

## **Presidio Soccer League & San Diego Developmental Academy Gaming Rules**

1. **RULES OF PLAY.** FIFA Laws of the Game will apply as modified by USYSA, Cal South and Presidio Soccer League as described.

2. **REFEREE REGISTRATION AND ID CARDS.** To be assigned games in Presidio Soccer League or San Diego Developmental Academy you must be registered for the current year and have a current approved Cal South Referee ID card. This Cal South ID card must be with you at every game and must be shown to the administrator of both teams when checking in the players.

If the center referee forgets to bring his Cal South Referee ID Card to the game, please follow the Presidio below before the start of the game: One of team's manager or coach should call either of the individuals below to verify the referee's status:

- Bob Turner – Presidio President at 619-864-2008 or
- Jack Dobransky – Presidio Vice President at 619-733-8071

If referee cannot be verified, the game should not be played, and the game is rescheduled. Home field advantage is lost, and home team is still responsible to pay the referees if/when the game is rescheduled.

Any referee who forgets his card more than twice shall no longer be assigned games until the referee agrees to bring their Cal South ID card to the game. The teams know the procedure for when a referee does not have their Cal South ID card. If the referee causes a game not to be played due to the referees not having their Cal South ID card at the game, the referee association will be billed the fee to reschedule the game and they will then in turn bill you for collection of the fee.

3. **REFEREE CREW.** It is the assignor's responsibility to properly assign the entire referee crew. Center referee assigned must be qualified to referee the assigned age group. The center referee must be 2 years older than the age of the teams playing unless he or she is 18 or older.

4. **OFFICIAL MATCH/ROSTER GAME REPORT.** The home team shall provide the Official Match/Roster Game Report on three-part carbonless paper. The visitor team should bring a copy as well. This document is used to report what occurred in the game. The referee keeps the top copy as their official record and gives one of the other two copies to each team's administrator. This document **MUST be signed before the game by both teams.** By signing the teams are verifying that the players are legally registered, and they are ready to play the game.

5. **REPORTING SCORES AND CARDS.** Presidio Soccer requires the referee and manager or coach from each team to report score and any yellow or red cards issued in the game within 24 hours through the online scoring module on our website or by using the Digital Player Card mobile application. In addition, a copy of the Official Match/Roster Game Report shall be sent to the appropriate director shown on the match report by fax or pdf email.

**ALL CAUTIONS/YELLOW CARDS** must be reported online within 24 hours and the Official Match/Roster Game Report sent to the appropriate director by fax, or by a scanned email.

All send-offs/red cards **must be reported online within 24 hours and the Official Match/Roster Game Report sent to the appropriate director by fax or by email.**

Referees are required **to legibly print their name and enter the last four numbers of their USSF ID Number** in the section at the bottom of the Presidio/SDDA Official Match/Roster Game Report.

6. **CHECK-IN.** Referees shall be dressed in the appropriate uniform with the current or newer year USSF badge, have their Cal South Referee ID Card and be ready to officiate at least (30) thirty minutes prior to the game.

7. All players must be in their game jersey **15 minutes prior to the scheduled start time of the game.** If players are not in game jerseys when you go to check them in, please note that on the roster or online in the comment section on which team(s) were not ready to be checked in. Presidio Soccer League will discuss this issue with the club so this doesn't happen again. Referee has the right to reduce the total game time by the additional time it takes the team to be ready to be checked-in.

Each team is to bring a Presidio/SDDA Official Match/Roster Game Report to each game. If home team does not have theirs then the visiting team can supply. The referee or referee team must show their Cal South Referee ID Cards before the game to each teams' administrator, which shall be done at team check-in.

Check-in can be done either by using the Official Match/Roster Report or by using the Digital Player Card mobile application.

Referees must verify that each player on the Presidio/SDDA Official Match/Roster Game Report or on the Digital Player Card application has a valid Cal South Player ID Pass/Card and that:

- a) All player cards have the appropriate club and team number on them,
- b) The coach is affiliated with the club and has a minimum of an "E" License mark with a PI. A manager with a valid "F" license may coach on an emergency basis but only for the team he/she is listed as the manager.
- c) Players jersey numbers and names are listed correctly on the match report,
- d) Players being checked-in must match the pictures on the cards and on the match/roster game report or on the Digital Player Card mobile application,
- e) Handwritten player(s) on the match report are legal as long as they have a proper Cal South Player Card matching the club and team ID number or they are shown to be on the team on the Digital Player Card mobile application.
- f) All Club Pass players shall be printed on the roster, and card must match club, but the team number will be different. Club Pass players cannot be handwritten in.
- g) Referees will check player's equipment (FIFA Law 4): cleats, shin guards, and other uniform requirements. Illegal equipment equals NO PLAY, SAFETY FIRST. Safety of all players is a vital concern of Presidio Soccer League/San Diego Developmental Academy.

h) Field and goals shall be safe and is the number one priority. If a field or field equipment is dangerous or unsafe do not play game and report it on the Presidio/SDDA Official Match/Roster Report.

i) The Referee when completing the Presidio/SDDA Official Match/Roster Game Report will indicate on the roster and online in the scoring comment section any player, coach, manager or spectator(s) that didn't play or attend a game for any suspension related cards.

j) Referees will check that each team has a coach in attendance for the entire game with a valid Cal South Coaching Pass. A minimum of an "E" License, marked PI, is mandatory for all competitive coaches. A licensed coach, affiliated with that club, must be present during the entire game. If the coach fails to show or no other licensed coach with the club is available, then the game is terminated and reported on the Presidio/SDDA Official Match/Roster Game Report. If the coach leaves early and does not have a proper replacement, the game shall be terminated. A manager with a valid "F" may coach license on an emergency basis but only for the team he/she is listed as the manager.

k) Presidio / SDDA recommend using "Club Linesmen" when short referee(s). Club Linemen may only signal when the entire ball crosses the touch line or goal line. They cannot call Offside. Use of any Club linesmen must be written in on the Presidio/SDDA Official Match/Roster Game Report and reported in the comment section when reporting the game online.

l) Referees agree that by accepting and refereeing any Presidio Soccer League/San Diego Developmental Academy game, that they will follow the leagues rules and when requested, will appear before any Trial Board Hearing. Failure to do so will result in said Referee being relieved of all Presidio Soccer League/San Diego Developmental Academy referee duties until the matter has been resolved.

8. **CLUB PASS.** Club Passes are allowed in Presidio and SDDA. Please see the Presidio/SDDA Gaming Rules for more information.

9. **LOAN PLAYERS.** No loan Pass players are allowed in Presidio or SDDA.

10. **TEAM AGE GROUPS.** Team will follow birth year for age groups:

Birth Year	Players	Ball Size	Game Length (Minutes)	Halftime Minutes*	Max Roster Size	Field Size
2001	11 v 11	5	90	5	22	Full
2003	11 v 11	5	90	5	22	Full
2004	11 v 11	5	80	5	22	Full
2005	11 v 11	5	80	5	22	Full
2006	11 v 11	5	70	5	22	Full
2007	11 v 11	5	70	5	18	Full
2008 (1)	9 v 9	4	60	5	16	Short
2009 (1)	9 v 9	4	60	5	16	Short
2010 (1,2)	7 v 7	4	50	5	12	Short

2011 (1,2)	7 v 7	4	50	5	12	Short
2012 (1,2)	7 v 7	4	50	5	12	Short

- (1) No Heading of the ball. See 7v7 & 9v9 Modifications
- (2) Build-Out Line, Opponents must retreat behind the Build-Out Line, No Goalkeeper Punting, Goal Kicks must leave penalty area to be in play. See 7v7 Modifications

**\*Halftime will be exactly five (5) minutes.** Teams that violate the halftime break are to be reported on the Official Match/Roster Game Report and on the online game scoring system.

**Adding Time.** Adding time **is at the referee’s discretion and is not mandatory.** Presidio/SDDA allows for 15 minutes between games, which is ample time to check in the teams for the next game and get a drink. If the halftime limit is not enforced and the referee adds time, then there is time crunch. Presidio/SDDA requires a proper and correct check-in of players. Allow or adjust appropriately, when you add additional time.

10. **FIELDS.** Fields shall conform to FIFA (Law 1) and may be adjusted for youth. The home league is responsible for marking and setup of the field. All fields must be properly marked, GOALS MUST be properly anchored down, and have corner flags when available. Under Law 1 – U.S. Soccer does not require mandatory corner flags for youth games, but it is highly recommended. **GOALS NOT PROPERLY ANCHORED DOWN equals NO GAME and if they can’t be fixed the home team shall forfeit the game.** The suitability of corner flags, goals safely anchored, and playability of the field are the sole and final discretion of the Referee under the laws of the game. Be sure to discuss any concerns you may have about the field prior to the start of the game. Report any field concerns to Presidio Soccer League. Once the game begins it will be considered a played game.

11. **SUBSTITUTIONS.** Player Substitutions are according to FIFA with the exception that the number of substitutions is unlimited. Substitutions are allowed using the following guidelines:

- a) All substitutions may be made by either team, with the consent of the referee, at any stoppage of play.
- b) When a player injured on the field requires attention, they must be substituted off the field of play, except for the two players of the same team and goalkeeper. Only coach or trainer may attend to injured player unless approved by the referee.
- c) Substitutions shall be made at midfield line. The substitute player shall not enter the field of play until the player substituted has left the field of play or approved by the referee.
- d) Excessive substitutions resulting in delay of game is unsporting and is discouraged. The referee has the power through the laws of the game to manage this type of behavior.

**ABANDONNED GAMES.** The referee may **abandon a match:**

- a) If there are an insufficient number of players to meet the requirements of the Law

of the competition,

b) If a team does not appear or

c) If the field or any of its equipment do not meet the requirement of the Laws and/or is otherwise unsafe.

An abandoned match will be treated as protested games which may be ruled complete, ordered re-played or continued from the point of stoppage.

**12. TERMINATED GAMES.** The referee may terminate a match:

a) For reasons of safety (bad weather or darkness),

b) For any serious infringement of the Laws, or

c) Interference by spectators.

Terminated games before the commencement of the second half will be re-played in their entirety. Terminated games terminated during the second half will be considered complete. Only the competition authority, not the referee, has the authority to declare a winner, a forfeit, or a replay of the match in its entirety. The referee must report fully on the events.

Abandoned or terminated games may be ruled a forfeit, when the actions of that team's players, coaches or spectators is the cause for the abandonment or termination of the game. All decisions made are at the discretion of the competition authority and considered final.

**13. ADMINISTRATOR RED CARDS/FORFEITS.** If there is not a properly licensed coach affiliated with the club present during the entire game, that team will forfeit the game. Any licensed coach from the team's club may continue the game if that coach has a valid coach's card with that club. If the coach is sent off and no other coach affiliated with the club is available to continue as coach, the referee will terminate the match. A manager with a valid "F" license may coach on an emergency basis but only for the team he/she is listed as the manager. Abandoned or terminated games may be ruled a forfeit, when the actions of that team's players, coaches or spectators causing the abandonment or termination. Any coach sent off must be out of sight and sound prior to, during and after the game.

**RED AND YELLOW CARDS will be shown to Players, Coaches, Administrator and Spectators.**

**14. SIDELINE BEHAVIOR.** Coaches are responsible for their sideline and all actions thereon. Coaches are expected to coach their teams in a positive and respectful manner. Presidio/SDDA Soccer League encourages referees to discipline any coach for irresponsible behavior if the coach, player, parent or spectator uses derogatory words or actions aimed at their players, the opposing team's players, coach, sideline or any of the referees. We take sideline behavior seriously, and will take actions against players, coaches, spectators, and entire sidelines.

15. **ALL REFEREE ASSAULTS.** Referee Assaults must be reported online and a written USSF Supplemental Report must be sent to the designated Presidio/SDDA Soccer League Director within 24 hours.

**Please see Team Administrator Guide for this information and more.**