



JUNIOR HIGH SCHOOL CO-ED SOCCER RULES

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1. LEAGUE POLICIES

1.1 Eligibility

- a) A student athlete is eligible for participation in junior high school coed soccer if they are enrolled in and attend a CSAA member school and meet all of CSAA's age, and grade requirements.
- b) It is the responsibility of the member school to ensure all of the eligibility requirements are met.
 - Please refer to "CSAA Student-Eligibility Guidelines" for further information.
- c) A student shall be eligible for CSAA JHS athletics at a maximum of 8th grade & 14 years old.
 - Team will be allowed two (2) 15 year old student/athletes on their roster. If the student/athlete turns 15 anytime during the school year, he/she is considered a 15 year old, even if he/she turns 15 after the season but during the school year.
- d) A student who turns the age of 16 during the calendar year, January to December, that fall between the academic school year, September to June, cannot participate in JHS sports.
 - Example: The school year begins September 2016 and ends June 2017. Joe Smith was born 7/20/01. He would be considered a 16 year old and cannot play in JHS sports because he turns 16 during the one of the two calendar years that crosses with the academic school year. Based off our policy only 2 (two) children who turn 15 during the academic school year (Sept 2016-June 2017) are allowed to participate in JHS sports. Any child who turns 16 during the 2016/2017 calendar year cannot play in JHS sports (children born in the year 2001).
- e) If it is determined that a school used an ineligible player in a league game, the game will be declared a forfeit and the win will be given to the opposing team.
- f) It is the responsibility of each member school to ensure each student athlete has undergone a physical examination within the last calendar year before participating in athletics.

1.2 Uniforms

- a) All participating schools are expected to be in full uniforms by their first game.
- b) All teams must be in matching uniform, tops and bottoms, with unique numbers for each player.
 - Jersey numbers cannot switch from player to player. No exceptions.
 - Uniform jerseys must have 6-inch numbers on the back of the jersey.
 - If team does not have matching uniforms before their first regular season game, they must inform the league beforehand.
- c) Goalkeepers must wear a different colored jersey.
 - It is also recommended that goalkeepers wear gloves, a padded jersey and padded pants.
- d) All players must wear full-length protective shin guards.
- e) All players must wear soccer appropriate footwear. Soccer shoes with aluminum or other metal cleats are not allowed.

1.3 Jewelry

- a) All earrings, facial piercings, body piercings, and bands must be removed before start of game.
- b) Glasses that are accepted:
 - Plastic framed glasses
 - Sports goggles
 - Providing they are strapped around the head sports goggles
- c) Glasses that are not permitted:
 - Lenses made of glass

- Metal framed glasses
 - Any other type of eyewear that the referee/umpire deems could be dangerous.
- d) If jewelry is for Religious reasons:
- Child must have a letter from their school
 - Letter must have school letter head and signed by principal
 - Child must have a letter from their parent as well
 - Letters must be brought with the child to every game throughout the season
 - If a child wears a religious band on wrist it can be worn but it must be covered with athletic tape and/or sweat band.

1.4 Rosters

- a) Rosters are due by team's 1st game of the season. This will be strictly enforced.
- If roster are not submitted, team will be able to play but will receive a forfeit loss until roster is submitted.
- b) All team roster will consist of a maximum of 18 players and must contain the following information:
- Name of school
 - Names and telephone numbers of head coach and assistant coaches
 - Legal first and last name of each player
 - Grade, age, month and year of birth for each player(day is not needed)
 - Uniform number of each player
 - Signature of Principal
- c) It is the responsibility of each school member to ensure the accuracy of the information provided on the league roster. The information provided on the submitted roster is considered official and will be the evidential basis of any eligibility challenges.
- d) Changes to the Roster cannot be made after it is submitted to the league office without the written consent of the Director of Athletics.
- e) Roster changes will be approved or denied at the sole discretion of the Director of Athletics in accordance with the hardship provision.

1.5 Scheduling

- a) The season will generally start the first week of April and continue through the last week in May. Depending on the number of games postponed due to rain, the season may extend into June.
- b) Each participating school will play a (8- 10) game regular season.
- All games postponed due to rain will be rescheduled by CSAA at a later date in the season.
- c) Games will be scheduled on any day of the week except Sunday. Games will not be scheduled on the following days:
- Spring Break
 - Memorial Day weekend (weekend before last Monday in May)
- d) Before the draft schedule is released, CSAA will request that each participating school submit ten (10) blackout dates to the league.
- Game will not be schedule on these blackout dates.
- e) It is the responsibility of each participating school to ensure that the blackout dates are inclusive of any foreseen conflicts the school may have with playing games on that day. These conflicts include (but are not limited to):
- School-specific closings (half-days, early dismissal, etc)

- Parent/Teacher Conferences
 - School Proms/Dances
 - School Trips
 - Vacations/absences of the coaches
 - Testing
 - High School entrance exams
 - Graduation dates
- f) Schools will be expected to play on any day that is not listed as a blackout date. Any schedule conflicts presented to the league after the final schedule has been released will be reviewed and a final decision on whether to reschedule the game will be made at the sole discretion of the Director of Athletics.
- g) Blackout dates- Please keep in mind that if you cannot play on a specific day of the week (all Tuesday's) that specific day will be counted towards your blackout dates.
- h) All schools must be prepared to play Saturday games throughout the course of the season. Blackout dates consisting of all Saturday dates will not be accepted.

1.6 Playoff Tournaments and Tie Breakers

- a) The Playoff Criteria:
- Point system
 - Goal Differential
 - Head to Head
- b) A player must have played in at least half of the regular season games to be eligible for the playoffs. Exceptions will be made for injured players at the sole discretion of the Director of Athletics.
- c) Any team with an outstanding balance will be ineligible for playoffs until fees are paid to CSAA.
- The fees must be paid one (1) day prior to your first playoff game.
 - Fees must be hand delivered to a CSAA member.
- d) During the playoffs, if the game is tied after the completion of both halves, the overtime will be played under a penalty kick shoot-out.
- The coach will select five players to take one penalty kick each, whether they were on the field at the end of overtime or not.
 - The goal selected by the officials will be used by both teams.
 - A coin toss will determine who kicks first. Both coaches must be present during the coin toss.
 - All coaches and players other than those selected to kick will remain on the sidelines.
 - Teams will alternate, taking a total of 5 kicks each until all ten (10) kicks have been completed.
 - If a tie remains after all ten (10) penalty kicks due to no one scoring, the process will be repeated using the same five kickers from each team.
 - If a tie remains after the second ten penalty kicks, the penalty shot will enter sudden death. Coaches will select 1 kicker at a time from the original pool of 5 kickers to take a penalty kick using the same rotation as before. Sudden death ends when one team scores, and the other team does not at the completion of a round.
 - A designated kicker can only be replaced, if in the judgment of the officials, he/she is injured to the extent that he/she cannot safely continue to take the penalty kick.

1.7 Filming

- a) CSAA does have policies and restrictions on filming of league games and future opponents.
- b) Video recordings are allowed by A.D's or coaches only to record their own games.
 - A.D's and coaches that violate this policy will forfeit two (2) games
- c) Parents and spectators are allowed to only film their children's games.
- d) Filming will only be allowed for review in case of an altercation or a player gets injured.

1.8 Cancellation of Games

- a) Any cancellations will be made by CSAA by 12pm.
- b) Rescheduling of game will be made by the league director and agreed upon by both schools.

2. GAME DAY POLICIES

2.1 Game Duration

- a) A game shall consist of two (2) periods of 20 minutes each, with an intermission of five (5) minutes between periods.
 - During the playoffs, if the game is tied after the completion of both halves. The overtime will be played under a penalty shoot-out will take place under the following guidelines:

2.2 Forfeits

- a) All forfeited games are entered into the standings as a 3-0 loss.
- b) A fifteen (15) minute forfeit time is allowed for all games. This will be strictly enforced by the official.
 - All teams must have eleven (11) for 11v11 or eight (8) for 8v8 players to start an official game. Teams that have less than require players by the designated forfeit time will forfeit the game.
 - If a team is fifteen (15) minutes to twenty (20) minutes late and the team that is on time agrees to play the game, the game will consist of fifteen (15) minute halves.
- c) Any team that forfeit late, three (3) times in a season will be dropped from the schedule and will not be eligible for playoffs.
 - Any forfeit after 12pm is considered a late forfeit.
 - Fees will still have to be paid before the season is over.

2.3 Suspension /Ejection of Student/Coaches

- a) Any player ejected from a game must leave the immediate playing area.
 - Players ejected from a game for unsportsmanlike behavior will face a minimum one (1) game suspension.
- b) Any coach ejected from a game must leave the immediate playing area.
 - If a coach is ejected from the game and there is no other coach to handle the coaching duties, the game will be called and awarded to the opposing team.
 - Coaches ejected from a game for unsportsmanlike behavior will face a minimum two (2) game suspension.

2.4 Equipment and Safety

- a) Both teams are required to bring at least two (2) size five (5) soccer ball.

- b) All players must wear full-length protective shin guards.
- c) Soccer shoes with aluminum or other metal cleat are not allowed.
- d) No player will be allowed to play with a hard cast. A doctor's release note must be presented to the league before they can play again.
- e) Each teacher/coach must actively supervise team members, until they are safely away from the site of competition.

2.5 Protest Protocol

- a) Protests may only be made if a rule is alleged to have been applied incorrectly, or not applied.
 - No protest of judgment calls may be entered.
 - Coach must verbally inform the official of the protest before play commences or resumes.
- b) Judgment calls include (but are not limited to)
 - Ball in
 - Ball out
 - Ball touch the net
- c) All protests of rules interpretations must be made to the official.
- d) All protests of rules interpretations/athlete eligibility keeping must be made in writing and emailed to the Director of Athletics within 24 hours of completion of the game on the proper protest form.
 - All protest forms are on CSAA website under rules.
- e) The "Game Conflict Investigator" will investigate all protests and will deliver a ruling within 48 hours of receipt of protest. If a ruling cannot be made within 48 hours, the protesting coach will be notified of the delay and informed of when to expect a ruling.
- f) A coach can only protest the age and grade of two (2) players within 48 hours of a regular season game and 24 hours of a play-off game.

2.6 Sportsmanship

- a) All teams are expected to show sportsmanship before and after each game. Coaches and players must lineup and shake hands before and after each game.
 - Exceptions to this rule are made for injured players after the coach informs the umpire of the injury.
- b) Players who fail to comply with the rule will be suspended one (1) game.
 - If a official witnesses any acts of intentional tackling, elbowing, cheap shots, blocking or any unsportsmanlike act, the game will be stopped and the players will be ejected from the game.
 - The decision is made at the official's discretion. No appeals will be considered. Foul play will not be tolerated.
- c) Officials have the right to determine offensive language. If offensive or confrontational language occurs, the official will give one warning. If it continues, the players or players will be ejected from the game.
 - Players may not physically or verbally abuse an opponent, coach or official.
- d) Coaches are responsible for the actions of their players and spectators on and off the field.
- e) Foul language, obscene gestures, abuse of the referees and any other unsportsmanlike actions will not be tolerated from any coaches or players and may result in ejection or forfeiture of the current game, suspension from subsequent games and/or ejection from the league.

- f) Only coaches, players, and managers are allowed on the side line during the game.
 - Coaches and managers must be in team apparel/colors
 - No spectators are allowed on the side line during the game
 - All teams are responsible for removing their trash from the area after the game.

2.7 Fighting/ Altercations

- a) Fighting of any kind will not be tolerated. Any player who throws a punch will be ejected for fighting and automatically suspended for their next game.
- b) If more than one (1) player fights during or after a game, it is considered a team fight.
- c) If a team fight takes place a team can be suspended for one (1) game or the entire season.
 - During a team fight if one (1) player is reported to be out of control, that player can serve a suspension longer than the team suspension.
- d) Coaches are responsible for controlling their sideline during an altercation. If a player leaves the sideline to participate in a field altercation, that player will be ejected from the game and suspended for the next game.
- e) After a review of the incident (which can include statements from the coaches, officials, Game Supervisor and/or any video footage), additional penalties can be assessed at the discretion of the Director of Athletics.
- f) CSAA reserve the right to suspend a player for a minimum of one (1) game and maximum of the entire season.

2.8 Weather Adjustments

- a) The CSAA reserves the right to change the game duration if weather conditions or field time constraints become an issue. Games will be played in the rain unless the Parks Department tells us otherwise.
- b) After a review of the incident (which can include statements from the coaches, officials, Game Supervisor and/or any video footage), additional penalties can be assessed at the discretion of the Director of Athletics.

2.9 AED Unit/ CPR Certification

- a) Charter School Athletic Association Mandates AED/CPR Certification for all coaches.
- b) Games cannot proceed unless one team is present with required AED unit and CPR certificate on site.
 - If the AED unit is not present, by either team the game will be a tie.
 - Each teacher/coach must actively supervise team members, until they are safely away from the site of competition.

2.10 Submission of Scores

- a) The winning team is responsible for submitting the final game score to the league. All game scores must be texted or emailed to the league no later than 48 hours after completion of the game.
 - If scores is not submitted within the time given the game will be awarded to the opposing team.
 - This ensures accurate and timely updating of the standings on the league website.

3. GAMEDAY RULES



3.1 Game Rules

- a) A regulation game is one in which the first half of play has been completed.
 - If a contest becomes a regulation game and is ended due to any unforeseen event, the game is complete and counts in the standings.
 - 2 Girls must be on the field at all times on 11 on 11 fields.
 - If girls are not on the field for a team that's playing on an 11 on 11 field, the team without the girls must play with two less players; nine (9) total players.
 - 1 Girl must be on the field at all times on 8 on 8 fields.
 - If a girl is not on the field for a team that's playing on an 8x8 field, the team without a girl must play with one less players; eight (8) total players.
 - Minimum players on 11 on 11 fields is 9
 - Minimum players on 8 on 8 fields is 6

3.2 Officials

- a) All officials will be assigned by the CSAA.
- b) If only one official appears, the game must still be played.

3.3 Start of the Game and Restarts Preliminaries:

- a) A coin is tossed and the team which wins the toss decides which goal it will attack in the first half of the match.
The other team takes the kick-off to start the match.
- b) The team which wins the toss takes the kick-off to start the second half of the match.
In the second half of the match the teams change ends and attack the opposite goals.
- c) A kick-off is a way of starting or restarting play:
 - at the start of the match
 - after a goal has been scored
 - at the start of the second half of the match
 - A goal may be scored directly from the kick-off.

3.4 Substitutions

- a) Substitutions can be made at any point of the game. Subbing without notifying the referee will constitute in loss of the ball.

3.5 Ball In or Out of Play

- a) The ball is out of play when:
 - It has crossed the goal line or touch line whether on the ground or in the air play has been stopped by the referee.
- b) The ball is in play at all other times, including when:
 - It rebounds from a goalpost, crossbar or corner flag and remains in the field of play
 - It rebounds from either the referee or an assistant referee when they are on the field of play

3.6 Throw-in

- a) A throw-in is awarded:
 - When the whole ball passes over the touch line, either on the ground or in the air.
 - From the point where it crossed the touch line.

3.7 Offside Position

- a) A player is in an offside position if she/he is nearer to his opponents' goal line than both the ball and the second last opponent
- b) A player in an offside position is only penalized if, at the moment the ball touches or is played by one of his team, he is, in the opinion of the referee, involved in active play by:
 - Interfering with play.
 - interfering with an opponent or
 - gaining an advantage by being in that position
- c) A player is not in an offside position if:
 - s/he is in his own half of the field of play or
 - s/he is level with the second last opponent or
 - s/he is level with the last two opponents
- d) No Offence
There is no offside offence if a player receives the ball directly from:
 - a goal kick
 - a throw-in
 - a corner kick

3.8 Goal scored

- a) A goal is scored when the whole of the ball passes over the goal line, between the goalposts and under the crossbar, provided that no infringement has been committed previously by the team scoring the goal.

3.9 Point system

WIN	3 POINTS
FORFIT WIN	3 POINTS
TIE	1 POINTS
LOSS	0 POINTS
FORFIT LOSS	0 POINTS

3.10 Yellow Card Rule

- a) When an official "yellow cards" a player, she/he must leave the field. The player may return to the field at the next allowed substitution. Two yellow cards will result in a Red Card, which is an automatic ejection.
- b) The CSAA Director receives a daily report of all red and yellow cards that were issued.
- c) The Commissioner will then review the incident and send out an e-mail to the principal, athletic director and coach of that school notifying them of the suspension. The minimum suspension of a red card is 2 games, but the Commissioner has the right to adjust the suspension (add or decrease).

3.11 Yellow Card Accumulation Policy

- a) The accumulation of Yellow Cards during the soccer season by an individual player. The consequences for the accumulation of excessive Yellow Cards will be as follows:
 - Five Yellow Cards accumulated by a single player in the regular season will result in a one game suspension.
 - In the event that the player receives two Yellow Cards in the same game, resulting in a Red Card, the two Yellow Cards will not count toward the season total, since the player will receive a minimum of two games suspension as a result of the misconduct and ejection. But the Commissioner has the right to adjust the suspension (add or decrease).
- b) The accumulation card total is for regular season play only and the process will start over.
- c) The referees are to report all Yellow Cards to the Commissioner by means of E-mail or Phone.

3.12 Red Card Accumination Policy

- a) The minimum suspension of a red card is two games, but the Commissioner has the right to adjust the suspension (add or decrease).