



COLORADO SOCCER ASSOCIATION

Rules and Procedures

Fall 2016/Spring 2017

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Source, Mission & Vision Statement

Source

These Rules and Procedures are established, reviewed and published at intervals by the CSA Board of Directors, and are subject to change by the Board of Directors. Unless otherwise specified, changes in these rules shall take effect August 2016.

Mission Statement

Colorado Soccer Association (CSA), a non-profit educational and service organization, oversees Colorado soccer, benefits players and members, advances and honors the game by providing critical infrastructure and promoting sportsmanship and fair play in a safe and enjoyable environment.

Vision Statement

Colorado Soccer Association (CSA) will be an essential leader and caretaker of the game for the Colorado soccer community inspiring passion for generations of players, coaches, and fans who honor the game and enjoy it.

Definitions

The following apply to Associations and Programs:

ADULT (SENIOR) SOCCER- All programs, events, competitions, clubs, and associations, etc. for players whose age exceeds the limits for youth soccer as outlined in the chart in Section 2

AFFILIATION- The process of associating as members if the successive associations administering soccer programs for USSF, USASA, and/or USYSA. The Colorado affiliates of USSF (CSA) are responsible for governing all affiliated soccer programs in the state and for collecting and forwarding national registration fees for all players registered with the leagues/clubs/teams under their jurisdiction.

ASSOCIATION/CLUB- The basic organization for the administration of youth soccer programs and for the registration and development of players and teams.

COLORADO SOCCER ASSOCIATION (CSA)- The Colorado affiliate of the USASA and USYSA.

FEDERATION INTERNATIONALE DE FOOTBALL ASSOCIATION (FIFA)- The world governing organization for soccer headquartered in Zurich, Switzerland is the highest authority for administration of international playing rules, international competitions, and technical and educational development programs. FIFA is sub-administered through six continental associations: CAF (Africa), AFC (Asia), CONCACAF (North America, Central America, and Caribbean), UEFA (Europe), OFC (Oceania), and CONMEBOL (South America).

NATIONAL COACHING PROGRAM- A program developed and administered by USSF/USASA/USYSA for training coaches at all levels of soccer in the United States. The program also provides national licensing and registration of advanced coaches, as well as guidelines for training and licensing of entry-level coaches.

OLYMPIC DEVELOPMENT PROGRAM (ODP)- A program developed and administered by USSF and its affiliates to identify and develop players for participation on state, regional, and national teams.

UNITED STATES AMATEUR SOCCER ASSOCIATION (USASA)- The division of USSF that governs adult (senior) soccer, headquartered in North Bergen, New Jersey.

UNITED STATES OLYMPIC COMMITTEE (USOC)- The national governing body for selecting and developing Olympic athletes and teams for Olympic competitions, headquartered in Colorado Springs, Colorado.

UNITED STATES SOCCER FEDERATION (USFF; U.S. Soccer)- The national governing organization for soccer in the United States, headquartered in Chicago, Illinois. USSF is affiliated with FIFA and is recognized by the USOC.

UNITED STATES YOUTH SOCCER ASSOCIATION (USYSA; U.S. Youth Soccer)- The division of USSF that governs youth soccer, headquartered in Frisco, Texas.

USYSA MEMBER/PLAYER PASS- A registered CSA player's identification pass, which identifies the player's name, verified date of birth, and current club affiliation. This will allow the player to play on any age and sex appropriate team within their club subject to CSA Rules and Procedures.

YOUTH SOCCER- All programs, events, competitions, clubs, associations, etc. for players 19 and under for the respective seasonal year.

The following apply to CSA Programs:

ADD- The addition of a player to a team's roster.

AGE DIVISION- USYSA's method of organizing competition by grouping players by birth year. The youngest age division in which a team may play is determined by the age of the oldest player team.

APPEALS- Actions arising from a decision by a CSA committee or official, by a member club, a quadrant, or by a sanctioned competition (ex- tournament, league). Only those parties to the original action are entitled to appeal.

CLUB PASS PLAYER- A registered player participating with a team within his/her club for which he/she is age and sex eligible.

CLUB REGISTRATION COMMITMENT- A youth player is registered for a seasonal year from the moment the player executes the registration form.

DISCIPLINARY COMMITTEE (DC)- Shall consist of at least three (3) impartial members and shall have jurisdiction to act on any disciplinary matter in which the Articles of Incorporation, By Laws or Rules and Procedures of CSA may have been violated.

ELIGIBILITY TO PLAY- Registered and not under suspension.

FOUL AND ABUSIVE LANGUAGE- Verbal abuse or threats including racial or ethnic slurs whether or not directed to one or more individuals.

GUEST PLAYER- A registered player participating in a competition for a team to which the player is not rostered for purposes of tournament play.

INVOLUNTARY RELEASE- The removal of a player from a team's roster at the request of the team or club officials.

LEAGUE- A structured group formed to provide play between teams under a common set of administrative and competitive rules.

LEAGUE, Colorado Champions League- An application-only interleague which consists of teams wanting to participate in National/Regional competitions, out-of-state tournaments, and college showcases.

LEAGUE, Centennial League- An interleague in which clubs are given the primary responsibility for placing their teams in the appropriate division based upon level of competition. Teams in the Centennial League Elite division that were omitted from the Colorado Champions League are encouraged to participate in National/Regional competitions, out-of-state tournaments, and college showcases.

LEAGUE, FRONT RANGE- An interleague which consists of Classic and Recreational teams

LEAGUE, IN-HOUSE- A league composed solely of developmental teams from the same club.

LEAGUE, INTERLEAGUE- A league formed each season as needed, composed of teams from 2 or more clubs.

LEAGUE, PREMIER/INTERMEDIATE (CLASSIC LEAGUE)- A rec-plus league representing a higher level of recreational competition, composed of teams whose play has surpassed that of most other in-house and inter-club teams, in which:

- a. The rostering of players to any team on the basis of talent or ability is permitted;
- b. The club administering the league accepts as participants in the league any eligible youth players;
- c. League rules require that each player must play one-half of each game except for reasons of injury, illness, or discipline.

LEAGUE, RECREATIONAL (RECREATION LEAGUE)- An interleague in which:

- a. The use of tryouts, invitations, recruiting, or any similar process to roster players to any team on the basis of talent or ability is prohibited;
- b. The club administering the league accepts as participants in the league any eligible youth players;
- c. A system of rostering players is used to establish a fair or balanced distribution of playing talent among all teams participating;
- d. League rules require that each player must play one-half of each game except for reasons of injury, illness, or discipline.

MICRO SOCCER- A game where each team is limited to three (3) players on the field of play.

OFFICIAL- Refers to not only referees, linesmen, fourth officials, and others duly appointed to assist in officiating a match, but also to all officers, employees, or appointees of CSA/USYSA/USSF or affiliated organizations as well as all volunteers working in an official capacity within these organizations and all visiting dignitaries at a sanctioned event.

OPEN TRANSFER WINDOW- The period between December 1st and December 14th of each year during which a player has the right to transfer from one CSA club to another CSA club.

PARTICIPANT- Any player, coach, manager or any other person associated with a team.

PROTEST- Actions arising from or related to specific game results or cautions or ejections. Only team representatives may protest a game result. Protests must be based on violations or misapplications of CSA Rules and Procedures, or Bylaws, or FIFA Laws of the Game. Protests submitted to a sanctioned competition (such as a tournament) must proceed in accordance with the rules of that competition; however, protests of matters for which discipline or suspension may be imposed by CSA shall proceed in accordance with these rules.

RECRUITING- The process of attracting players to join a team.

REGION- Geographical area established to administer interleague play.

ROSTERING- The assignment of a registered player to a team.

SANCTION- The authorization extended by USSF or one of its affiliates to conduct an official competition, travel out of state, and/or travel out of country.

SEASON, LEAGUE- The period of time designated for scheduled competitions of a league.

SEASONAL YEAR- Established by USYSA, it extends from September 1st of a given calendar year through August 31st of the following year. The CSA seasonal year is August 1st to July 31st each year due to seasonal influences.

SECONDARY SEASON- The season offered to 15 & under players to continue league play during their respective high school season.

SMALL SIDED GAME- A game where each team is limited to fewer than 11 players.

SPECTATOR- Any person at a soccer event who is not a participant or official. Spectators are subject to all CSA Rules and Procedures applicable to participants.

SUSPENSION- The temporary withdrawal of rights and privilege.

TEAM, ADVANCED OR CLASSIC- A team composed of players selected by a tryout process. Its members may or may not be from a defined geographic area. The team plays in state league.

TEAM, COED- A team composed of male and female players. Coed teams are not permitted in either the Advanced or Classic League.

TEAM, RECREATIONAL- A team composed of players not selected by a tryout process, generally formed within defined geographical (neighborhood) areas. Emphasis is on participation by all players and on micro soccer or other small-sided games for younger players, except for special circumstances, such as disciplinary matters or illness, each member of the team plays at least 50% of each game.

TEAM REPRESENTATIVE- Any coach, manager, or club official who is appointed to be in charge of team.

TRANSFER- The removal of a registered player from one Competitive/Advanced/Recreational team, and the addition of the same player to another Competitive/Advanced/Recreational team.

TRYOUTS- Any training, practice, or evaluation session used to evaluate player ability for team placement.

VOLUNTARY RELEASE- The removal of a player from a team's roster at the request of the player.

Section 1

General Provisions

- 1.1.** These rules shall govern:
 - a. All members of the Association.
 - b. All competitions sanctioned by the Association unless the rules of a specific competition, as approved in advance by the CSA Board of Directors, provide otherwise.
- 1.2.** Each club shall designate a Club Official who shall be responsible for the proper registration of its players, teas, and club officials, proper accounting of fiscal transactions, and accurate reporting to CSA.
- 1.3.** Each club shall register on or before the dates set forth by CSA. Registration deadline dates shall be established from time to time by CSA and shall be communicated to the membership at least 45 days prior to said deadline dates. Prior to participation in any sanctioned CSA event, each team and its players shall have:
 - a. Paid appropriate registration and other fees, as determined by CSA.
 - b. Registered by the appropriate Fall season and Spring season dates, as set forth by CSA.
- 1.4.** Each club is responsible for its players, coaches, managers, team representatives, and supporters adhering to these rules. Each club shall ensure the actions of all associated individuals, on and off the field, do not bring the Association into disrepute.
- 1.5.** CSA reserves the right to reject any applying club if CSA, at its sole discretion, determines that the acceptance of that club would be detrimental to the Association or its purposes.
- 1.6.** A player may be registered on only one CSA affiliated team at any time and may play for only one (1) team in any competition sponsored by CSA.
- 1.7.** A youth player is registered for a seasonal year from the moment the player or player's representative executes the registration form.
- 1.8.** A coed team shall be considered a male team for placement in any league or other sanctioned competition in which coed teams are permitted.
- 1.9.** Each association/club shall complete and submit the association affiliation form and the association's officers' form each time there is a change to the information contained in the documents.
- 1.10.** All CSA member clubs must provide a full disclosure of all fees charged to participate in their program to the parents or legal guardians of their players. These disclosures are to be kept at the club offices and must be signed by the parent or legal guardian.
 - a. Interpretation and Analysis:
 1. Clubs should provide to their membership and parents a complete and full

disclosure of all fees and charges. This includes registration fees, coaching fees, CSA fees, and transfer fees. Clubs must also disclose their policy on the forfeiture and obligation to dues not yet paid of a player transfers during the seasonal year. Failure to provide proof of parent or guardian signature on a fee disclosure will waive the club's right to assert that as a reason for dropping or refusing to transfer a player.

Section 2

Age Limits

- 2.1. All leagues and all sanctioned competitions, unless otherwise approved in advance by CSA, shall divide play among their teams by the age divisions in Section 2.2.
- 2.2. Age Division Chart: The age groups in Section 2.2 apply to recreational and advanced teams whenever they participate in in-house, intermediate, and state league games or other CSA sanctioned competitions.

AGE CHART

August 2016 – July 2017

| Age Group | Birth Year |
|------------|------------|
| 4 & Under | 2013 |
| 5 & Under | 2012 |
| 6 & Under | 2011 |
| 7 & Under | 2010 |
| 8 & Under | 2009 |
| 9 & Under | 2008 |
| 10 & Under | 2007 |
| 11 & Under | 2006 |
| 12 & Under | 2005 |
| 13 & Under | 2004 |
| 14 & Under | 2003 |
| 15 & Under | 2002 |
| 16 & Under | 2001 |
| 17 & Under | 2000 |
| 18 & Under | 1999 |
| 19 & Under | 1998 |

- 2.3. A player whose birthday falls within the dates outlined in the chart may not play down.
- 2.4. All players that participate in CSA leagues or sanctioned events (includes USYSA events) must submit proof of age to CSA for verification.
- 2.5. Proof of age shall consist of a birth certificate, a Uniformed Services Identification and Privilege Card (DD Form 1173) issued by the uniformed services of the United States, a birth registration issued by an appropriate governmental agency or board of health records, passport, an alien registration card issued by the United States Government, a certificate issued by the Immigration and Naturalization Service attesting to age, a current driver's license, or a certification of a United States citizen born abroad issued by the appropriate government agency. Hospital, baptismal or religious certificates will not be accepted. Foreign birth certificates must be translated and verified according to the current rules used by the US Youth National Championship Series. To protect the identity of our players, birth certificates are not required to be kept by team officials and shall not be carried to any CSA sanctioned event.

CSA Advanced League Rules

Section 3

Advanced Team and Player Registrations/Club Pass

- 3.1.** A youth player must register each seasonal year in the State Association in which they reside with their parent (s) or guardian (s), or, for a student in residence at a boarding school, college, or university, the player may register in the state in which the boarding school, college, or university is located. The State Association in which the player is registered to vote or holds a current license may determine any other questions of residency.
- a. Any youth player wishing to play on a team of a member of a State Association other than the State Association where the player is registered, must receive written permission from:
 1. The State Association where the player is registered; and
 2. The State Association of the team on which the player wishes to play.
- 3.2.** Each player participating in CSA for State League competition shall have a current USYSA member/player pass with verified date of birth and current photograph attached thereto, approved by the appropriate Club Official (See Section 1.2). A USYSA member/player pass is valid only for USYSA recognized purposes.
- 3.3.** Each coach, assistant coach, and club coach participating in State League competition shall meet the requirements of the KIDSAFE Program as described within the CSA KIDSAFE Policy.
- 3.4.** REGISTRATION
- a. Team registration, fees, and roster updates for continuing teams must be submitted by the date designated by CSA and meet the following criteria:
 1. Teams must be male and female specific.
 2. Teams must register in male/female specific leagues and divisions.
 3. CSA Advanced League does not permit coed teams.
 4. All players must be verified per Section 2.4.
 - b. Each club shall submit to CSA, via the online registration system, a Team Roster of no fewer than fourteen (14) players by the deadline dates established by CSA. Should a roster contain fewer than fourteen (14) players, a \$1,000 bond must be submitted to CSA on that same date and will be forfeited should the team withdraw or forfeit for any reason.
 - c. Once a club has registered its teams with CSA and the due date for said fees has passed, they will not be granted a refund should they withdraw for any reason.

- d. Clubs that request to add a team after the CSA team registration deadline shall be assessed an additional \$100 fee per team should the request be accommodated.
- e. All State League Advanced teams must register all players via the CSA online system. Each club must designate an Authorized User and Club Registrar. Each club must notify CSA, via email, the name and contact information of the designated Club Registrar. The designated Club Registrar must execute all roster updates/changes.
- f. All USYSA member/player passes and rosters must be signed by the Authorized Club Official on record with CSA. All USYSA member/player passes must be laminated. All teams must present the team's Game Day Roster and USYSA member/player passes to the Game Official(s) prior to the beginning of each game.
- g. A player's USYSA member/player pass shall identify the club to which he/she is a member for the current seasonal year.

3.5. State League teams, which have the same name, must be distinguishable by a unique color, number or letter suffix, or teams may change names.

3.6. Rules governing rosters and players for competitions leading to the USYSA National Championships (i.e. State Cup) supersede Colorado rules outlined in this section.

3.7. RELEASES

- a. A team may not release, voluntarily or involuntarily, any player from its roster unless a written request, stating the reason why the release has been requested, has been sent to and approved by the state association on the appropriate form provided by CSA.
- b. A team may release a player involuntarily from its roster only if the player is unable to play for one of the following reasons:
 - 1. The player has violated bylaws, policies, or requirements of USSF, USYSA, CSA, or the member of the State Association through whom the player is registered.
 - 2. A player that has moved more than 50 miles from his/her primary residence.
 - 3. The player is injured in such a manner that the player will not be able to participate for the remainder of the season.
 - 4. The club requesting the involuntary release has been unable to contact the parent or guardian of the player. Evidence of good faith attempt must be submitted.

3.8. TRANSFERS

- a. A transfer of a player shall be defined as adding a currently USYSA registered player to a roster, or as returning a currently dropped player to a roster. A team participating in State Cup shall be limited to a total of five (5) transferred players on to the roster, per seasonal year.
 - 1. The following exceptions exist:

- i. A player on a recreational team going to a competitive team not in the same year.
 - ii. A player who is not currently registered.
- b. The club to which a player is currently registered shall have the sole discretion of whether to grant a transfer to that player, as players are bound to their club for the entire seasonal year once registered. The decision of their club on whether to grant a requested transfer shall be final.

1. The following exceptions exist:

- i. A player that has moved more than 50 miles from his/her primary residence shall be granted a transfer from CSA.
 - ii. A player and his/her family may request and shall be granted a transfer at any time following the earliest of their team playing its last league game or the last date to play league games as established by CSA so long as the following criteria are met:

- A player may not seek a transfer under this rule if his/her current team and the new team to which he/she is seeking to transfer are playing in the same tournament or a tournament occurring on the same dates. IN this situation the player is obligated to play with their existing team. If the player's new team has a scheduled tournament prior to the tournament date of the player's current team than the player shall be allowed to play as a guest player in that tournament or be transferred to the roster of the new team by the MRL Operations Representative for the sole purpose of playing in that tournament.
- The family is current in all their financial obligations set forth by their current club and team.
- The player is in good standing with existing team.

- iii. Open Transfer Window- A player may request a transfer between one CSA club to another CSA club between December 1st and December 14th of each year. Requests for transfers during the Open Transfer Window shall be initiated by the requested party via an electronic form available on the CSA website or by other means established by CSA. Notifications for the request shall be emailed by the requesting party to CSA, the player's current club (CC), and the receiving club (RC). The transfer request shall be

promptly granted if the following conditions have been met:

- All Fall team fees have been paid to the CC.
- All Fall club registration fees have been paid to the CC.
- All Spring club and team fees have been paid to the CC. Spring fees shall not include any CSA fees but are fees that are solely paid to the CC.
- The CC shall have three (3) business days from the date of the request to dispute the transfer based only on the conditions above. Disputes must be sent via email and all parties to the transfer request must be copied.
- The player will automatically be released by CSA if the CC does not deny the request within three (3) business days of form submission.

3.9. Holding team tryouts at any of the following times for the purpose of signing or recruiting players to your team shall be deemed illegal. (Intra-tryouts can be held at any time).

- a. On or before Memorial Day of the previous seasonal year.
- b. During the Fall season of the current seasonal year (15U- 19U age groups excepted).
- c. Between the Fall and Spring season of the current seasonal year (15U-19U age groups excepted).
- d. During the Spring season of the current seasonal year.
- e. Evaluating a guest player's performance during a tournament and or inviting a player not currently on your roster to attend a practice shall not be considered a team tryout for the purpose of this rule.

3.10. No team or club shall attempt to bind or in fact bind any player to it prior to the tryout dates contained in Section 3.9. This includes but is not limited to having a player or parent sign a club or US Youth Soccer registration form prior to the tryout dates above, or collecting any monies from the player or parent for the upcoming fees or dues prior to the tryout dates above. Any violation of this rule will result in disciplinary action against the team, coaches and or club. Any player registered in contravention of this rule shall be free to transfer from the team and club at any time without charge.

Section 4

Advanced League Operations Committee

- 4.1.** Prior to the start of each state league season, the League Operations Committee (LOC) shall meet and, using the rules in Parts 4.2 and 4.3, shall assign each team to a division within its appropriate age level league, based on either: 1) application or 2) automatic promotion/relegation.
- 4.2.** The LOC shall assign teams based on information supplied by the club on the application or registration. It is not the LOC's obligation to seek out information. If no data is provided, a team could be seeded lower rather than higher.
- 4.3.** Prior to the start of each state league season, CSA shall:
 - a. Advise each club registrar in writing of the division to which each team in that club has been assigned for the forth-coming state league season. It is the registrar's duty to communicate the information about state league assignment to each team in the club.
 - b. A team, which disagrees with its state league placement, may request, at no charge, that the LOC review its decision.
 - c. The decisions of the LOC, however, are final and non-appealable.
- 4.4.** The LOC shall meet at such other times as appropriate for efficient and just league operations.
- 4.5.** In those rare instances where the rules of relegation fail to provide a fair migration of teams, the LOC reserves the authority to suspend the rules and modify the structure of a given league appropriately including, but not limited to, the size of given structure.

Section 5

Colorado Champions League

- 5.1.** Colorado Champions League (CCL) teams are considered Advanced teams.
- 5.2.** Each player/coach participating in CCL competition shall be registered with CSA and have a current USYSA member/player pass with current photograph affixed thereto, approved by the Club Registrar. A USYSA member/player pass is valid only for USYSA recognized purposes.
- 5.3.** All CCL registration, fees, roster updates must be submitted to CSA or other appropriate entity by date designated by CSA or other entity.
- 5.4.** All CCL teams must register all players via the CSA online system. Each club must designate an Authorized User and Club Registrar.
- 5.5.** USSF certified referees shall be assigned to CCL matches. One (1) center referee and two (2) linesmen will be assigned to each CCL match.
- 5.6.** Each club shall monitor its own CCL team formation process.
- 5.7.** APPLICATION PROCESS AND CRITERIA
 - a. Teams will request flight preference. If the team is not selected for the highest flight requested, they will drop into the pool of the next flight for consideration.
 - b. There are no guaranteed placements or appeals.
 - c. There is no limit of club teams in divisions and top teams will be placed in division regardless of club affiliation.
 - d. If a team did not apply for CCL in the Fall of a given seasonal year, they cannot apply for Spring season.
 - e. The following information is required in the application process:
 1. Team Name
 2. Club
 3. Previous finish in league and State Cup/Presidents Cup
 4. Participation in upcoming State Cup/Presidents Cup
 5. Coach name, email address, and phone number
 6. Club director name, email address, and phone number
 7. Preferred division
 8. Age group (birth year)

9. Sex (Male/Female)

5.8. It is not mandatory that teams placed in top division of respective age group must participate in State Cup/Presidents Cup.

5.9. LEAGUE STRUCTURE

a. Division names will be titled Premier 1, Premier 2, or Premier 3.

b. 11U and 12U

1. Divisions are not combined, but teams may play up on request and approval of the LOC.

2. 9v9

3. 2-3 flights of 10 teams each (20-30 total for each birth year)

4. Mid-season promotion/relegation between the 2-3 CCL divisions.

i. If 2 flights: Top two (2) teams promote to the next division; bottom two (2) are relegated to the next lowest division.

ii. If 3 flights: Top three (3) teams promote to the next division; bottom three (3) teams are relegated to the next lowest division.

iii. Relegation does NOT apply to the lowest CCL division.

5. The LOC determines the number of teams in the lowest flight.

c. 13U and 14U

1. Divisions are not combined, but teams may play up on request and approval of the LOC.

2. 2-3 flights of 10 teams each (20-30 total for each birth year)

3. Mid-season promotion/relegation between the 2-3 CCL divisions.

i. If 2 flights: Top two (2) teams promote to the next division; bottom two (2) are relegated to the next lowest division.

ii. If 3 flights: Top three (3) teams promote to the next division; bottom three (3) teams are relegated to the next lowest division.

iii. Relegation does NOT apply to the lowest CCL division.

4. The LOC determines the number of teams in the lowest flight.

d. 15U and 16U

1. 15U ONLY- SECONDARY SEASON- Competitive season which coincides with the respective high school season.

- i. Eight game season
- ii. Secondary season begins weekend immediately following Labor Day.
- iii. The Secondary season will be a player pass league (allowing age appropriate player movement to sustain the integrity of the league).
 - For example, a 2003 playing in Advanced League in the morning may participate in the 2002 secondary league with a valid USYSA member/player pass.
- iv. Being an Advanced League, teams are required to have:
 - Matching uniforms (shirts, shorts, and socks)
 - 3 referees per game
 - Scores reported.
- v. No roster is required.
- vi. All clubs will be asked to schedule these games in the afternoon (12 PM or later)
- vii. There will be three flights:
 - Gold
 - Silver
 - Bronze
- viii. The LOC has the discretion to suspend the rules and modify the league structure.

2. Age divisions are combined.

3. 2-3 flights of 10 teams each (20-30 total)

4. No promotion/relegation due to high school season.

e. 17U, 18U, and 19U

1. Age divisions are combined.
2. 2-3 flights of 10 teams each (20-30 total)
3. No promotion/relegation due to high school season.

Section 6

Centennial League

- 6.1.** Centennial League teams are considered Advanced teams.
- 6.2.** Each player/coach participating in Centennial League competition shall be registered with CSA and have a current USYSA member/player pass with current photograph affixed thereto, approved by the Club Registrar. A USYSA member/player pass is valid only for USYSA recognized purposes.
- 6.3.** All Centennial League registration, fees, roster updates must be submitted to CSA or other appropriate entity by date designated by CSA or other entity.
- 6.4.** All Centennial League teams must register all players via the CSA online system. Each club must designate an Authorized User and Club Registrar.
- 6.5.** USSF certified referees shall be assigned to CCL matches. One (1) center referee and two (2) linesmen will be assigned to each CCL match.
- 6.6.** Each club shall monitor its own Centennial League team formation process.
- 6.7. APPLICATION PROCESS AND CRITERIA**
 - a. Teams will select flight preference upon registration/submission of application. Clubs are given the primary responsibility for placing their teams in the appropriate level of play.
 - b. The Centennial League consists of 5-6 different levels of competition that club's request to participate in. Each season (Fall and Spring), clubs may adjust where their teams are placed based on the assessment of performance from previous season(s). The following exceptions/guidelines apply:
 1. The division champion(s) must register for a higher division the next season unless the club can provide compelling evidence to the LOC on why they should not play in a higher division. In divisions with multiple flights, the winner of each flight will be considered a champion for the purpose of this rule.
 2. Champions of the Centennial League Elite division and the flights therein are encouraged to apply for admission to the Colorado Champions League at the end of the seasonal year.
 3. A team finishing in the top half of its division or flight may not drop down to a lower division without the approval of the LOC.
 4. The LOC has the discretion to adjust a club's request when absolutely necessary for numerical or competitive reasons. In determining flights within a division, geographic factors may be taken into consideration when appropriate.

- c. There are no set limits on the amount of teams in each division/flight. In some instances a team may not play all the other teams in its division/flight.
- d. Clubs registering for Centennial League must rank their teams numerically so that all other clubs can determine if a division's composition is suitable for their team.

6.8. LEAGUE STRUCTURE

- a. Division names will be titled Elite, Platinum, Gold, Silver, and Bronze.
- b. Age groups are not combined in 11U through 16U.
- c. 17U through 19U will be a combined age division,
- d. The Fall and Spring season are separate and shall consist of eight (8) games each.
- e. The only exception to the league structure is 15U due to the birth year mandates (8th grades and high school Freshman participation):
 1. PRIMARY SEASON- Competitive season in which that sex's high school soccer program is not offered
 - i. Amount of flights/division and number of teams per flight/division are dependent on the amount of teams that register and is at the discretion of the LOC.
 - ii. No promotion/relegation due to high school season.
 2. SECONDARY SEASON- Competitive season which coincides with the respective high school season.
 - i. Eight game season
 - ii. Secondary season begins weekend immediately following Labor Day.
 - iii. The Secondary season will be a player pass league (allowing age appropriate player movement to sustain the integrity of the league).
 - For example, a 2003 playing in Advanced League in the morning may participate in the 2002 secondary league with a valid USYSA member/player pass.
 - iv. Being an Advanced League, teams are required to have:
 - Matching uniforms (shirts, shorts, and socks)
 - 3 referees per game
 - Scores reported.
 - v. No roster is required.

vi. All clubs will be asked to schedule these games in the afternoon (12 PM or later)

vii. There will be three flights:

- Gold
- Silver
- Bronze

viii. The LOC has the discretion to suspend the rules and modify the league structure.

Section 7

Rules for Advanced League

- 7.1.** The LOC reserves the right to redistribute teams in regionalized in order to divisions to effect fair and even distribution of teams.
- 7.2.** Game day rosters shall contain no more than: 16 players for 11U-12U; 18 players for 13U-14U; and 22 players for 15U-19U.
- 7.3.** No team may change age groups at any time during the season.
- 7.4.** No more than four (4) credentialed coaches per team shall be allowed on the team sideline during the course of the game. A parent may sit-in if the coach is sent off due to disciplinary action.
- 7.5.** Scoring shall be three (3) points for a win (including forfeits), one (1) point for a tie, and no points for a loss.
 - a. The following shall be used in sequence as tie breakers when two or more teams are tied in points in divisional standings:
 1. Head-to-head competition between the tied teams during the regular season (these criteria not used if more than two teams are tied).
 2. Team red cards issued to players or coaches during league play. For purposes of tie breakers, a red card shall apply to the team at the time of the infraction regardless of roster changes.
 3. Goals against.
 4. Goals for.
 5. A coin toss shall decide the winner (coaches to be invited).
 6. If more than two teams are tied, the sequence will be followed until a team is eliminated. The remaining teams will the restart the sequence at the second tie breaker above until the tie is broken.
 7. When a team has been awarded a forfeit, they will be awarded three (3) points for a win, and the score shall be recorded as 3-0 for purposes of tie-breaking procedures.
 - b. All games count in the standings.
 - c. In all age group divisions where a team drops during the season, the following will be used to score those divisions:
 1. In 10 team division, each team will be awarded a forfeit for all games previously played and for all games that are remaining to be played against the dropped team.

2. In all other sized divisions, no points will be awarded for any game remaining to be played against the dropped team and all points previously awarded will be removed from the standings. All standings will be "point averaged" to determine final standings.

d. In uneven divisions, point averaging will be used to determine final standings.

7.6. If a game is terminated because of weather or other environmental considerations, CSA shall deem it a completed game if the first half was completed before the game was terminated. If the match was of lesser duration, then it shall be replayed.

7.7. CLUB PASS PLAYER RULES

- a. The Club Pass shall permit the player to play on any team within his/her club for which he/she is age and sex eligible. Player's may play up an unlimited number of years, but may not play down in age group. Players may only play on a team of their own sex.
- b. Club Pass Players shall appear on the game day roster created by the Club Registrar. The most current roster, time stamped through GotSoccer, will supersede any other game day roster.
- c. A player may not play on more than one club team on any given day.
- d. The Club Pass Rule only applies to players who are members of a club that have the same club number. Movement of players between satellite clubs who have different club numbers is the same as a transfer between two different clubs.
- e. 9v9 teams must have at least 12 (twelve) primary players on the game day roster, meaning no more than 4 (four) club pass players per game.
- f. 11v11 teams must have at least 13 (thirteen) primary players on the game day roster, meaning no more than 5 (five) club pass players per game.
- g. In instances where teams do not meet the minimum primary player requirement than a special request must be sent to and approved by CSA prior to game day.

7.8. PROVISIONS FOR POSTPONING AND RESCHEDULING ADVANCED LEAGUE GAMES

- a. Each club shall be responsible for designating their own USSF certified referee assignor who shall be responsible for providing the full crew for each club's games. The number of officials for a Colorado Champions League game and a Centennial League game can be referenced in rules 5.5 and 6.5.
- b. The assignor shall be responsible in assigning referees based upon level of game and experience of the referee.
- c. Each club will designate a club official that all rescheduling of games must go through for approval.
- d. Any game changes that are requested **within** the initial 7 (seven) days after schedules post and fall outside the exceptions, shall be assessed a \$100 fine.

1. Exceptions shall be but not limited to:

- i. Family tragedy
 - ii. Natural disaster
 - iii. State Cup and Presidents Cup Finals and Semi-finals weekend
- e. CSA shall designate each Wednesday at noon (12:00 PM MST) prior to the weekend of play as the last day for changes to reschedule a game. The club must notify the assignor within the established time as well.
- f. Those teams that do not follow the established policy shall be subject to the set penalties and fines.
 - 1. The said team shall pay the referee fees for game rescheduling or cancellation.
 - 2. Fines may be imposed based on the set fee by the respective club.
 - 3. See Rule 7.8, d,1 for exceptions.
- g. Reasons for rescheduling shall follow all established rules that the State already has implemented in Rules 7.1 through 7.7.

7.9. PROCEDURE FOR MAKE-UP GAMES DUE TO FIELD CLOSURES AND PERMISSION TO TRAVEL GRANTED BY CSA

- a. Please make up games as soon as possible.
- b. All make-up games must be played (and reported to CSA) by the date established by CSA. If one or more games remain incomplete after the date established by CSA, then only the games completed shall be used to determine that team's standings.
- c. Scheduling make-up games is the responsibility of the home team. The home team shall contact the opposing team within 10 days of the date of the canceled game and shall offer 3 reasonable make-up dates and times. The visiting team shall have 48 hours from contact to either accept one of the three dates or offer 3 alternative dates and times to the home team. If no agreement is reached within 24 hours, both teams shall submit their positions in writing to the LOC, who shall decide (after the date of the last approved make-up game) the disposition of the game. For the purpose of this rule, contact with the office of the soccer club shall be sufficient as contact with the coach. It is highly recommended that you have documented proof of each contact (i.e. email, fax receipt, etc.) as CSA can only consider written documentation when making a decision.

7.10. FORFEITS

- a. If one team is present and ready to play but the opposing team does not show up, the team that was present must submit in writing to CSA a written statement of their attendance. Upon receipt and review, a forfeit will automatically be granted to the team that was present. The LOC will review any requests to reconsider forfeits after the date of the last final make-up game deadline. Any request to review a forfeit does not require a \$100 protest fee.

- b. In the judgment of the referee, if one team is not ready to play by ten (10) minutes after the scheduled start of a match, then the other team shall be awarded a victory by forfeit, by action of CSA. For awarding a victory due to forfeit, please refer to Rule 7.5.a.7.
- c. No teams may participate in a scheduled match without a coach or team representative, who is a participant with the team's club, present to coach the team within 10 minutes after the scheduled start of a match. If a coach/team representative is not present within 10 minutes, then the other team shall be awarded a victory by forfeit by action of CSA. If there is any doubt about the official capacity of a team's coach at the time of the match, the game shall be played, and after the match CSA may contact the team's coach-of-record and/or club to verify the coach's credentials and authority to represent the team at the match(s) in question.
- d. During a game, if a coach is ejected from the game and no additional coach or team representative is available to coach, the match will be terminated and the opposing team shall be awarded a forfeit.
- e. CSA will only consider forfeits for games unable to be rescheduled that were originally postponed for the following three reasons:
 - 1. Field closures
 - 2. Permission to travel granted by CSA
 - 3. An opposing team refusing to travel to a scheduled game
- f. Forfeiture requests must be submitted in writing to the CSA Advanced League Administrator. A request must include the following information:
 - 1. Game number and original scheduled date.
 - 2. Reason for cancellation of original game (must meet above criteria).
 - 3. Number of attempts to reschedule the game.
 - 4. Any and all information regarding the attempts to reschedule the game.
 - 5. The LOC will review such requests after the date of the final make-up game deadline.
- g. In all instances of forfeits where a team refuses to travel to an assigned game, the following penalties will be enforced against the team that forfeits:
 - 1. Each game that a team forfeits, they will be dropped one place in the standings at the end of the season when final standings are determined.
 - 2. In the first offense, the team's club will be fined \$500.
 - 3. For the second violation, the team's club will be fined \$1,000 and the team shall appear before the CSA Disciplinary Committee to show cause as to why the team should not be suspended from CSA league play.
- h. In all other instances of forfeits, the following penalties will be enforced against the team that forfeits:

1. For each game that a team forfeits, they will be dropped one place in the standings at the end of the season when final standings are determined.

7.11. NOTIFYING CSA OF GAME SCORES

- a. Referees shall submit game reports via the GotSoccer system for each league game within 24 hours. The coach may report via email (advancedadmin@coloradosoccer.org) to CSA if a score is not recorded or is incorrectly reported after 48 hours of game completion. If the game is not reported in the standings by the date of the last approved make-up game for the season, then the game will NOT count in the team placement by league standings during the next season.
- b. Referees will input a score of 99 for both teams for games needing CSA attention.

CSA Front Range League Rules

Section 8

Recreational Team and Player Registration

- 8.1.** Each club shall submit to CSA all team rosters electronically by the deadline date established by CSA.
- 8.2.** Each coach, assistant coach, and club coach participating in CSA Recreational competition shall meet the requirements of the KIDSAFE program as described within the CSA KIDSAFE Policy. No more than four (4) credentialed coaches per team shall be allowed on the team sideline during the course of the game.
- 8.3.** All recreational teams must be formed under the following guidelines:
 - a. By age group
 - b. By sex (male/female)
 - c. By neighborhood/school
 - d. By request
 - e. By registration date set by club
- 8.4.** No recreational leagues or schedule competitions may be conducted without prior approval of CSA.
- 8.5.** Member organizations must register all players including those who play in-house programs including 4U players.
- 8.6.** A club must register 100% of their recreational players by the registration deadlines set by CSA. For those who do not 100% affiliate, additional fees may be charged to participate in CSA programs and tournaments. Member benefits may also be limited to including, but not limited to, grants.
- 8.7.** 4U players shall be limited to in-house play, festivals, camps, and clinics.
- 8.8.** A player may play for only one (1) team in any competition sponsored by CSA.

Section 9

Recreational League Operations Committee

- 9.1.** Prior to the start of each state-league season, the League Operations Committee (LOC) shall meet and assign each team to a division within its appropriate age-level league based on application.
- 9.2.** The LOC shall assign teams based on information supplied by the coach or manager on the "information for registration" form. If the coach or manager provides no data, it is not the LOC's obligation to seek out information. If no data is provided a team could be seeded lower rather than higher.
- 9.3.** Prior to the start of the state-league season, CSA shall:
 - a. Advise each club registrar in writing of the division to which each team in that club has been assigned for the forth-coming state-league season. It is the registrar's duty to communicate the information about state-league assignment to each team in the club.
 - b. A team, which disagrees with its state-league placement, may request, at no charge, that the LOC review its decision.
 - c. However, the decisions of the LOC are final and non-appealable.
- 9.4.** The LOC shall meet at such other times as appropriate for efficient and just league operations.
- 9.5.** In those rare instances where the rules of relegation fail to provide a fair mitigation of team, the LOC reserves the authority to suspend the rules and modify the structure of a given league appropriately including but not limited to the size of given structure.
- 9.6.** The LOC shall have all rights to final seeding of the CSA Cup for both males and females.

Section 10

Rules for Premier and Intermediate (Classic League)

- 10.1.** The Premier and Intermediate teams of the CSA Front Range League are considered Classic teams.
- 10.2.** Each player/coach participating in any Classic competition shall be registered with CSA and have a current USYSA member/player pass with current photograph affixed thereto, approved by the Club Registrar. A USYSA member/player pass is valid only for USYSA recognized purposes.
- 10.3.** All Classic team registration, fees, and roster updates must be submitted to CSA or other appropriate entity by date designated by CSA or other entity.
- 10.4.** All Classic teams must register all players via the CSA online system. Each club must designate an Authorized User and Club Registrar.
- 10.5.** USSF certified referees shall be assigned to Classic matches. In addition, each team shall provide a club linesman who is knowledgeable regarding the Laws of the Game and any CSA modifications thereto, especially pertaining to linesman duties.
- 10.6.** Each club shall monitor its own Classic team formation process.
- 10.7.** Classic level of recreational play is for the 9U and 10U age groups.
- 10.8.** The prior season shall be defined as the last season that the team played.
- 10.9.** A player's USYSA member/player pass or roster shall identify the club to which he/she is a member for the current seasonal year.
- 10.10.** CLUB PASS RULES
 - a. The Club Pass shall permit the player to play on any team within his club for which he/she is age and sex eligible, Players may play up an unlimited number of years but may not play down in age group.
 - b. Players shall appear on the game day roster created by the club's registrar. The most current roster, time stamped through GotSoccer, will supersede any other game day roster.
 - c. A player may not play on more than one club team on any given day.
 - d. The Club Pass Rules only apply to players who are members of a club that have the same club number. Movement of players between satellite clubs who have different club numbers is the same as a transfer between two different clubs.
 - e. For Classic teams, males may not club pass to a female team and females may not club pass to a male team.

10.11. State league teams, which have the same name, must be distinguishable by a unique color, number, or letter suffix, or teams may change names.

10.12. APPLICATION PROCESS AND CRITERIA

- a. Teams will select flight preference upon registration/submission of application. Clubs are given the primary responsibility for placing their teams in the appropriate level of play.

10.13. LEAGUE STRUCTURE

- a. 9U Premier will only take place in the Spring season, while 10U takes place in Fall and Spring.
- b. 7v7

10.14. RELEASES

- a. A team may not release, voluntarily or involuntarily, any player from its roster unless a written request, stating the reason why the release has been requested, has been sent to, and approved by both clubs.
- b. A team may release involuntarily a player from its roster only if the player is unable to play for one of the following reasons:
 - 1. The player has violated bylaws, policies, or requirements of the Federation, USYSA, CSA, or the member of the State Association through whom the player is registered.
 - 2. A player that has moved more than 50 miles from his primary residence may be granted a release by CSA.
 - 3. The player is injured in such a manner that the player will not be able to participate for the remainder of the season.
 - 4. The transfer rule shall apply to all CSA registered Intermediate and Recreation players in our leagues.
 - 5. The Club requesting the involuntary release has been unable to contact the parent or guardian of the player. Evidence of good faith attempt must be submitted.

10.15. TRANSFERS

- a. A transfer of a player shall be defined as adding a currently USYSA registered player to a roster, or as returning a currently dropped player to a roster.
- b. The following exceptions exist:
 - 1. A player on a Front Range team going to a competitive team not in the same year.
 - 2. A player who is not currently registered.
- c. The club to which a player is currently registered shall have the sole discretion of

whether to grant a transfer to that player, as players are bound to their club for the entire seasonal year once registered. The decision of their club on whether to grant a requested transfer shall be final.

d. The following exceptions exist:

1. A player that has moved more than 50 miles from his/her primary residence shall be granted a transfer from CSA.

2. A player and his/her family may request and shall be granted a transfer at any time following the earliest of their team playing its last league game or the last date to play league games as established by CSA so long as the following criteria are met:

i. For the betterment of the player, at the completion of the season, clubs will release player from all current club/team commitments beginning the first day of tryouts so long as all reasonable financial obligations have been met.

ii. A player may not seek a transfer under this rule if his/her current team and the new team to which he/she is seeking to transfer are playing in the same tournament or a tournament occurring on the same dates. IN this situation the player is obligated to play with their existing team. If the player's new team has a scheduled tournament prior to the tournament date of the player's current team than the player shall be allowed to play as a guest player in that tournament or be transferred to the roster of the new team by CSA for the sole purpose of playing in that tournament.

iii. The family is current in all their financial obligations set forth by their current club and team.

iv. The player is in good standing with existing teams.

e. All requests for transfer of a player between two different clubs shall be approved by both clubs.

10.16. PROCEDURES FOR POSTPONEMENT AND RESCHEDULING GAMES

a. If the field is closed because of bad weather, the home team coach shall notify the referee assignor and the opposing coach as soon as possible that the game has been postponed.

b. Except for postponements from field closures and Permission to Travel, all games will be played as scheduled. If a game is cancelled with or without the knowledge of CSA and the home club is not notified in accordance with their published policies, the home team shall be responsible for the payment of any additional fees for the game in question.

c. A TBA game is the responsibility of the home team to schedule. The home team must follow the scheduling procedure as state in Rule 6.11.

10.17. PROCEDURE FOR MAKE-UP GAMES DUE TO FIELD CLOSURES AND PERMISSION TO

TRAVEL

- a. Please make up games as soon as possible.
- b. Scheduling make-up games is the responsibility of the home team. The home team shall contact the opposing team within 10 days of the date of the canceled game and shall offer 3 reasonable make-up dates and times. The visiting team shall have 48 hours from contact to either accept one of the three dates or offer 3 alternative dates and times to the home team. If no agreement is then reached within 24 hours, both teams shall submit their positions in writing to CSA, who shall decide the disposition of the game. For the purpose of this rule, contact with the office of the soccer club shall be sufficient as contact with the coach. It is highly recommended that you have documented proof of each contact (i.e. email, fax receipt, etc.) as CSA can only consider written documentation when making a decision.

10.18. NOTIFYING CSA OF GAME SCORES

- a. Referees shall submit game reports via the GotSoccer system for each league game within 24 hours. The coach may report via email (recreationadmin@coloradosoccer.org) to CSA if a score is not recorded or is incorrectly reported after 48 hours of game completion. If the game is not reported in the standings by the date of the last approved make-up game for the season, then the game will NOT count in the team placement by league standings during the next season.
- b. Referees will input a score of 99 for both teams for games needing CSA attention.
- c. Scores for the Classic League will be reported to CSA via the online system, but will not be posted on the public pages. No awards will be given out for final league placements.

Section 11

Rules for Recreation (Recreational League)

- 11.1.** The Recreational teams of the CSA Front Range League are considered Recreation teams.
- 11.2.** Each player/coach participating in any Recreation competition shall be registered with CSA and have a current USYSA member/player pass with current photograph affixed thereto, approved by the Club Registrar. A USYSA member/player pass is valid only for USYSA recognized purposes.
- 11.3.** All recreational team registration, fees, and roster updates must be submitted to CSA or other appropriate entity by date designated by CSA or other entity.
- 11.4.** All recreational teams must register all players via the CSA online system. Each club must designate an Authorized User and Club Registrar.
- 11.5.** USSF certified referees shall be assigned to recreational matches. In addition, each team shall provide a club linesman who is knowledgeable regarding the Laws of the Game and any CSA modifications thereto, especially pertaining to linesman duties.
- 11.6.** Each club shall monitor its own recreational team formation process.
- 11.7.** Recreational level is for 9U and up.
- 11.8.** The formation of an all-star recreational team is prohibited.
- 11.9.** The prior season shall be defined as the last season that the team played.
- 11.10.** A player's USYSA member/player pass or roster shall identify the club to which he/she is a member for the current seasonal year.
- 11.11.** CLUB PASS RULES
 - a. The Club Pass shall permit the player to play on any team within his club for which he/she is age and sex eligible, Players may play up an unlimited number of years but may not play down in age group.
 - b. Players shall appear on the game day roster created by the club's registrar. The most current roster, time stamped through GotSoccer, will supersede any other game day roster.
 - c. A player may not play on more than one club team on any given day.
 - d. The Club Pass Rules only apply to players who are members of a club that have the same club number. Movement of players between satellite clubs who have different club numbers is the same as a transfer between two different clubs.
- 11.12.** State league teams, which have the same name, must be distinguishable by a unique color, number, or letter suffix, or teams may change names.

11.13. APPLICATION PROCESS AND CRITERIA

- a. Teams will select flight preference upon registration/submission of application. Clubs are given the primary responsibility for placing their teams in the appropriate level of play.

11.14. LEAGUE STRUCTURE

- a. 9U and 10U
 - 1. 7v7
- b. 11U and up
 - 1. 9v9

11.15. RELEASES

- a. A team may not release, voluntarily or involuntarily, any player from its roster unless a written request, stating the reason why the release has been requested, has been sent to, and approved by both clubs.
- b. A team may release involuntarily a player from its roster only if the player is unable to play for one of the following reasons:
 - 1. The player has violated bylaws, policies, or requirements of the Federation, USYSA, CSA, or the member of the State Association through whom the player is registered.
 - 2. A player that has moved more than 50 miles from his primary residence may be granted a release by CSA.
 - 3. The player is injured in such a manner that the player will not be able to participate for the remainder of the season.
 - 4. The transfer rule shall apply to all CSA registered Intermediate and Recreation players in our leagues.
 - 5. The Club requesting the involuntary release has been unable to contact the parent or guardian of the player. Evidence of good faith attempt must be submitted.

11.16. TRANSFERS

- a. A transfer of a player shall be defined as adding a currently USYSA registered player to a roster, or as returning a currently dropped player to a roster.
- b. The following exceptions exist:
 - 1. A player on a Front Range team going to a competitive team not in the same year.
 - 2. A player who is not currently registered.

- c. The club to which a player is currently registered shall have the sole discretion of whether to grant a transfer to that player, as players are bound to their club for the entire seasonal year once registered. The decision of their club on whether to grant a requested transfer shall be final.
- d. The following exceptions exist:
 - 1. A player that has moved more than 50 miles from his/her primary residence shall be granted a transfer from CSA.
 - 2. A player and his/her family may request and shall be granted a transfer at any time following the earliest of their team playing its last league game or the last date to play league games as established by CSA so long as the following criteria are met:
 - i. For the betterment of the player, at the completion of the season, clubs will release player from all current club/team commitments beginning the first day of Advanced League tryouts so long as all reasonable financial obligations have been met.
 - ii. The family is current in all their financial obligations set forth by their current club and team.
 - iii. The player is in good standing with existing teams.
- e. All requests for transfer of a player between two different clubs shall be approved by both clubs.

11.17. PROCEDURES FOR POSTPONEMENT AND RESCHEDULING GAMES

- a. If the field is closed because of bad weather, the home team coach shall notify the referee assignor and the opposing coach as soon as possible that the game has been postponed.
- b. Except for postponements from field closures and Permission to Travel, all games will be played as scheduled. If a game is cancelled with or without the knowledge of CSA and the home club is not notified in accordance with their published policies, the home team shall be responsible for the payment of any additional fees for the game in question.
- c. A TBA game is the responsibility of the home team to schedule. The home team must follow the scheduling procedure as state in Rule 6.11.

11.18. PROCEDURE FOR MAKE-UP GAMES DUE TO FIELD CLOSURES AND PERMISSION TO TRAVEL

- a. Please make up games as soon as possible.
- b. Scheduling make-up games is the responsibility of the home team. The home team shall contact the opposing team within 10 days of the date of the canceled game and shall offer 3 reasonable make-up dates and times. The visiting team shall

have 48 hours from contact to either accept one of the three dates or offer 3 alternative dates and times to the home team. If no agreement is then reached within 24 hours, both teams shall submit their positions in writing to CSA, who shall decide the disposition of the game. For the purpose of this rule, contact with the office of the soccer club shall be sufficient as contact with the coach. It is highly recommended that you have documented proof of each contact (i.e. email, fax receipt, etc.) as CSA can only consider written documentation when making a decision.

11.19. NOTIFYING CSA OF GAME SCORES

- a. Referees shall submit game reports via the GotSoccer system for each league game within 24 hours. The coach may report via email (recreationadmin@coloradosoccer.org) to CSA if a score is not recorded or is incorrectly reported after 48 hours of game completion. If the game is not reported in the standings by the date of the last approved make-up game for the season, then the game will NOT count in the team placement by league standings during the next season.
- b. Referees will input a score of 99 for both teams for games needing CSA attention.
- c. Scores for the Recreational League will be reported by all participating teams. Scores will be posted on the CSA website for those teams in 11U and up. Official standings are not kept by CSA and no awards will be given for Recreational League placements. Scores will be reported to CSA but not posted for 9U and 10U Recreation.

Section 12

Metro 9v9 League

- 12.1.** A laminated roster will be provided to each team at the first game of the season. This will be the only roster allowed for the respective season. Players must show the referee a picture ID (i.e. school ID, driver's license) on each game day to play.
- 12.2.** No player is permitted to play unless listed on the official CSA laminated team roster.
- 12.3.** All teams must have an adult (18 or over) sideline rep at each game.
- 12.4. ALL FIFA RULES APPLY WITH THE FOLLOWING EXCEPTIONS**
- a. **PLAYING SIZE-** Each team will field a team of eight players and one goalkeeper (clearly delineated with a distinct and different jersey)
 - b. **FIELD SIZE-** 11v11 field with 11v11 goals
 - c. **HALF LENGTH-** Games will consist of two 40-minute halves with a 5-minute halftime. The half length can be shortened to a minimum of 30 minutes in certain circumstances if agreed upon by both coaches prior to kickoff.
 - d. **SLIDE TACKLING-** Slide tackling is NOT permitted. Players must remain on their feet when challenging for a ball. Slide tackling will result in an immediate yellow card.
 - e. **GOAL KICKS-** The goalkeeper or another player may place the ball anywhere within the goal box and must kick the ball from the ground.
 - f. **SUBSTITUTIONS-** Substitutions can be made at will during out of bounds and restarts
 - g. **BALL SIZE-** A size 5 ball will be used for Metro 9v9 League

Misconduct, Disciplinary, and Protest & Appeals

Section 13

Misconduct

- 13.1.** All participants and spectators in CSA activities shall be subject to all misconduct rules contained herein, regardless of whether they have passes and regardless of whether the referee displayed yellow or red card. The proper authority may investigate misconduct that is not noted in a referee's game report but is reported in writing to the CSA office by any individual.
- 13.2.** A participant whose pass has been retained or who has been notified of suspension shall be ineligible to participate in any CSA sanctioned game until the pass is returned to the team representative or the suspension satisfied. Any individual who participates in a game while ineligible shall be subject to further disciplinary action. Any team, which permits an ineligible player, an overage player or a non-rostered player to participate in a game, shall forfeit all games in which that player participated and the team representative and or club shall be subject to further disciplinary action.
- 13.3.** If an individual engages in prolonged harassment of officials, or abusive disagreement or interference with officials, the team representative may be asked to control the individual. If the team representative has no control over the individual or situation, the team representative shall not be penalized. Instead, the referee shall take other appropriate action.
- 13.4.** The referee may suspend play when necessary due to spectator or participant interference until the individual(s) creating the disturbance leaves the playing area to a minimum of 100 yards from the field. Said individual(s) shall remain silent for the duration of the game and take no further part in the game. Failure of (an) individual(s) to comply with the referee's request within 2 minutes may result in the referee's terminating the game. Such incident may result in forfeiture of the game as well as further disciplinary action.
- 13.5.** Any team representative, whose team refuses to take the field without cause, refuses to travel to an assigned game site without cause or quits a game prior to its completion, shall be reported in writing by the referee. The team representative and the team shall be subject to a disciplinary hearing.
- 13.6.** Any participant or spectator who refuses to give his or her correct name to the referee while being cautioned, sent off or otherwise disciplined, shall be subject to additional disciplinary action.
- 13.7.** All allegations of referee misconduct, unethical conduct, or conflict of interest occurring as a result of sanctioned youth matches shall be directed to the CSA office. The CSA office shall communicate such allegations promptly to State Referee Administration (SR Admin.) and the CSA Co-Chairman of the SRC. The Referee Disciplinary Sub-Committee shall handle the matter. The CSA Co-Chairman of the State Referee Committee shall provide a report of the resolution of the allegations to CSA.

Section 14

Disciplinary Procedures and Penalties

14.1. RED CARDS

- a. When sent off the field of play and shown the red card for infringement of the Laws of the Game, players and substitutes shall be disciplined by further game suspensions as follows:
 1. Serious foul play (S1)
 - i. Examples include, but are not necessarily limited to: when a player, in a violent or dangerous manner intentionally trips, holds, pushes, charges, or tackles an opponent from behind the penalty shall be: ALL AGE GROUPS- Suspend for minimum of one (1) game.
 2. Violent Conduct (S2)
 - i. Examples include, but are not necessarily limited to, Striking or attempting to strike another player, team official or spectator, unlawfully entering the field of play during an altercation. ALL AGE GROUPS – Suspend for a minimum of two (2) games.
 - ii. Pushing in an act of aggression, striking or attempting to strike a referee, linesperson or fourth official. ALL AGE GROUPS- Suspend for a minimum of one (1) year, unless serious injuries are inflicted then the minimum suspension period will be at least five (5) years.
 3. Spits at an Opponent/other Person (S3)
 - i. Examples include, but are not necessarily limited to: spitting or other unseemly acts on or at another person. ALL AGE GROUPS – Suspend for a minimum of two (2) games.
 4. Denies opponent goal or goal scoring opportunity by deliberately (S4) handling the ball. ALL AGE GROUPS – Suspend for a minimum of one (1) game.
 5. Denies obvious goal scoring opportunity to an opponent moving (S5) towards the players' goal. ALL AGE GROUPS – Suspend for a minimum of one (1) game.
 6. Offensive, Insulting or Abusive Language. (S6)
 - i. Examples include, but are not necessarily limited to: uttered in frustration and in the referee's opinion, loud enough to be heard. ALL AGE GROUPS – Suspend for a minimum of one

(1) game.

- ii. Examples include, but are not necessarily limited to: words or actions directed towards any person. ALL AGE GROUPS – Suspend for a minimum of two (2) games.

7. Second Caution: (S7) ALL AGE GROUPS – suspend for a minimum of one (1) game

8. Actions listed above are to be regarded as minimum suspensions.

b. Miscellaneous

- 1. Any player, substitute or coach who refuses the referee's request for their name, or gives a false name, while the referee is gathering data to report an infringement of the "Laws of the Game", involving them, shall have a minimum of one game added to the suspension that would normally be levied by the Disciplinary Committee.

c. Reports of a participant's violent conduct or serious foul play shall be reviewed by the Executive Director, who may recommend that the incident be subject of a Disciplinary hearing, by the Disciplinary Committee.

d. Club Pass Red Card Procedures

- 1. A player who receives a red card in a given game shall sit out the next match for the team on which he was playing when he received the red card or for the team on which he is rostered for the following weekend whichever occurs first.

14.2. YELLOW CARDS

a. Any participant who accumulates five (5) stand-alone cautions during any 365-day period shall be suspended automatically for a minimum of one game. CSA shall monitor the accumulation of stand-alone cautions and shall notify the participant and the team representative in writing of a participant's one-game suspension when five (5) such cautions have been accumulated within a 365-day period.

b. Cautions issued during non-league competition shall not carry forward to league play.

14.3. ABUSE AND ASSAULT

a. The terms "abuse" and "assault" shall include but not be limited to any of the following:

- 1. Abuse – verbal abuse or threat; obscene gestures; threatening attitude directed at an Official or Participant or his or her property, or similar offensive action.
- 2. Assault – the act (or attempt) of striking, kicking, tripping, holding, restraining or otherwise physically accosting; the act of taking or attempting to take any item from an Official or Participant; directing any object at an Official or Participant whether harmful, e.g., a rock; or harmless, e.g., water, or similar offensive action.

- b. The minimum suspension period for abuse shall be at least three (3) scheduled matches. The Disciplinary Committee may provide a longer period of suspension when circumstances warrant.
- c. The minimum suspension period for assault shall be at least (3) months. The Disciplinary Committee may provide a longer period of suspension when the circumstances warrant.

14.4. DISCIPLINARY COMMITTEE AND HEARINGS

- a. The Disciplinary Committee (DC) shall consist of at least three (3) impartial members and shall have jurisdiction to act on any disciplinary matter in which the Articles of Incorporation, By Laws or Rules and Procedures of CSA may have been violated. The DC shall have the authority to consider all available information regarding a disciplinary matter. The DC is empowered to conduct hearings in order to investigate alleged misconduct.
- b. In specific situations the Disciplinary Committee or Cup Committee may place an individual on probation in addition to the suspension. The probationary period is to be served immediately following the suspension period and is intended to monitor an individual's degree of reformation. Should an individual on probation be sent off the field of play and shown the red card during the probationary period the matter shall be referred to the DC committee for evaluation.
- c. Any violation of By Laws or Rules and Procedures of CSA shall be reported in writing to CSA within 14 days of the incident.
- d. The DC shall have the discretionary power to establish the penalties applied to participants and spectators. The DC is authorized to set specific periods and conditions of probation and to establish penalties for probation violations.
- e. A participant or spectator charged with misconduct shall have the right to:
 - 1. Notice of the specific charges or alleged violations in writing and possible consequences if the charges are found to be true.
 - 2. Have a hearing on the charges within 45 days of CSA's receipt of a written report of alleged misconduct.
 - 3. Receive 14 days (from date of postmark) advance notice of the charges and of the date, time, and place of the hearing.
 - 4. Attend the hearing in person.
 - 5. The right to be assisted in the presentation of one's case at the hearing; the person assisting in the presentation shall not be allowed to speak unless they were a witness to the incident in question.
 - 6. The right to call witnesses and present oral and written evidence and argument,
 - 7. The right to confront witnesses, including the right to be provided the identity of witnesses in advance of the hearing.

8. The right to have a record made of the hearing if desired.
 9. Receive written notification of the committee's findings, conclusions, actions, and recommendations of his or her appeal rights, of the procedure for filing an appeal, and of the time within which an appeal may be filed with the CSA Executive Director. Except in extenuating circumstances, the decision shall be mailed within 10 days of the hearing.
 10. Appeal any decisions to the CSA Protest and Appeals Committee, and beyond, in accordance with these Rules and Procedures.
- f. After both sides have presented all testimony, the DC shall retire to executive session to deliberate and decide. The decision shall represent the considered judgment of the majority of the voting DC members who heard the evidence presented at the hearing.
 - g. A decision of the DC shall not be appealable by anyone other than the individual or club charged with the violation of CSA Rules and Procedures or By Laws.
 - h. The concept of double jeopardy to all individuals exonerated as well as any individual that accepts the penalties established by the DC. Any appeal made by a party other than the individual charged with a violation of the CSA Rules and Procedures or By Laws shall be summarily rejected by the Executive Director.
 - i. In the event of an unsuccessful appeal of participant's suspension, the full penalty shall begin with the next sanctioned game in which the participant would otherwise be eligible to participate. The duration of the suspension shall not be diminished by the passage of time consumed by the failed appeal.

14.5. GENERAL DISCIPLINARY PROVISIONS

- a. Any suspension stated in these rules shall commence with the next sanctioned game in which the suspended individual would otherwise be eligible to participate. In any game, whether in state or out of state, that a participant is "sitting out", it is the responsibility of the coach or team representative to inform the referee of the name of the individual not participating. It is also the responsibility of the coach or team representative to provide written evidence for the "sitting out" which satisfies CSA as to its authenticity. It is not the ultimate responsibility of the referee to report a player's or coaches "sit out". Any participant other than a player who wishes credit for sitting out must be more than 100 yards from the field of play.
- b. Participants whose misconduct outside of Colorado is reported to CSA shall be subject to CSA discipline as though the offense had occurred in Colorado. The written or verbal report must be received by CSA within 90 days of the date of the misconduct, in order for the participant to be subject to CSA discipline.
- c. During a participant's probation period the accumulation of three stand-alone cautions or one send-off shall require the participant to appear before the DC.
- d. Any participant who is suspended for a total of 4 games during any 365-day period shall be automatically suspended for an additional four (4) games and shall automatically be placed on probation for a period of six (6) months. This rule does not apply as a result of a disciplinary hearing.

Section 15

Protest & Appeals

15.1. The line of authority for protests and appeals shall be as follows:

- a. CSA Protest and Appeals Committee
- b. CSA Board of Directors
- c. USSF Appeals Committee
- d. No protest or appeal shall be heard or determined by the next higher authority until a decision on the matter has been rendered by the lower authority; provided, however, that a failure of the CSA P&A Committee to decide a matter within 60 days of receiving the protest or the appeal entitles the party to have the protest or appeal heard by the Board of Directors at its next regularly scheduled meeting. Any higher authority may decide any protest or appeal upon review of the record of proceedings and decision of the lower authority.

15.2. Any person wishing to protest (or appeal) must submit a written Notice of Protest (or Notice of Appeal) to the CSA office, which Notice is postmarked or delivered within 7 calendar days following the date of the alleged violation or misapplication (or in the case of an appeal, following the date that the person received notice of the action or decision being appealed). The Notice of Protest (or Notice of Appeal) must set forth the protesters (or appellants) full name, address, and telephone numbers (home and work); describe each violation or misapplication (or describe the action or decision being appealed), state the relief or redress sought; and be accompanied by the required fee. Any protest (or appeal) which does not substantially comply with the requirements of this paragraph may be summarily dismissed by the Chair of the Committee.

15.3. FEES

- a. The CSA protest and appeals fee is one hundred dollars (\$100.00) for each protest or appeal. All protest and appeals monies are non-refundable.

15.4. Any protest or appeal which the Protest and Appeals Committee determines to be lacking in good faith or substantial justification shall be grounds for disciplinary action against the protester/appellant.

15.5. A properly filed protest or appeal of an action against an individual shall delay the effect of the protested action or ruling pending decision by the Protest and Appeals Committee. Decision of the Disciplinary Committee, Protest and Appeals Committee, and/or Board of Directors, directed against a team and/or club shall stand and be in full force and effect until changed by a higher authority.

15.6. PROTEST AND APPEALS COMMITTEE AND HEARINGS

- a. The CSA Protest and Appeals (P&A) Committee shall consist of at least three (3) impartial members and have jurisdiction to hear and make decisions on any protest or appeal in which the Articles of Incorporation, By Laws, or Rules and Procedures of CSA may have been violated.

- b. Each protest and appeal received by CSA, which complies with Rule 14.3 or 14.4, shall be forwarded to the Chair of the Committee. The Chair shall set a date for a formal hearing and shall give written notice to the protester/appellant and other interested parties. The written notice shall set forth the date, time and place of the hearing, the deadline for receipt of supplemental materials from the parties (materials may be requested by the Committee), and that ten (10) minutes shall be allotted for each side to present his/her case. At the hearing, the Committee members shall hear and consider arguments elaborating on the issues supported by the documents. Records of all proceedings shall be maintained. The Committee shall retire to executive session to deliberate and determine the outcome of the hearing. The decision shall represent the considered judgment of the majority of the voting Committee members who heard the protest/appeal. After the hearing, the Committee shall issue a written decision, which shall state adequately the reasons for the decision and shall announce the effective date of the decision for purposes of review or appeal to the next higher authority.
- c. Decisions rendered by the P&A Committee shall be conveyed in writing to all interested parties within fourteen (14) days of the decision, and a copy of the decision, along with all pertinent documents and findings, shall be filed with the CSA Executive Director.
- d. Any decision rendered by the P&A Committee may be appealed following the line of authority as stated in rule 10.2. The appeal shall be submitted in writing to the CSA office, postmarked or delivered within 7 calendar days of the receipt of the decision of the P&A Committee. An additional fee of one hundred dollars (\$100.00) is required. The appeal does not entitle the appellant to a new hearing, but may be decided based on a review of the record and proceedings of the P&A Committee. The Chair of the P&A Committee shall present the Committee's decision to the Board of Directors, but shall abstain from the vote on the Board's decision on the appeal. The Secretary of the Board of Directors shall convey, in writing, the Board's decision to all interested parties, within 14 days of the decision.

15.7. No CSA affiliated club or individual member may invoke the aid of any court in Colorado or in the United States without first exhausting all available remedies within the body of organized soccer. For violation of this rule, the offending party or parties shall be subject to suspension from this organization and any affiliated organization and be liable for all expenses incurred for legal costs and time of any officials of this organization or any affiliated organization. These include court fees, attorneys' fees, compensation for time spent by CSA/USSF offices and employees, travel expenses and expenses for special meetings necessitated by said court actions.

Tournament and Travel

Section 16

Team Travel Procedures

- 16.1.** Travel applications must be submitted to CSA at least thirty (30) days prior to travel. Applications received after the thirty (30) days are subject to late fees.
- 16.2.** Any CSA team wishing to travel to USYSA state sanctioned tournaments outside the jurisdiction of CSA (out of state travel) shall submit the following:
- a. A properly completed "Application for Travel,"
 - b. Approved Application to Host form from the tournament,
 - c. Application fee,
 1. \$5.00 per team if Application to Travel is filed thirty (30) days prior to travel.
 2. \$5.00 plus \$1.00 per day if Application to Travel is filed less than thirty (30) days prior to travel.
 - d. Copy of approved league roster,
 - e. CSA teams within Region IV do not need required documents listed above (Rule 16.2, a-d)
- 16.3.** Any CSA team wishing to travel to a tournament not sanctioned by a USYSA state association shall complete the request to postpone section of the Application to Travel form if travel is scheduled during league play. Teams will not be covered by the CSA insurance for travel, nor will they be denied the right to travel.
- 16.4.** CSA teams participating in non-USYSA sanctioned events cannot use CSA rosters or a USYSA member/player pass, nor will they be provided any documentation or insurance when traveling to or participating in these non-USYSA sanctioned events.
- 16.5.** INTERNATIONAL TRAVEL- Travel outside the United States requires approval of USSF. All teams requesting International Travel approval must submit the following thirty (30) days prior to travel date:
- a. All documents as listed for out of state travel,
 - b. USSF Application (must be original. No fax copy will be accepted.),
 - c. Signed Ted Stevens Amateur Sports Act,
 - d. Copy of official brochure, pamphlet, invitation, or other applicable material of the tournament or games host,

- e. Copy of official roster of applying team which is in good standing, which includes all players and team officials, signed and/or stamped by appropriate registrar,
- f. International Travel Fees,
 - 1. CSA fees as stated in Rule 16.2.c
 - 2. \$50.00 made payable to U.S. Soccer
- g. NOTE: Notification of International Travel approval or denial will be sent directly to the team's coach or team representative and the Tournament Director or Host Organization.

Section 17

Participation in CSA Sanctioned Tournaments

- 17.1.** Only teams and participants in good standing with CSA/USYSA/USSF and affiliated organizations may participate in tournaments sanctioned by CSA. Participants and teams playing in tournaments that have not been sanctioned by CSA or USYSA will not have the privileges, benefits and protection of CSA. All players and coaches must have USYSA player/coaches passes before each game played in any CSA sanctioned tournament.
- 17.2.** All tournaments sanctioned by CSA shall adhere to and abide by all Articles of Incorporation, By Laws, and Rules and Procedures of CSA.
- 17.3.** If an assault on a referee occurs in a Colorado event/tournament by a player from another state, the referee shall immediately notify the Event/Tournament Chairman and forward a copy of the game report and his/her comments on the incident to the Event/Tournament Chairman on the day of the incident, and the National State Association President and the player's home state within ten (10) days. The Event/Tournament chairman shall have the right to immediately convene a hearing at the site of the event/tournament, at which the player, his/her coach and the game official shall be present. The Event/Tournament Chairman shall promptly relay action taken at this hearing to the player's State President, verbally and in writing.
- 17.4.** Obtaining a CSA Sanction for and running a CSA Sanctioned Event. See Addendum- CSA Tournament Manual.

Section 18

Mountain Region League (MRL)

- 18.1.** All leagues and sanctioned competitions, unless otherwise approved in advance by the Mountain Region, shall divide among their teams by the age divisions in Section 18.2
- 18.2.** Age Division Chart: The age groups in section 18.2 apply to recreational and advanced teams whenever they participate in in-house, MRL Premier or Developmental Divisions.

AGE CHART

August 2016 – July 2017

| Age Group | Birth Year |
|------------------|-------------------|
| 4 & Under | 2013 |
| 5 & Under | 2012 |
| 6 & Under | 2011 |
| 7 & Under | 2010 |
| 8 & Under | 2009 |
| 9 & Under | 2008 |
| 10 & Under | 2007 |
| 11 & Under | 2006 |
| 12 & Under | 2005 |
| 13 & Under | 2004 |
| 14 & Under | 2003 |
| 15 & Under | 2002 |
| 16 & Under | 2001 |
| 17 & Under | 2000 |
| 18 & Under | 1999 |
| 19 & Under | 1998 |

- 18.3.** All players that participate in CSA Leagues or sanctioned events (including USYSA events) must submit proof of age to CSA for verification.
- 18.4.** Proof of age shall consist of a birth certificate, a Uniformed Services Identification and Privilege Card (DD Form 1173) issued by the uniformed services of the United States, a birth registration issued by the appropriate governmental agency of board of health records, passport, an alien registration card issued by the United States Government, a certificate issued by the Immigration and Naturalization Service attesting to age, a current driver’s license, or a certification of a United States citizen born abroad issued by the appropriate government agency. Hospital, baptismal or religious certificates will not be accepted. Foreign birth certificates must be translated and verified according to the current rules used by the US Youth National Championship Series. To protect the identity of your players, birth certificates are not required to be kept by team officials and shall not be carried to any CSA sanctioned event.
- 18.5.** A player whose birthday falls within the dates outlined in Section 18.2 may play up when approved by the club for ages 10 and older.

18.6. A player whose birthday falls within the dates outlined in Section 18.2 may not play down.

18.7. Each MRL division, 11U or 12U may have no more than three (3) 10U players on its roster.

Mountain Region 11U-19U Team and Player Registration

18.8. A youth player must register each seasonal year in the State Association in which they reside with their parent(s) or guardian(s), or, for a student at a boarding school, college, or university is located in. The State Association in which the player is registered to vote or holds a current license may determine any questions of residency.

a. Any youth player wishing to play on a team of a member of a State Association other than the State Association where the payer is registered, must receive written permission from:

1. The State Association where the player is registered.
2. The State Association of the team on which the player wishes to play.

b. Permission must be obtained each seasonal year on the appropriate form.

18.9. Each player and coach participating in MRL for State League competition shall have a current USYSA member/player pass with verified date of birth and current photograph attached thereto, approved by the appropriate Club Official. A USYSA member/player pass is valid for USYSA recognized purposes.

18.10. Each coach, assistant coach and club coach participating in State League competition shall meet the requirements of the KIDSAFE Program as described within the CSA KIDSAFE Policy.

18.11. REGISTRATION

a. Team Registration, fees, and roster updates for continuing teams must be submitted to MRL by 4:00 PM on the appropriate date designated by MRL Administrator.

b. 11U-12U divisions will play 9v9. Rosters will have a maximum of 18 players.

c. 13U-19U divisions will play 11v11. 13U-14U division will have a maximum number of 18 players on a roster.

1. 16U-19U divisions can have 22 players on a roster, however at any one MRL sanctioned league game, a maximum of 18 players can be present to play.

d. Each club shall submit to MRL, via the online registration system, a Team Roster of no fewer than 11 players for the 11U-12U teams and 14 players for 13U-19U teams. Players by the deadline dates established by MRL. Should a roster contain fewer than the above listed players, a \$250 bond must be submitted to MRL on that same date and will be forfeited should the team withdraw for any reason. Registration for players will be due with team registrations.

e. Once a club has registered its teams with MRL they will not be granted a refund of their team registration should they withdraw for any reason. Unless there is an

insufficient number of teams to support the league age group. Referee Fees will be refunded.

1. A league age group will require at least 6 teams from at least 4 different participating clubs.
- f. All MRL Advanced teams must register all players via the MRL on-line system. Each club must designate an Authorized User and Club Registrar. Requested changes received after 2:00 PM will not be guaranteed to be reviewed until the next MRL business day.

18.12. MRL teams, which have the same name, must be distinguishable by a unique color. Number or letter suffix, or teams may change names.

18.13. Clubs may request approval from the MRL Administrator for a female team to play in a male division if an appropriate female division is not available for female teams.

18.14. CLUB PASS RULES

- a. The Club Pass shall permit the player to play on any team within his club for which he/she is age and gender eligible. Players may play up an unlimited number of years but may not play down in age group. Players may only play on a team of their own gender.
- b. Players shall appear on the game day roster created by the Club's registrar. The most current roster, time stamped through GotSoccer, will supersede any other game day roster.
- c. A player may not play on more than one club team on any given day.
- d. If a team is participating in a play-in game, per CSA rules, their roster for that game and players eligible to play will be frozen as of the date freezing State cup Play. No Club Pass play for play-in games.
- e. The Club Pass Rule only applies to players who are members of a club that have the same club number. Movement of players between satellite clubs who have different club numbers is the same as a transfer between two clubs.

18.15. Rules governing roster and players for competitions leading to the US Youth Soccer National Championships (State Cup) supersede Colorado rules outlined in this section.

18.16. RELEASES

- a. A team may not release, voluntarily or involuntarily, any player from its roster unless a written request, stating the reason why the release has been requested, has been sent to, and approved by the state association on the appropriate form provided by MRL.
- b. A team may release involuntarily a player from its roster only if the player is unable to play for one of the following reasons:
 1. The player has violated bylaws, policies, or requirements of the Federation, USYSA, CSA or the member of the State Association through whom the player is registered.

2. A player that has moved more than 50 miles from his primary residence may be granted a release by MRL.
3. The player is injured in such a manner that the player will not be able to participate for the remainder of the season.
4. Recreational players do not require a release.
5. The Club requesting the involuntary release has been unable to contact the parent or guardian of the player. Evidence of good faith attempt must be submitted.

18.17. TRANSFERS

- a. A transfer of a player shall be defined as adding a currently USYSA registered player to a roster, or as returning a currently dropped player to a roster. A team participating in State cup shall be limited to a total of 5 transferred players on the roster, per seasonal year.
 1. The following exceptions exist:
 - i. A player on a recreational team going to a competitive team not in the same year.
 - ii. A player who is not currently registered.
- b. The club to which a player is currently registered shall have the sole discretion of whether to grant a transfer to that player, as players are bound to their club for the entire seasonal year once registered. The decision of their club on whether to grant a requested transfer shall be final.
 1. The following exceptions shall exist:
 - i. A player that has moved more than 50 miles from his primary residence shall be granted a transfer from MRL.
 - ii. A player and his/her family may request and shall be granted a transfer at any time following the earlier of their team playing its last league game or the last date to play league games as established by MRL so long as the following criteria are met.
 - A player may not seek a transfer under this rule if his/her current team and the new team to which he/she is seeking to transfer are playing in the same tournament or a tournament occurring on the same dates. IN this situation the player is obligated to play with their existing team. If the player's new team has a scheduled tournament prior to the tournament date of the player's current team than the player shall be allowed to play as a guest player in that tournament or be transferred to the roster of the new team by

the MRL Operations Representative for the sole purpose of playing in that tournament.

- The family is current in all their financial obligations set forth by their current club and team.
 - The player is in good standing with existing team.
- c. All disputes regarding the transfer of players between two different clubs shall be submitted to MRL Operations for resolution. The transfer of a player within the same club does not require written documentation.
- d. All requests for the transfer of a player between two different clubs shall be submitted to MRL in writing, on the appropriate completed form. The transfer of a player within the same club does not require written documentation.

18.18. LIMITATION ON MIDSEASON TRANSFERS

- a. A team may add a maximum of two previously unregistered players at any time after the freeze date. Non-registered shall mean a player who has not played on any CSA team either recreational or competitive during the current seasonal year.
- b. Other reasons which the LOC shall deem as appropriate.
- c. Holding team tryouts at any of the following times is illegal recruiting:
1. During the MRL season
 2. During the fall season of the current seasonal year (15U-19U boys excepted)
 3. Between the fall and spring season of the current seasonal year (15U-18U boys excepted)
 4. During the spring season of the current seasonal year.
 5. Evaluating a guest player's performance during a tournament or inviting a player not currently on your roster to attend a practice shall not be considered a team tryout for the purposes of this rule.
- d. No team or club shall attempt to bind or in fact bind any player to it prior to the tryout dates. This includes but is not limited to having a player or parents sign a club or US Youth Soccer registration form prior to the tryout dates above, or collecting any monies from the player or parents for the upcoming fees or dues prior to the tryout dates above. Any violation of this rule will result in disciplinary action against the team, coaches, and/or club. Any player registered in contravention of this rule shall be free to transfer from the team and club at any time without charge.

11U-19U MRL Premier and Developmental Division, Southwest Division, and 10U In-House Recreational Rules

- 18.19.** The MRL will run as a 2 season league each calendar year commencing August 1 and ending July 31st. The Fall season will consist of 10 games with games being played on both Saturdays and Sundays. The Spring season will consist of 8 games with games being played on both Saturdays and Sundays. Relegation and promotion will occur between the Fall and Spring season as well as the Spring into the following years, Fall season.
- a. Prior to the start of each state league season, the MRL administrator, using the rules in section 18.20, shall assign each team to a division within its appropriate age-level league based on either 1) automatic or 2) non-automatic relegation.
 - b. The MRL Administrator shall assign teams (with non-automatic relegation) based on information supplied by the club. If the club provides no data, it is not the MRL Administrator's obligation to seek out information. If no data is provided, a team could be seeded lower rather than higher.
 - c. Prior to the start of each state-league season, the MRL Administrator shall:
 1. Advise each club registrar in writing of the division to which each team in that club has been assigned for the forthcoming state-league season. It is the registrar's duty to communicate the information about state-league assignment to each team in the club.
 2. A team, which disagrees with its state-league placement, may request, at no charge, that the MRL Administrator reviews its decision.
 3. The decisions of the MRL Administrator, however, are final and non-appealable.
 - d. In those rare instances where the rules of relegation fail to provide a fair mitigation of team, the MRL Administrator reserves the authority to suspend the rules and modify the structure of a given league appropriately.
 - e. **CONTINUING TEAMS**
 1. A continuing team that is NOT changing club affiliation must retain 8 players for ages 11U-12U and 11 players for 13U-19U from the team's most recent previous roster. For purposes of this rules, placement for a team's following season will be based on their roster as of the date of the last scheduled league game.
 2. A continuing team that is changing club affiliation must retain 8 players for ages 11U-12U and 11 players for 13U-19U from the team's most recent previous roster for the purposes of league relegation. (Note: The only time an intact team may switch club affiliation is between seasonal years.)
 - f. If a team is not a continuing team, it is a new team.
 - g. A new team must play its first season in the lowest division of that age group unless otherwise designated by the MRL Administrator.

- h. Scoring shall be 3 points for a win (including forfeits), 1 point for a tie, and no points for a loss.
 - 1. The following shall be used in sequence as tie breakers when two or more teams are tied in points in divisional standings:
 - i. Head-to-head competition between the tied teams during regular season (this criteria is not used if more than two teams are tied).
 - ii. Team red cards issued to players or coaches during league play. For purposes of tie breakers, a red card shall apply to the team at the time of the infraction regardless of roster changes.
 - iii. Goals against
 - iv. Goals for
 - v. A coin toss shall decide the winner (coaches to be invited).
 - vi. If more than two teams are tied the sequence will be followed until a team is eliminated. The remaining teams will then restart the sequence at point 2 (ii) above until the tie is broken.
 - vii. When a team has been awarded a forfeit, they will be awarded 3 points for the win and the score shall be recorded as 3-0 for purposes of tie-breaking procedures.
- i. All games will count in the standings.
- j. In 11U-19U, age group divisions where a team drops during the middle of the season, the following will be used to score those divisions:
 - 1. In all other sized division, no points will be awarded for any game remaining to be played against the dropped team and all points previously awarded will be removed from the standings. All standings will be "point averaged" to determine final standings.
- k. If a game is terminated because of weather or other environmental considerations, MRL shall judge it a completed game if the first half was completed before the game was terminated. If the match was of lesser duration, then it shall be replayed.
- l. No team may play up in an older age group, except in the 16U and above age groups upon approval of the Mountain Region Committee for MRL teams.
- m. Under no circumstances will more than 18 players be allowed to dress for any league game.
 - 1. For 15U and younger teams, the roster shall not have more than 18 youth players on the team roster at any given time during the seasonal year. For 16U and older teams, the roster may have up to 22 youth players on the team

roster at any given time during the seasonal year. Every team roster shall have a minimum of 7 players on the roster at all times.

- n. No team may change age groups at any time during the season.
- o. No more than four (4) credentialed coaches per team shall be allowed on the team sideline during the course of the game. A parent may sit-in in case the coach is sent off due to disciplinary action.

18.20. MRL DIVISION AND SOUTHWEST DIVISION STRUCTURES (11U-19U)

For the purpose of relegation, the Premier division will be the highest division and the developmental division will be the lowest division.

- a. Under 12 Boys and Under 12 Girls (i.e. youngest male and female age groups)
 - 1. Fall season: The best six teams, as determined by the MRL Administrator on the basis of information provided by the club coaches and club registrars, shall be placed in the Premier division and the remaining teams shall be placed in the developmental division.
 - 2. Transition from Fall to Spring season:
 - i. For the Spring season, the top three teams in Premier division and the top 2 teams in the Developmental division shall be placed in the Premier division.
 - ii. The remaining teams shall be placed in the Developmental division.
 - iii. If the developmental division consists of ten or more teams, then the Developmental division shall be broken into two divisions: Developmental 1 and Developmental 2. Teams shall be assigned according to ability as determined by the MRL Administrator on the basis of information provided by club coaches and club registrars.
- b. Under 13 through Under 19 League Structure (Automatic Relegation):
 - 1. There shall be two divisions named Premier and Developmental.
 - 2. The Premier division shall consist of the top six teams in the Fall and the top 5 teams in the Spring and shall be limited to a maximum number of six teams in the Fall and five teams in the Spring.
 - 3. The Developmental division shall include the remaining teams in an age group.
 - 4. If the Developmental division consists of ten or more teams, then the Developmental division shall be broken into two divisions: Developmental 1 and Developmental 2.
- c. Automatic relegation shall be based on the prior season's divisional standings. It will not be used in any division with predominantly new teams.

1. After the Fall season, the bottom three Premier division teams from the prior season will change places with the top two Developmental division teams.
2. After the Spring season, the bottom two Premier division teams from the prior season will change places with the top three Developmental division teams.
- d. Non-automatic relegation/assignment (in those leagues where appropriate)- Consideration will be given to such factors as prior regular season record, number, and caliber of returning players and teams.
- e. If a 11U division were to occur, the rules for the 12U age group will be followed (See 18.20.a)

18.21. PROVISIONS FOR POSTPONING AND RESCHEDULING STATE LEAGUE GAMES

- a. Each club shall be responsible for designating their own referee assignor who shall be responsible for providing the full crew of referees for each of the club's games.
- b. The assignor shall be responsible in assigning referees based upon level of game and experience of the referee.
- c. Each club will need to designate a club official that all rescheduling of games must go through for approval.
- d. The State shall designate each Wednesday at 3:00 PM MT prior to the weekend of play as the last day for changes to reschedule a game and assignor must be notified by the established time as well.
 1. Exceptions shall not be limited to:
 - i. Family Tragedy
 - ii. Natural Disaster
- e. Those teams that do not follow the established policy shall be subject to the set penalties and fines.
 1. The said team shall pay the assignor's fees for game rescheduling or cancellation.
 2. Fines may be imposed based on the set fee by the respective club.

18.22. PROCEDURE FOR MAKE-UP GAMES DUE TO FIELD CLOSURES AND PERMISSION TO TRAVEL GRANTED BY CSA

- a. Please make up games as soon as possible.
- b. All make-up games must be played and reported to MRL by the date established by MRL. If one or more games remain incomplete after the date established by MRL, then only the games completed shall be used to determine that team's final standing. If a game is granted a forfeit and later gets played, it will not count in the final standings.
- c. Scheduling make-up games is the responsibility of the home team. The home team shall contact the opposing team within 5 days of the date of the canceled game and

shall offer 2 reasonable make-up dates and times. The visiting team shall have 48 hours from contact to either accept one of the 2 dates or offer 2 alternative date and times to the home team. If no agreement is then reached within 24 hours, both teams shall submit their positions in writing to the MRL LOC, who shall decide (after the date of the last approved make-up game) the disposition of the game. For the purpose of this rule, contact with the office of the soccer club shall be sufficient as contact with the coach. It is highly recommended that you have documented proof of each contact (i.e. email, fax receipt, etc.) as MRL can only consider written documentation when making a decision.

18.23. MRL FORFEITS

- a. If one team is present and ready to play but the other team does not show up, the team that was present must submit in writing to MRL a written statement of their attendance. Upon receipt and review, a forfeit will automatically be granted to the team that was present. The MRL LOC review any requests to reconsider forfeits after the date of the last final make-up game deadline.
- b. MRL will only consider forfeits for games unable to be rescheduled that were originally postponed for the following reasons:
 1. Field Closures
 2. Permission to Travel granted by CSA
 3. An opposing team refusing to travel to a scheduled game
- c. Forfeiture requests must be submitted in writing the MRL LOC. A request must include the following information:
 1. Game Number an original scheduled date,
 2. Reason for cancellation of original game (must meet above criteria),
 3. Number of attempts to reschedule the game, and
 4. Any and all information regarding the attempts to reschedule the game.
- d. Each MRL club shall be required to submit a \$750 performance bond at the beginning of each MRL season. That bond will remain with the MRL LOC. In all instances of forfeits, including the event that a team refuses to travel to an assigned game, the following penalties will be enforced against the team that forfeits:
 1. For each game that a team forfeits, they will be dropped one place in the standings at the end of the season when final standings are determined.
 2. For each team offense, the club will be fined \$250 from the performance bond that was submitted.
 3. For a team who has three forfeit offenses, the MRL LOC shall determine whether the team will be allowed to register for the next MRL season.
- e. No team may participate in a scheduled match without a coach or team representative, who is a participant with the team's club, present to coach the team

within 10 minutes after the scheduled start of a match. If a coach/team representative is not present within 10 minutes, then the other team shall be awarded a victory by action of CSA. If there is any doubt about the official capacity of a team's coach at the time of the match, the game shall be played, and after the match CSA may contact the team's coach –of-record and/or club to verify the coach's credentials and authority to represent the team at the match(es) in question.

- f. If at any time during a match a coach receives a red card and is ejected from the game and there is no additional coach or team representative, who is a participant with the team's club present, the match will be terminated and the opposing team shall be awarded a forfeit.
- g. In all instances of forfeits where a team refuses to travel to an assigned game, the following penalties will be enforced against the team that forfeits:
 - 1. For each game that team forfeits, they will be dropped one place in the standings at the end of the season when the final standings are determined.
 - 2. In the first offense, the team's club will be fined \$250.
 - 3. For the second violation, the team's club could be fined \$500 and the team and club shall appear before the MRL Disciplinary Committee to show cause why the team should not be suspended from MRL league play.
- h. In all other instances of forfeits the following penalties will be enforced against the team that forfeits:
 - 1. For each game that team forfeits, they will be dropped one place in the standings at the end of the season when the final standings are determined.

18.24. NOTIFYING MRL OF GAME SCORES

- a. Referees shall submit game reports via the GotSoccer and Game Officials system for each league game within 48 hours.
- b. The coach may report via email to the MRL Administrator if a score is not recorded within 48 hours or is incorrectly reported.
- c. It is the responsibility to the home team to report the score into GotSoccer via the phone or online system. The MRL Administrator will send the reporting information in an email to all clubs prior to the first game to be shared with all coaches.
- d. If the game is not reported in the standings by the date of the last approved make-up game for the season, then the game will not count in team placement by league standings during the next season.

MRL 10U In-House Recreational Rules

18.25. 10U RECREATIONAL TEAM AND PLAYER REGISTRATION

- a. Each club shall submit to MRL all team rosters electronically by the deadline date established by CSA.
- b. Each coach, assistant coach and club coach participating in CSA Recreational competition shall meet the requirements of the KIDSFAE Program as described within the CSA KIDSAFE Policy. No more than four (4) credentialed coaches per team shall be allowed on the team sideline during the course of the game.
- c. 10Us will play a maximum of 7v7 In any MRL sanctioned competition with the exception of summer tournament commencing Memorial Day Weekend and ending July 31st. Rosters can have no more than 12 players on a team.
- d. Clubs are responsible for keeping the roster changes of their developmental teams updated with CSA.
- e. No developmental leagues or scheduled competitions may be conducted without prior approval of CSA.
- f. Member organizations must register all players including those who play only in-house programs including 4U players.
- g. A club must register 100% of their recreational players by the registration deadlines set by CSA. For those who are not 100% affiliated, additional fees may be charge to participate in CSA programs and tournaments. Member benefits may also be limited to including, but not limited to, grants.
- h. A player may play for only one team in any competition sponsored by MRL.
- i. 9U players are allowed to play in the MRL 10U Recreational League.
 1. 8Us have not been given permission to play in the 10U Mountain Region Leagues, but we all do recognize that there are instances where it can be important in creating viable soccer opportunities for the 8U player's development. Playing up is not a "right," but it is rather an exception only used under the criteria outlined below:
 - i. The MRL would like the clubs to formulate this recommendation for 8U players that are in the 3rd grade to be placed in his/her environment which will allow for the Technical, Tactical, Psychological and Physical ability of a player to grow and be successful.
 - ii. For a player to be recommended by the club, you must provide, all at once, a birth certificate and proof of grade level (i.e. report card, school ID) as well as the following supporting documents for the 4 areas listed above:
 - Letter for Director of Coaching or Club Representative with a Coaching Background

- Letter from the Family
 - Letter for the Club Administrator with the team/player history
 - Number of players on the roster
 - Number of teams in the age group
 - Current league placement
 - The player in question's soccer experience
2. All requests must be sent to wsslandswadmin@coloradosoccer.org for review. Please note that all requests are not automatically honored and will be reviewed on an individual basis. Allow 2 business days for a reply.
 3. 7Us and younger are not allowed to play in the MRL 10U Recreational League.

Section 19

Play During a High School Season

- 19.1.** A player who is a member of a high school soccer team should consult all applicable Colorado High School Activities Association (CHSAA) rules concerning State League play during the high school season.
- 19.2.** A player who is a member of a high school soccer team may participate with a CSA ODP team during the high school season only with appropriate written approval from the school.
- 19.3.** A player who is not a member of a high school soccer team may play in the Metro 9v9 division of the CSA Front Range League during the appropriate high school season. A participant in this league may return to his or her competitive team for the regular CSA league competition. Neither the player nor the competitive team shall be in violation of transfer rules.

Section 20

Adult Games

- 20.1.** A youth player may play an unlimited number of adult games without losing his or her youth eligibility. The youth player must notify his or her youth coach or authorized team official of the player's intention to play adult games. The youth player shall request, in writing:
- a. Eligibility clearance from the Youth State Association through which the player is registered.
 - b. Permission from the appropriate Adult State Association. When the clearance and permission have been granted, the Adult State Association has sole discretion in permitting a youth player to play adult games and will be responsible for establishing the procedures under which the youth player will be allowed to play. In the event of a conflict between an adult game and a youth game, the youth game shall take precedence. A youth player who is required to sign an adult form shall retain youth eligibility.
- 20.2.** A youth team with the written permission and mutual consent of both the Youth and Adult State Associations may play in an adult-approved league and not lose its youth eligibility to compete in the US Youth Soccer National Championships competitions. If the youth team's players are required to sign an adult form, the team shall retain its youth eligibility.
- 20.3.** The youth team will be required to play under the rule of the Youth State Association concerning registration, roster rules, transfer rules, and any additional qualifications that are required to be eligible for the US Youth Soccer National Championships competitions. Whether participation in any adult league shall qualify a youth team for the US Youth Soccer National Championships competitions play shall be determined by each Youth State Association.

Section 21

Insurance

- 21.1.** Participants who are registered with CSA have secondary medical insurance coverage when participating in USYSA sanctioned activities.
- 21.2.** All known potentially significant injuries shall be reported in writing to CSA by the referee.
- 21.3.** All injury claims against the medical insurance program shall be reported to CSA within thirty (30) days of the occurrence of the injury on the proper insurance form. Forms are to be properly completed and signed by appropriate parties. Forms are available on the CSA [website](#).

Section 22

Alcohol, Drugs of Abuse, Controlled Substance, and Firearms

- 22.1.** The possession, consumption, or use of any alcoholic beverage, drug of abuse or controlled substance or the possession or use of any firearm at the field area by any player, coach, referee, team official or spectator prior to, during or after the playing of any CSA activity is prohibited. Any individual who violates this prohibition shall be subject to disciplinary action by CSA.

Section 23

Matters Not Provided For

23.1. The above rules and procedures are not meant to be all-inclusive. Matters not provided for or extraordinary circumstances shall be brought to the attention of the CSA Board of Directors for determination and appropriate action.

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