

JUSA Spring League



Rules and Regulations

Revised Feb 28, 2018

JUSA Spring League Rules are similar to CalSouth InterCity League rules during the fall season. Coaches and leagues identify players and form teams independently. Best efforts are made to find a team for any individual player without a team, but unlike the fall season there is no guarantee that each player will find a team. JUSA operates the overall gaming circuit.

This gaming circuit consists of teams from multiple cities who typically play Recreational, Signature, and Club level youth soccer during the fall season. Player ages range from Under 6 to Under 19. Most teams in the JUSA Spring League are from cities in Orange County. CalSouth identifies Orange County as District 3 (D3). There are six large northern D3 Recreational Leagues: 1. Anaheim Soccer Association (ASA), 2. Brea Soccer Association (BSA), 3. Canyon Hills Soccer Association (CHSA), 4. Fullerton Rangers Youth Soccer Club (FRYSC), 5. Junior United Soccer Association (JUSA), 6. Laguna Niguel Youth Soccer Association (LNYSA), and 7. Orange Junior Soccer Club (OJSC). Other leagues that play include Whittier Area Youth Soccer (WAYS), Long Beach (LBYSO), La Mirada (LMSA), Diamond Bar, Ladera Ranch, and West Covina.

SECTION 1: ADMINISTRATION

a. Registration

JUSA player Registration dates are posted, and a coach meeting will be held in early February. Non JUSA (Outside teams) will submit their application by the deadline which is usually the date of the Non JUSA team meeting which is held in early February.

b. Fees

- **JUSA Teams**

Team fees are determined annually. Minimum local team residency requirements must be met. Local practice space and game space will not be provided until team application and roster document requirements have been met. For 2018, the fee for JUSA players will cover registration, field practice space, game field space and game scheduling. Ref fees and other team fees are not included. Team fees include banners, team parties, names on jerseys and similar extras.

- **Outside Teams (Non JUSA Teams)**

Non JUSA teams will register with their own local organizations and will pay the team fees which are determined annually. Referee fees are not included team fee application. JUSA does not provide local practice space or home fields to Non JUSA teams.

c. Playing Fields

All teams are expected to host half of the season games on their own home field, and must obtain all necessary field permits. Teams must provide all field permit documents and permits to JUSA upon request.

d. Authority

The JUSA Main Board is the governing body. Routine operating decisions related to Spring League are delegated to the JUSA President and the JUSA Spring League Director. They are authorized to make any decisions relating to the interpretation of these rules, and have the authority to define special circumstances which may lead to exceptions. Normally, all rules and any change proposals will be reviewed annually. Written appeals should be directed to the JUSA President, and may be discussed at

normal monthly JUSA Main Board meetings.

e. Players

Cal South laminated player photo ID passes will be required of all players (JUSA and other leagues) at the start of each game, unless waived in writing by the Director. All JUSA players U9 through U19 (2009-1999) should have Cal South cards. U9 thru U14 (2009-2004) will have spring cards. U6, U7, U8 (2012, 2011, 2010) do not require spring cards.

A signed medical release form will be required for all players, and must be provided to the referee upon request. Failure to provide documents may result in a game forfeit. **PLAYERS WITHOUT BOTH PHOTO ID AND MEDICAL RELEASE FORMS SHOULD NOT BE ALLOWED TO PLAY.** For Non JUSA teams, CalSouth annual player cards from the fall season are valid.

f. Licensed Coach/Manager

There must be a USYS licensed coach at each game for each team. The coach must have an Administrator's Pass (laminated photo ID card). A team without a carded official will forfeit. Note: An administrator, with a valid pass from the same league, may coach the team. If a coach is ejected the team must present another licensed coach or team manager or forfeit the game.

g. Rosters

- **Recreational Gold Tier**

Recreational Gold teams invited to participate will provide a finalized roster by the end of the 3rd week of the JUSA Spring Season. Recreational Gold permits for loaned or borrowed players up to a maximum of two players so long as the total players for that game roster does not exceed two more than the maximum number players allowed on the field. As an example, if a Rec Gold team playing 11 v. 11 has only 11 players show up,, two loaned or borrowed players are permitted to get them to 13 players;. Another example, if a Rec Gold team playing 7 v 7 has 8 players show up, only one loaned or borrowed player is permitted to get to 9 players. All borrowed players must have a valid CalSouth ID card. There shall be no loaned or borrowed players for teams in the postseason.

–All JUSA guest players have to be registered for Spring 2018

- **Club/Recreational Tier**

The Recreational Tier will not provide a team roster. Club tier teams will provide a roster to the league if they are invited to participate in postseason games.

SECTION 2: GAMING

a. Games

Games are played on Saturdays and some Sundays and Fridays in March, April and May. The game schedule is usually released in late February/early March, and it can be delayed as teams and game fields are added or dropped at the last minute. There will be no games on Easter Weekend and Mother's Day Sunday. Games that are cancelled by the rain cannot be guaranteed to be rescheduled.

b. Laws

JUSA Spring League shall be played under IFAB 2017-2018 Laws except as modified by JUSA.

c. 2011-2006 Birth Years Special Rules

1. U6-U7 (2012-2011)

Will play in the 4 v 4 format and each coach will coach two games side by side. The fields are modified to be much smaller with much smaller goals.

Field Size: 25 yards wide x 40 yards long maximum

Goal Size: 4 feet high x 6 feet wide

Goal Area Size: 10 yards x 16 yards

Penalty Area: None

Center Circle Radius: 6 yards

2. U8 (2010)

Required Distance from Restarts (goal kick, corner kick, kick off, indirect free kick) = 6 yards

Offside must be blatant (10+ yards) or if player is coached to stay in offside position.

3. U9/U10 (2009-2008)

Distance from restarts (goal kick, corner kick, kick off, indirect free kick) = 8 yards

Penalty Kicks are at 10 yards from the goal line

4. Build-Out Line Rec/Rec Gold U8-U10 (2010-2008):

Build Out Line for ALL 7v7 games – U8, U9, and U10 (2010-2008)

1. The field will include Build Out Lines to promote individual skills and facilitate game flow. It promotes playing the ball out of the back in a less pressured setting and teaches players how to receive, dribble and pass.
2. The Build Out Line will be defined as a line across the width of the field half-way between the penalty area and the halfway line on any field. For U8 fields which only have a goal area, it will be half-way between the goal area and the halfway line.
3. When the GK has the ball in his/her hands during play from the opponent, the opposing team must move behind the Build Out Line until the ball is put into play.
4. Once the opposing team is behind the Build Out Line, the GK can pass (with their own feet), throw or roll the ball into play. PUNTING OR DROP KICKING IS NOT ALLOWED BY THE GK.
5. Ideally the GK will wait to put the ball into play once all opponents are behind the Build Out Line. However, the GK can put the ball into play sooner but he/she does so accepting the positioning of the opponents and the consequences of how play resumes.
6. After the ball is put into play by the GK the opposing team can immediately cross the Build Out Line and play resumes as normal.
7. Per Law 12, the GK has 6 seconds to put the ball into play. Counting time of possession should only begin when all opponents have moved behind the Build Out Line. Referees should be flexible when enforcing this rule.
8. If the team GK does not put the ball into play within 6 seconds, an indirect free kick shall be awarded to the opposing team from the center of the Build Out Line.
9. To support the intent of the Build Out Line development rule coaches and referees should be mindful of any intentional delays by opponents not retreating in a timely manner or encroaching over the Build Out Line prior to the ball being put into play. Coaches are responsible for addressing these types of unsportsmanlike issues with their players. Referees can manage the situation with Misconduct if deemed appropriate.

Punting of the Ball by the Goalkeeper – ONLY applies to 7v7 games, U8, U9, and U10 age groups

1. Drop kicks, volley kicks, etc. are NOT PERMITTED by the GK. Drop kick, volley kicks, etc. will be

considered a punt. No type of kick by the goalkeeper is permitted when they have the ball in their hands. The GK must throw, roll or drop the ball to their feet and either dribble or distribute the ball.

2. If a GK punts or drop kicks the ball, the GK will be given the opportunity to restart again. A second offense shall result in an indirect free kick for the opposing team from the spot of the offense.

3. If the punt or drop kick occurs within the goal area the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred.

For goal kicks, the opposing team must move behind the Build Out Line until the ball is put into play.

After the ball is put into play by the player taking the goal kick the opposing team can immediately cross the Build Out Line.

The Build Out line is only used for possession by the goalkeeper during live play or at the taking of goal kicks. All other restarts by the defending team within the Build Out area do not require the opposing team to retreat beyond the Build Out line. This includes direct free kicks awarded for fouls, or indirect free kicks resulting from offside or other infractions.

As with all free kicks or goal kicks taken by a team within their own goal or penalty area, the ball must completely leave the penalty area before it is considered in play. If it does not leave the area, or it is touched by any other player prior to leaving, the kick is retaken. For U8 fields, only a goal area exists, therefore the ball must leave this area to be in play.

5. Offside Modifications for U8, U9, and U10:

1. The Build Out Line will also be used to denote where offside offenses can be called.
2. Players cannot be penalized for an offside offense between the halfway line and the Build Out Line.
3. Players can be penalized for an offside offense between the Build Out Line and the goal line.
4. In the U8 division, only the most blatant offside infractions will be penalized, at the judgment of the referee.

6. Deliberate Heading (2012 - 2007 & 2006 Rec) U6-U11 And Rec U12 (combined U11/U12):

- If a player deliberately heads the ball during play, an indirect free kick (IFK) should be awarded to the opposing team at the spot of the offense, unless it is within the penalty area. Offenses anywhere within the penalty area result in an IFK on the penalty area line parallel to the goal line at the nearest point to where the infringement occurred. In other words, move the free kick to the TOP of the penalty area.
- If a player does not deliberately head the ball, then play should continue.
- There can be no additional sanctions for repeated infringements (i.e. no cautions for Persistent Infringement if a player continues to deliberately head the ball).
- There can be no send-off if a player denies an obvious goal scoring opportunity by deliberately heading the ball.

d. Number of Players

(U6-U7) 2012-2011 - 2 games side by side will be played 4 v 4. Minimum of 3 players on each field will be required to start the game.

(U8-U10) 2010-2008 - Games will be 7 v 7. A minimum of 5 players will be required to start the game.

(U11) 2007- Games will be 9 v 9. A minimum of 6 players will be required to start the game.

(U12-U19) 2006-1999:

(U12) 2006 - **Rec** games will be 9 v 9. A minimum of 6 players will be required to start the game.

(U12) 2006 - **Rec Gold** games will be 11 v 11. A minimum of 7 players will be required to start the game.

(U13-U19) 2005-1999 - Games will be 11 v 11. A minimum of 7 players will be required to start the game.

If teams fail to field the minimum number of players after 15 minutes of the scheduled start time the game is forfeit. The forfeiting team will be required to pay the full referee fees for that game. The other team will not be required to pay any referee fees.

MAXIMUM GAME DAY ROSTER: A maximum number of uniformed players at start time: eighteen (18) players for 11 v 11, sixteen (16) players for 9 v 9 fourteen (14) players for 7 v 7 , and ten (10) players for 4 v 4 small- sided teams.

e. Game Length

90 minutes (45 minute halves) birth years 1999, 2000 and 2001 (U19)
80 minutes (40 minute halves) birth years 2002 and 2003 (U15-U16)
70 minutes (35 minute halves) birth years 2004 and 2005 (U13-U14)
60 minutes (30 minute halves) birth years 2006 and 2007(U11-U12)
50 minutes (25 minute halves) birth years 2008/2009/2010 (U8-U10)
32 minutes (8 minute quarters) birth years 2011/2012 (U6-U7)

f. Referees

In most cases, all referee decisions on the field will be deemed as final and will not be overturned. Written protests to the Spring League Director made within twelve (12) hours of the end of the game will be accepted and reviewed.

Three referee system is preferred for U9 and above. (Use of club linesmen is at the discretion of the center referee.)

Each team is responsible for one half of the total referee fees as published in the fee schedule. Referees are to be paid BEFORE THE MATCH. Any additional amounts demanded by referees to cover assignor fees are the responsibility of the team providing the home field (not necessarily listed as the home team on the schedule). If a team does not show, the entire referee fee is the responsibility of the no-show team or the league they represent.

Referees are not required for Birth years 2012-2011 (U6/U7).

The referee fee schedule is posted on the Spring League website.

g. Send Offs

Players sent off for violent conduct or referee assault receive an automatic two game suspension plus additional discipline as deemed appropriate by the JUSA Spring Director or Cal South. Any other red card including for receiving two yellow cards in one game results in an automatic one game suspension plus additional discipline as deemed appropriate by the JUSA Spring Director.

h. Player Equipment

Shin guards: All players must wear shin guards completely covered by their socks during games. The referee should not allow exceptions.

Shoes: Shoes must not have a toe cleat. Screw-in cleats are permitted in U19 and U16 only.

Miscellaneous: No equipment shall be allowed which the Referee deems unsafe. Watches, rings, bracelets, necklaces, earrings or studs are not permitted, even if covered by tape or

bandages.

Casts: No player wearing an orthopedic cast, temporary cast or splint shall be permitted to play. No player will be allowed to play with an injury which could be aggravated by playing or which, in the opinion of the referee, constitutes a danger to others.

i. Coaches

All coaches have the complete responsibility for the conduct of their players, parents, bench, friends, and spectators at all times. If, in the opinion of the game officials, a game must be terminated for misconduct of players, parents, bench, friends, or spectators, the offending team may be suspended from further play and may forfeit all remaining games. A coach that is asked to leave the field by the Referee is automatically suspended for the next two games and the Spring Director can levy further punishment at his discretion.

j. Fields:

Home team will be responsible for setting up and taking down nets and goals. Away teams are encouraged to help with the equipment set-up and take-down.

EACH TEAM IS RESPONSIBLE FOR ENSURING THAT THEIR SIDELINE IS CLEAR OF ALL TRASH AT THE END OF THEIR GAMES. It is NOT acceptable to pile trash on a receptacle until it overflows onto the ground. If you brought it to the field, take it away with you.

NO DRINKING, NO SMOKING: The consumption or use of alcoholic beverages is strictly forbidden at all venues. Smoking is not permitted on any school grounds.

NO DOGS are allowed at any JUSA Spring League games.

Teams will comply with the home team's rules regarding their fields.

k. Game Card

The game card and roster must be filled out and signed by a coach prior to the game. The card is the only record of your games and is the sole responsibility of the coach. Standard fall season game cards may be used. Additional game cards are available at the JUSA office or online.

l. Score

At the end of each game a team administrator/coach must sign the game card. The score indicated on the game card cannot be disputed. Each coach is expected to enter the final score on the schedules etc website. No scoring, no standings, no playoffs or postseason for Recreational U6, U7 and U8 teams.

m. Home Teams

The home team is listed first on the schedule. The home team is responsible to change jerseys in case of color conflict, has choice of side lines, and will supply the game ball. Teams should typically be on opposite sides of the field. For teams with more than one uniform, home team wears colors and visitors wear white. All coaches should be prepared to have players wear vests if team colors are the same.

n. Substitutions

All games are free substitutions on any dead ball with the referee's discretion.

o. Forfeits

Any team (coach, player or parent) found responsible for promoting violence, instigating, or enticing a team disturbance, causing the referee to suspend play prior to the completion of regulation time, will forfeit that game (even if they are winning at the time of the incident). The JUSA Spring Director will review all such incidents. Upon review the team may also be subject to league suspension. Any team under league suspension will forfeit all scheduled games with a score of (0-1) until suspension is complete. If it is found that both teams are equally at fault in the suspension of a game, then both teams will receive a forfeit (0-1, 0 points).

Any team/club needing to forfeit a game for any reason, must notify the Home Club representative and/or JUSA Spring Director within 48 hours of scheduled game. If the team/club who is forfeiting said game fails to notify proper personnel, the team/club forfeiting will be responsible for the entire referee fees for the scheduled game. The team who forfeits the game will receive a forfeit (0-1, 0 points), with the opposing team receiving a win (1-0, 3 points). In short, canceling a game within the 48 hours of a scheduled game equals a forfeit. All games are expected to be played as scheduled.

The team that forfeits a game must have the Referee fees to the JUSA Spring Director no later than the first Wednesday after the game. Failing to do so may result in forfeiting the upcoming game. If a team forfeits a game and fails to pay referee fees, JUSA will invoice the team's league.

During playoffs, if a team forfeits one game, they SHALL forfeit all subsequent games.

SECTION 3: PLAYOFFS

a. Pool Play Points

The Winner of each bracket is the one with the most points. In the event of an unequal number of games played by all teams in a bracket, average points per game played will determine playoff seeding. Points will be awarded as follows:

Three (3) points for each Win

One (1) point for each Tie

Zero (0) points for a Loss

Forfeits shall be recorded as 1-0 and three (3) points awarded to the opponent.

Red Card minus One (1) point

b. Tie Breaker Points

If there are two teams tied in points at end of the season, the following tie-breaker procedures will be implemented to determine seeding in the playoffs:

- Winner of head to head competition
- Total goals against
- Best Goal Differential
- Total goals scored (No maximum)
- Coin Toss

c. Playoffs

Semi-Finals: If game is tied at the end of regulation, there is no overtime, proceed immediately to penalty kicks to decide the game.

Finals: Game will be regulation length. In the event that the game is tied at the end of regulation play, a maximum of two overtime periods shall be played. Both overtime periods will be played in their entirety (No golden goal).

Overtime Periods:

U13-U19 (2004-1999): 10 Mins

U08-U12 (2009-2005): 5 Mins

In the event of a tie at the end of two overtime periods, Kicks from the Penalty Mark shall be used to determine a winner.