

CSA MODIFICATIONS TO LAWS OF THE GAME

LAW I - THE FIELD OF PLAY

- 1.1. In all games, the team listed first on the official game schedule shall be designated as the home team.
- 1.2. The home team shall be responsible for the condition of the grounds, field markings and proper, equipment. All CSA sanctioned matches shall have proper markings (cones and flags are not acceptable markings), goals **MUST** be anchored and fields shall conform to the USYS recommended dimensions.
- 1.3. In all CSA sanctioned competitions, both teams and the coaching staff shall remain on one side of the field. All spectators shall remain on the opposite side of the field when feasible. The coach of the home team shall have the right to designate which side the teams and spectators shall be placed on respectively. Enforcement of this rule will be the responsibility of the Referee.
- 1.4. All spectators shall remain at least 5 feet from touchlines or goal lines, unless spectator lines establish a different distance. No person shall be permitted behind the goal-areas unless seated in bleachers.

LAW 2 - THE BALL

- 2.1. Teams shall use balls as follows:

DIVISION	BALL SIZE
Under-8 and younger	#3
Under-9 through Under-12	#4
Under-13 and older	#5

- 2.2. Each team shall supply the referee with one or more suitable balls, properly inflated and in good condition. The referee shall choose the ball to be used in the game.

LAW 3 - NUMBER OF PLAYERS/SUBSTITUTIONS

- 3.1. Number of players shall conform to CSA Rules and Procedures.
- 3.2. Developmental players shall play at least 50% of each game.
- 3.3. With the referee's permission, a team may substitute or re-substitute any number of players at the following stoppages for advanced league games **(CCL/CENT/MRL)**
 - a. **Prior to a throw-in, by the team throwing in.**
 - b. **Prior to a throw-in, by the non-throwing team, if the throwing team is substituting player(s).**
 - c. **Prior to a goal kick, by either team.**
 - d. **After a goal, by either team.**
 - e. **After an injury when the referee has stopped play, by either team.**
 - f. **Between periods, by either team.**
- 3.4. Front Range League (FRL) – unlimited number of subs and any stoppage in play
- 3.5. With permission of the referee, a team may substitute for a cautioned player at the time of the caution

LAW 4 - PLAYERS' EQUIPMENT

- 4.1. The following items:
- a. Are NOT permitted:
 - 1) Hair control devices with any hard parts;
 - 2) Jewelry of any sort, including earrings of any kind, covering earring with tape/band-aids or similar material is NOT permitted and will not be permitted by the referee.
 - b. Are CONDITIONALLY permitted:
 - 1) Religious medals or medical tags which are taped to the body.
 - 2) Splints, casts, braces or other joint support devices which, in the referee's opinion, are not inherently dangerous or are sufficiently padded with pliable materials to eliminate the dangerous condition.
 - 3) Goalkeeper only may wear a hat with soft pliable brim for shielding eyes from direct sun light.

Note: Failure of the referee to notice illegal equipment shall not be cause for protest.

- 4.2. All players shall wear shin guards. Knee-high stockings shall be worn over and shall cover the shin guards.
- 4.3. All field players on a team shall wear similar color jerseys, similar color shorts and similar color stockings. A legible non-duplicate number on the back of each jersey is required. Players and substitutes shall not change numbers or remove their jerseys prior to the completion of the game without specific permission of the referee. The color of a team's jersey may be different from the color of the team's shorts and/or stockings.
- 4.4. Only undergarments, which are the same color as the predominant color of the uniform shorts, may extend below the bottom of the uniform shorts. Such undergarments shall not extend further than the top of the player's knee. No other undergarments may extend below the bottom of a player's uniform shorts. Any players not in compliance with these provisions after play begins shall adjust their equipment at the next stoppage of play. Goalkeepers may wear long trousers as they see fit. In the case of cold weather, any player may wear leotards or warm-ups, sweat suits, or similar trousers, the legs of which extend below the player's knee.
- 4.5. At each game, both teams shall be able to make a change of jersey color.
- 4.6. If both teams are wearing similar color jerseys, the home team shall wear dark jerseys and the visiting team shall wear light colored jerseys. If the visiting team does not carry a light colored jersey, then the visiting team should wear an alternate dark color that does not conflict with the home team's colors. Either team's goalkeeper shall change jersey as the referee directs regardless of home/visitor status.
- 4.7. All players starting each half or entering the field as substitutes shall have their jerseys fully tucked into their shorts. The wearing of long sleeve shirts under short sleeve jerseys is prohibited unless adverse weather conditions exist.

LAW 5 - REFEREES

- 5.1. Only the diagonal system of control (one whistle only) shall be used. If there are only two registered officials, one shall referee and the other shall be a linesman. If available, non-registered volunteers may serve as club assistant referees.
- 5.2. Prior to the start of each state league, Competitive (CENT/CCL), Front Range League (FRL), Mountain Region League (MRL), Secondary Leagues (SLA/B) the referee shall conduct team check-in
- a. Referee & AR's shall introduce themselves to each teams coach and request a copy of the certified team roster and USYS player passes to proceed with team check in for the players desiring to participate in the game.
 - 1) Note: CENT/CCL teams must have player passes & roster
 - 2) FRL – Roster only
 - 3) SLA/B – Player passes only – roster not required
 - 4) MRL – rosters only – photos are included on roster, no passes
 - b. Verify the identity of each player and coach with the picture on his/her USYS member pass.

- c. If a team does not have a valid state approved roster and/or one or more of the player member passes the referee is encouraged to allow the game to proceed with the following understanding:
 - 1) The referee will send a written report to CSA noting the absence of roster(s) and/or member passes.
 - 2) If a roster is not available the offending teams coach or team manager will provide the referee with a written list of players names and corresponding jersey numbers of participants in the game.
 - 3) The referee will advise the non-offending team coach or team official of the missing information.
 - 4) The fact that there is missing information is not a valid reason to protest the game.
 - 5) CSA will review the referee report and will discipline coaches and/or players who are deemed to have taken unfair advantage of this rule including but not limited to suspension of players and/or coaches, forfeiture of the game.
- d. Note the name of any person on the roster not participating because of suspension, and record confirmation of the sit out in the game report.
- e. Inspect the equipment of each player for safety and conformance with the Laws of the Games & CSA rules.

5.3. At the completion of each game the referee shall:

- a. Retain the pass of any participant who has been sent off or has committed equivalent misconduct.
- b. Return the rosters and remaining passes to the appropriate team representatives.
- c. Confirm notes of details with referee crew of any incidents that will need to be included in the final game report. (The identity and details of the offense of any participant who has been cautioned or sent off, or has committed equivalent misconduct prior to, during or after the completion of the game)
- d. Enter final score & any required incident report in GameOfficials.net – After Games within 24 hours of game completion.
- e. Mail or deliver any passes retained for misconduct to CSA within 48 hours of the game.
- f. Retain your notes and reports for personal records. Referees need to be available to explain or clarify incidents in writing and/or in person and/or by telephone at an official hearing if requested.
- g. If the referee's report is not received in GameOfficials.net within 7 calendar days of the game date, or if the report is lacking crucial information, the referee shall not be paid for that game.

5.4. In state league, if a scheduled game is not played, the referee shall submit an incident report and indicate the reasons for not playing the game.

5.5. In state league, if a scheduled game is not played due to a lack of a referee, the coach(s) shall submit in writing a report to CSA.

5.6. The referee's judgment with regard to the fitness or safety conditions of the field for play shall be final. Exception: Persons who hold park or field permits and/or have responsibility for field condition may close the field to play.

5.7. Disruptive behavior from the technical area by coaches or by spectators from the touchline is prohibited and will be regarded as irresponsible behavior, warranting a report of misconduct equivalent to a caution or a sending off offense. Tactical coaching from the touchline, within the set technical area is permitted but must be done in a manner which is not disruptive to the game.

5.8. In Front Range League/Metro League the referee shall not retain the pass of a participant who has been sent off or who has committed equivalent misconduct, but shall notify the home club, which shall take such disciplinary action against the participant as it shall deem appropriate. If the participant was affiliated with the visiting club, the home club shall notify the visiting club, and the visiting club shall take appropriate disciplinary action against the participant, as it shall deem appropriate.

5.9. In Front Range League/Metro League, the referee shall return the rosters and any passes to

the appropriate team representative and report final scores in GotSoccer & record the final score and any incident reports in GameOfficials.net – After Games.

*****Referees shall reference the game reporting procedures and step-by-step instructions provided by CSA, Assignors and the Colorado Referee Committee each season. View the instructions in GameOfficials.net messages and on coloradoreferes.com, coloradosoccer.org.***

LAW 6 - ASSISTANT REFEREES

6.0 Assistant Referees shall perform duties as outlined in The IFAB Laws of the Game

6.1 Small-sided games U9/10 (7v7) & U11/12 (9v9) games will have a center referee assigned to each game. Assistant Referees will be assigned to 9v9 games as referee availability & resources permit.

LAW 7 - DURATION OF THE GAME

DIVISION	DURATION	OVERTIME*	HALFTIME DURATION
19U	2x45 minutes	2x15 minutes	5 minutes
18U	2x45 minutes	2x15 minutes	5 minutes
17U	2x45 minutes	2x15 minutes	5 minutes
15U & 16U	2x40 minutes	2x15 minutes	5 minutes
13U & 14U	2x35 minutes	2x10 minutes	5 minutes
11U & 12U (9v9)	2x30 minutes	2x10 minutes	5 minutes
9U & 10U (7v7)	2x25 minutes	N/A	5 minutes
7U & 8U	4x12 minutes**	N/A	5 minutes
6U and younger	4x8 minutes**	N/A	5 minutes

*There will be no overtime play for games during the regularly scheduled seasons; spring & fall.

**2-minute break between quarters 1 and 2 and between quarters 3 and 4.

*** FRL league – if the scheduling of games provides time to allow for 10 minutes half-time this is acceptable in accordance with the PDI's; however typically 5 minutes is the standard on league days.

LAWS 8, 9, 10, - THE START OF PLAY, BALL IN AND OUT OF PLAY, METHOD OF SCORING

Referees shall apply The IFAB Laws of the Game for the current year.

LAW 11 - OFFSIDE

11.0 Offside rule per The IFAB Laws of the Game apply to games 11U – 19U (no change for 9v9)

Offside rule is modified for small-sided 7v7 games at the 9U & 10U ages.

Reference small-sided Player Development Initiatives as outlined by USYS & CSA

LAWS 12, 13, 14, - FOULS, MISCONDUCT, FREE-KICK, PENALTY-KICK

Free kicks (direct, indirect & PK's) apply to ALL games 9U – 19U, including the small-sided 9v9 & 7v7

LAW 15 - THROW-IN

15.0 Referees apply Law 15 to all games per The IFAB Laws of Game

LAWS 16, 17 - GOAL-KICK AND CORNER KICK

Referees apply Law 16 & Law 17 to all games per The IFAB Laws of Game