



CCSL Spring League Playing Rules Modifications

CCSL rules and procedures shall apply to CCSL Spring League with the following modifications.

1) Rosters and Registration

- A) All teams must have current Player Passes for every player and coach. The Player Pass must include the player's picture, team name and ID# for current seasonal year. All player and coach passes must be laminated before the first usage.
- B) CCSL Spring Open League
 - 1) Teams associated with a Cal North Affiliated Club can play using rosters and passes issued by any US Soccer affiliated organization.
- C) Cal North Off Season Rosters
 - 1) CCSL Spring League is a developmental season. To allow Cal North teams as much flexibility as possible, teams playing in the CCSL Spring League can use an Off Season Roster.
 - (a) Off Season Roster:
 - (a) An official Cal North Roster, created by your registrar,
 - (b) Combine Current Cal North registered players from different fall teams.
 - (c) Add new Cal North registered players.
 - (d) No transfer paperwork required.
- D) Teams may combine players from teams in different fall "brackets" without impact on fall placement.
- E) Gotsoccer Team Event Rosters must match your current Official Roster
- F) A player who plays in a game and is not properly registered may cause his/her team to forfeit that game.
- G) The CCSL Director or Assistant Directors are the only persons authorized to determine and enter a forfeit or "no game" result.
 - 1) The score in forfeited games shall stand 2-0 against the forfeiting team.
 - 2) Teams or coaches and may face further disciplinary action by the CCSL Committee, depending upon the nature of the violation.
- H) All teams shall bring to each CCSL match
 - 1) Current player and coach passes
 - 2) The official team roster
 - 3) Three copies of the Match Report (printed from Gotsoccer)



- (a) Guest players may be hand written or added using the Gotsoccer Guest Payer function
- I) Opposing Team Officials shall have the right to inspect a team's roster and player passes
- J) Player and Coach passes, team roster and match report shall be presented for inspection upon the request of any member of the CCSL.

2) Spring League Roster Size.

- A) Maximum Roster is defined as the maximum number of players on the team's official roster ("goldenrod")
- B) Match Day Roster is defined as the maximum number of players, including guest players, eligible to participate in a match.
 - (a) The complete and accurate Match Report ("game card") and Player Passes shall be provided to the referees for team check-in prior to the start of the match.
 - (b) Guest players may be hand written on the match report

Game Size	Team Age Group	Maximum Roster	Match Day Roster
7 v 7	U8 – U9	18 Players	14 players
9 v 9	U10 – U11	18 Players	14 players
11 v 11	U12- U13	18 Players	18 players
11 v 11	U14 – U19	22 Players	18 players

- (c) Players not participating may be lined out on the match report
- (d) Opposing Team Coaches shall have the right to inspect a team's roster and player passes.

3) Spring League Seeding

- A) Teams may request to play up in a bracket as best suits their teams developmental needs.
 - 1) Generally bracket requests will be accepted by the age group seeders.



- 2) Bracket requests to move up or down more than one level from fall season placement may require documentation to show the team will be competitive at that level



4) Guest Players and Guest Coaches

- A) The purpose of guest players is to allow a team to field a full roster or to enhance player development. *Teams should not use guest players to significantly impact a game's result.*
- B) All Cal North and CCSL Guest Player Rules shall apply, with the following modifications:
 - 1) The Maximum number of guest players is seven (7) for divisions playing 11v11 and five (5) for teams playing 7v7.
 - 2) Players may guest play on any team in any Division at their soccer age or older in spring.
 - 3) Teams are reminded that Spring League is developmental, standings do not factor into Fall placement and there are no awards for Bracket Champions.

5) Match Length and Ball Size

- A) Divisions of teams in multiple age groups will play match lengths consistent with the oldest age group (e.g., an bracket with both U14 and U15 teams will play 40-minute halves).
- B) Divisions of teams in multiple age groups will use the ball size consistent with the oldest age group in the division.
- C) CCSL matches that are tied at the end of regulation time shall stand as ties and no extra-time periods are to be played.

Age Group	# of Players	Match Length	Ball Size	Max Game Roster
U8 – U9	7 v 7	2-25 minute halves	4	14
U10-U11	9 v 9	2-30 minute halves	4	16
U12	11 v 11	2-35 minute halves	5	18
U13-U14	11 v 11	2-35 minute halves	5	18
U15-U16	11 v 11	2-40 minute halves	5	18

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U17-U19	11 v 11	2-45 minute halves	5	18

6) Blowout Scores

- A) CCSL Spring League is a developmental season. Runaway or blowout scores are outside the spirit of the game and are discouraged by CCSL. Teams will have one (1) point deducted from their standings for a goal differential greater than seven (7).

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