules - Violation of field rules may result in team or spectator suspensions.

1. 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.
2. No artificial noise makers such as drums, air horns, drones etc. are allowed.
3. No Alcohol
4. No Illegal Drugs
5. No Weapons of any type.

### Violation of field rules may result in team or spectator suspensions.

### Protests

Protests regarding the match conditions (i.e. Field condition, etc.) must be made prior to the start of the match and be clearly written on the official with the center referee. Protests regarding the use of illegal players may be made prior to or following the match and be clearly written on the match report.

→ Referee decisions cannot be protested. This includes send-offs for players, coaches or spectators.

### Playing Rules

All games under League jurisdiction shall be played according to the rules and regulations recognized by the SOCAL Soccer League which shall be the same rules set by FIFA/U.S. Soccer (USSF) except for those exceptions authorized by FIFA or USSF.

### Player Uniforms

Teams MUST wear uniforms for the club they are registered with. Opponents must wear colors that distinguish them from each other, and also the Referee and the Assistant Referees. **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.

## Substitutions

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

- Unlimited substitutions are allowed during any stoppage.
- 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 - 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.

## How to Set Match Day Roster and Club Pass

### Both Teams Before Game

- [How To Print Match Report.](#)
- Both teams should always bring 3 copies of the Match Report.
- Jersey numbers must be entered in GotSport before the first league match. [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 Virtual ID's, photos of passcards or physical Player Passcards to the Referee.
- Away teams must change jerseys if the referee deems a color conflict.

### Manager/Coach/Team Duties BEFORE the Game

#### Home Team Before Game

- Home team kicks off the first half. Away team chooses direction.
- Home Team has a choice of sideline. See Seating Rule above.

### Manager/Coach/Team Duties AFTER the Game

#### Both Teams After Game

- Thank the Referees.
- 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 or take a photo of the match report, the Referee will keep the paper Match report.
- Game Scoring - Enter Scores and Red Cards/Double Yellow/Send Offs

**[PIN # Located on the top corner of the Match Report. Use the QR code to access the scoring in GotSport.](#)**

## Competition Matrix

	<b>U7-U10</b> (2018-2015)	<b>U11</b> (2014)	<b>U12</b> (2013)	<b>U13-U14</b> (2012/2011)	<b>U15-U16</b> (2010/2009)	<b>U17-U19</b> (2008/07/06)
<b>Field Size (yds)</b>	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
<b># of players</b>	7v7	9v9	9v9	11v11	11v11	11v11
<b>Minimum # of players</b>	5	6	6	7	7	7
<b>Primary Player Roster Limits</b>	12	16	16	26	26	26
<b># of players allowed to play each game</b>	<b>12</b>	<b>16</b>	<b>16</b>	<b>18</b>	<b>18</b>	<b>20</b>
<b># of club-pass players allowed to play each game (San Diego)</b>	3 players	3 players	3 players	4 players	4 players	4 players
<b># of club-pass players allowed to play each game (non-San Diego)</b>	4 players	4 players	4 players	6 players	6 players	6 players
<b>NPL Club-Passing Limits</b>	Does not apply	Does not apply	Does not apply	2 outfield + 1 GK maximum*	2 outfield + 1 GK maximum*	2 outfield + 1 GK maximum*
<b>Goalkeeper</b>	Yes	Yes	Yes	Yes	Yes	Yes
<b>Playing Time</b>	2x30	2x30	2x30	2x35	2x40	2x45
<b>Half-Time</b>	10 mins	10 mins	10 mins	10 mins	10 mins	10 mins
<b>Ball Size</b>	4	4	4	5	5	5
<b>Goal Size (ft)</b>	6.5x18.5- 7x21	6.5x18.5- 7x21	6.5x18.5- 7x21	8x24	8x24	8x24
<b>Offside</b>	Yes - after build out line	Yes	Yes	Yes	Yes	Yes
<b>Substitutions</b>	Unlimited - Flights 1 - 4 on any possession, or if other team subs.					
<b>NPL Substitutions</b>	3 moments per half. Re-entry allowed. Half-time does not count as a moment					
<b>Fouls (free kicks)</b>	Indirect & Direct Free Kicks					
<b>Free Kick clearance</b>	8 yd	8 yd	8 yd	10 yd	10 yd	10 yd
<b>Throw-in</b>	Normal	Normal	Normal	Normal	Normal	Normal
<b>Penalty Kicks</b>	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)
<b>Penalty Area (yds)</b>	12x24	14x36	14x36	18 x 44	18 x 44	18 x 44
<b>Goal Area (yards)</b>	4x8	5x16	5x16	6 x 20	6 x 20	6 x 20

Heading	NO		YES	
	As per the Laws of the Game		As per the Laws of the Game	
Build-Out Line	Yes	None		

**\*NPL players may not club pass within the same age group. Players may only club pass up an age group within the NPL. These limits also apply to NPL players clubs passing to flight 1. NPL players may not club pass to Flights 2-4.**

### NPL Player Eligibility

A player may not play for more than one team within an age group in the NPL. 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 (2008-2007/06):** A maximum of 20 players may be dressed and play in a game. The 20 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.
- **For 11v11 games (2012-2009):** A maximum of 18 players may be dressed and play in a game. 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.
- **For 9v9 games:** A maximum of 16 players may be dressed and play in a game.
- **For 7v7 games:** A maximum of 12 players may be dressed and play in a game.

### CLUB PASS PLAYERS

A Player may ONLY be rostered to one team as a Primary Player. Players may only club pass within the same club per club pass rules. Club Pass players are only players within the same club.

### PLAYER CLUB PASS LIMITS (non-San Diego teams only)

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 6 players per game (non-NPL games) **UPDATED FOR 2024 SEASON**
- Club pass players must be handwritten in on Match Report or added to the team as Club Pass Player in [GotSport](#).

### NPL

- **NPL Players** can ONLY Club Pass to Flight 1 teams and older NPL teams within their club.
- Limits of Club Passing for NPL players are 2 field players + 1 goalkeeper that MUST play in goal (not on the field).
- NPL players may NOT Club pass to Flight 2, 3 or 4 teams.

### 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](#).

**\*\*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 NOT valid in the SOCAL League.**

**A player's PRIMARY team MUST be a SOCAL team.** If a player plays on a few occasions (less than 50% of outside league team's games) on an outside league team they may, but the PRIMARY team MUST be the SOCAL team.

#### **Club Pass Rule - PLAYER MOVEMENT BETWEEN TEAMS** - (Applies to all ages groups except 2017-2018)

- Players may play no more than 2 games per day.
- Players may play 2 games in the same age group, and in the same flight although they may NOT play in the SAME geographical bracket. (As an example - a 2012 player can play for a 2012 team in Flight 2 South I but can not play for another team in Flight 2 South I. However, the player may play for a team in Flight 2 South II.)
- Non-NPL players can Club Pass either up or down between Flights 1, 2, 3 and 4.
- Players can Club Pass up from any flight to the NPL.
- NPL players can ONLY Club Pass to Flight 1 teams and older NPL teams within their club.
- Limits of Club Passing for NPL players are 2 field players + 1 goalkeeper that MUST play in goal (not on the field).
- NPL players may NOT Club pass to Flight 2, 3 or 4 teams.
- A player's PRIMARY team MUST be a SOCAL team. Players may only club pass within the same club per club pass rules. Club Pass players are only players within the same club. Players may only play for one club during any SOCAL event.
- Players that play up in an age group as their Primary team may be club-passed to a team in their actual age group. Example: Sally, born in 2012 plays on a 2011 team as her primary team may be club passed to play on a 2012 team because her age is appropriate for that team as well
- In the 7v7 age groups, players can play for 2 teams in the same flight/division since there are no standings. The 7v7 birth years are the only age groups where this is allowed.

#### **Guest Players**

**No Guest Players** (players with a Player Pass from another Club or League) are NOT allowed to play in SOCAL competitions. Guest players are not the same as Club Passed players.

### **Playing Illegal players - \$500 per instance**

#### **League Standings**

- ❖ 7v7 Scores must be entered in GS, scores WILL be made public. Standings will NOT be posted.
- ❖ Scores and standings will be posted for all 9v9 and 11v11 divisions.
- ❖ SOCAL has promotion and relegation ONLY between Discovery NPL and Flight 1.
- ❖ Medals are awarded to 1st place winners in all 9v9 and 11v11 brackets only.

#### **All Game Scoring (Including NPL)**

All Game Scores must be entered in [GotSport](#) by **BOTH TEAMS** within 48 hours after the game. However, for teams that play back to back games on Saturday and Sunday, scores must be posted on Saturday.

#### [Link to GOTSPORT SCORING](#)

#### **Forfeits**

Any game schedule changed after Tuesday at midnight the week of a scheduled game will be subject to a forfeit fine.

- ❖ Forfeits will be scored 0-1 against the forfeiting team. (For more details see Section 10, League Fines)

## No Shows

**1st Club Offense:** \$250 plus Club will pay referee fee.

**2nd Club Offense:** \$500 plus full referees fees. Club will pay the referee fee regardless of notification date. SOCAL will determine if the team needs to be removed from the league.

## Reporting Head Injuries

All suspected head injuries must be reported within 24 hours in the GotSport Scoring and SOCAL Soccer League must be notified within 24 hours of injury. The Match Report must be sent to [headinjuryreports@socalsoccerleague.org](mailto:headinjuryreports@socalsoccerleague.org)

## Clearing Head Injuries

For a player to return to match play, the Club shall provide SOCAL Soccer League the medical clearance from the Licensed Health Care Provider on their letterhead or note stamped with the Licensed Health Care Provider's name, address and phone number. The Medical Clearance MUST state clearly that the player may return to FULL and Unconditional Return to Play. Report must be sent to [headinjuryreports@socalsoccerleague.org](mailto:headinjuryreports@socalsoccerleague.org)

## Send Off Reporting Instructions

Send Offs include any spectator, player, coach or manager told to leave the game by the referee regardless of being shown a card or not. Send Offs must be reported in GotSport under Red Cards, at the bottom of the players/coaches list for each team is "OTHER". Select "OTHER", in the field that appears, type in the name of the spectator and their relation to the player at the game and click save. Email the match report to [redcardreports@socalsoccerleague.org](mailto:redcardreports@socalsoccerleague.org)

## Red Card/Double Yellow/Send Off Reporting Instructions

1. Both Teams collect Match Report at the end of the game from the referee.
2. Both Teams must enter the Score and Red Card/Double Yellow/Send Offs/Head Injury immediately into GotSport.
3. If a Red Card/Double Yellow is issued, both teams must send a copy of the Match Report to [redcardreports@socalsoccerleague.org](mailto:redcardreports@socalsoccerleague.org) with the MATCH # in the subject line.
4. A Player that receives a Red Card/Double Yellow on Saturday will automatically be suspended for the next match regardless of receiving a suspension notification.

**Failure to Report by Team Issued a Red Card/Double Yellow or Send Off Fine: \$200 per instance**

## How to Ensure a player is cleared after receiving a Red Card/Double Yellow/Send Off

1. Send a copy of the Match Report to [redcardreports@socalsoccerleague.org](mailto:redcardreports@socalsoccerleague.org) with the MATCH # in the subject line
2. Enter the score in GotSport immediately after each game. The system will not clear the player unless the score is entered.

## Red Card Suspension Rules/League Discipline Policies

1. **Coaches:** Any coach send-off is 3-games, Club wide. No coaching of any team for 3 games including any other team they coach until the 3rd game has been served in which the card was issued. No other team can be coached during the suspension period.
2. **Spectators:** Any spectator send-off is a minimum 3 Game suspension.
3. **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. SOCAL Soccer League Disciplinary Committee may increase the penalty as deemed necessary. All decisions made by SOCAL Discipline Committee are final.**

## End of Year Red Card Carryovers

Players, Coaches, or Spectators that receive a red card at the end of the season and they have NOT served their suspension will be carried over to the following year. If the player, spectator, or coach switches clubs the suspensions will follow them wherever they go. Suspensions MUST be served in the SOCAL Fall Season. State Cup or tournaments do NOT COUNT as serving the suspension. End of Year Carryovers will not prohibit player, coach, or spectator from participating in other tournaments including State Cup unless suspended by US Club as well.