

## **Board of Directors**

Carrie White  
President

B. J. Sauter  
Vice President

Maria Carmosino  
Secretary

Tammy Smith  
Treasurer

Lisa Bourque  
Dir. Of Scheduling

Tim Hart  
Dir. Of Referees

Eric Brink  
Member at Large

Mark Cooper  
Member at Large

Eric Motsinger  
Member at Large

Tracy Coffey  
League Registrar

## **District Representatives**

Chris Norber  
Amelia

Gina Rose  
Batavia

Susan Mattes  
Bethel

Jason Crawford  
Blanchester

Debbie Burns  
CNE

Kasey Baker  
Felicity

Lynn Crooks  
Goshen

Brian Workman  
New Richmond

Richard Enzweiler  
Western Brown

Tracy Coffey  
Williamsburg

# Referee Contacts

Director of Referees:           Tim Hart  
  513-732-2166

## District Referee Coordinators

Sharon Strickland               Steven Johnston  
Amelia                               Batavia

Greg Iding                         Eric Motsinger  
Bethel                               Blanchester

Bob Galvin                        Kevin Steele  
CNE                                 Goshen

Carrie White                     Ann Belmont  
Felicity                            New Richmond

Randy Hiler                      Jeremiah Chase  
Western Brown                  Williamsburg

## **Clermont Central Soccer Association**

Clermont Central Soccer Association (CCSA) is a nonprofit, educational and recreational soccer organization serving the communities of Amelia, Batavia, Bethel, Blanchester, Owensville (CNE), Felicity, Goshen, New Richmond, Western Brown, and Williamsburg. CCSA is affiliated with Ohio South Youth Soccer, United States Youth Soccer, and United States Soccer.

The purpose of CCSA is to: (1) instruct and train players and coaches to develop and improve their capabilities, (2) develop the principles of fair play, (3) build good character, (4) allow all players as equal an opportunity as possible to participate, (5) promote the growth of soccer, (6) encourage the development and practice of good sportsmanship, (7) improve physical fitness, (8) help keep our youth involved and busy in supervised activities, and , (9) have fun in a safe manner.

### **Code of Conduct and Ethics**

***Soccer belongs to the Players.*** Coaches must understand this and put the welfare of the Players and the game ahead of their personal desires. Coaches, Players, and Spectators must never place the value of winning above safety and welfare of the Players. Winning should be the result of thorough preparation and team discipline.

The laws of soccer are written to insure a continuous flow of action, while insuring the safety of Players. Coaches must be familiar with them and the rules of play. Coaches shall ensure that the Players also understand them and adhere to both their letter and spirit.

Advantage shall never be sought by deliberately violating the laws of soccer nor by engaging in unsportsmanlike behavior.

### **Zero Tolerance Policy Against Abuse**

Clermont Central Soccer Association and The Ohio South Youth Soccer Association are committed to providing a safe environment for its members and participants, and to preventing abusive conduct in any form. Every member of this organization is responsible for protecting our participants and ensuring their safety and well being while involved in sponsored activities.

To this end, we have established the following guidelines of behavior and procedures for our staff, volunteers and participants. All members of this organization, as well as parents, spectators and other invitees are expected to observe and adhere to these guidelines:

1. Abuse of any kind is not permitted within our organization. This means we do not tolerate physical, sexual, emotional or verbal abuse or misconduct from our players, coaches, officials, volunteers, parents or spectators. An occurrence may result in discipline procedure and penalties may result.

2. Physical and sexual abuse, including, but not limited to, striking, hitting, kicking, biting, indecent or wanton gesturing, lewd remarks, indecent exposure, unwanted physical contact, any form of sexual contact or inappropriate touching, are strictly prohibited within our organization.

3. Emotional abuse or verbal abuse is also prohibited. These include, but are not limited to such forms of abuse as: yelling, insulting, threatening, mocking, demeaning behavior, or making abusive statements in regard to a person's race, gender, religion, nationality/ethnicity, sex or age.

4. We are committed to providing a safe environment for our players, participants and staff. We do so by appointing all coaches, officials and volunteers -and anyone else affiliated with our organization -as protection advocates. Every member of this organization is responsible for reporting any cases of questionable conduct or alleged mistreatment toward our members by any coach, official, volunteer, player, parent, sibling or spectator.

5. Buddy System: We recommend that every activity sponsored by our program put a Buddy System in place. Each youth participant should be assigned a buddy during sponsored activities. No child should go anywhere -to the bathrooms, locker rooms, or other location -without his or her buddy.

6. To further protect our youth participants, as well as our coaches, officials and volunteers, we strongly advise that no adult person allow him/herself to be alone with a child or with any group of children during sponsored activities. In particular, we recommend that coaches or other adult members of this organization:

- 1 Do not drive alone with a child participant in the car.
- 2 Do not take a child alone to the locker room, bathrooms or any other private room.
- 3 Provide one-on-one training or individual coaching with the assistance of another adult and the child's Buddy.
- 4 If you must have a private conversation with a youth participant, do it within view of others, in the gym or on the field, instead of in a private office.
- 5 Coaches and other adult members of this organization should not socialize individually with the youth participants outside of sponsored activities.

7. Supervision/Chaperone ratio: We recommend that for any sponsored activity, the ratio of adults to youth participants be 1:8, one (or more) adults for every eight children, with a minimum of two adults for every activity.

8. When traveling overnight with youth participants, children should be paired up with other children of same gender and similar age group, with chaperones in

separate but nearby rooms.

9. We want to empower our children to trust their feelings and let them know that their concerns, fears and hopes are important by listening to them. Open communication between children and parents, or between children and other adults in the organization may help early warning signs of abuse to surface.

10. We encourage parents to become as active as possible in sponsored activities, games, practices and other events. The more the parents are involved, the less likely it is for abusive situations to develop.

11. We will respond quickly to any and all allegations of abuse within this organization. This information will be communicated to the authorities for investigation and will be reviewed by the organization's directors. The alleged offender will be notified of such allegations promptly.

12. Any person accused of sexual or physical abuse may be asked to resign voluntarily or may be suspended by the board until the matter is resolved. Regardless of criminal or civil guilt in the alleged abuse, the continued presence of the person could be detrimental to the reputation of the organization and could be harmful to the participants. A person, who is accused but later cleared of charges, may apply to be reinstated within the organization. Reinstatement is not a right, and no guarantee is made that he or she will be reinstated to his/her former position.

13. We promote good sportsmanship throughout the organization and encourage qualities of mutual respect, courtesy and tolerance in all participants, coaches, officials, board members and volunteers. We advocate building strong self-images among the youth participants. Children with a strong self-image may be less likely targets for abuse; similarly, they may be less likely to abuse or bully others around them.

## **Coaches' and Spectators Code of Ethics and Penalties**

The following will be adhered to for violating the Coaches' and Spectators Code of Ethics. The unsportsmanlike behavior, carded offenses and game ejections will result in these penalties to be issued by the league Discipline and Protest Committee. These are minimum penalties and may run concurrently or consecutively as deemed appropriate by the discipline committee. Penalties may be issued whether or not a card was actually issued by a referee.

Those serving a suspension may be served by either not attending the game or by watching the game from the parking lot or concession stand at any District.

Suspensions are effective from the season issued and into the next season until suspension is carried out. i.e. 5 game suspension issued with 2 games left in the fall season will carry into the spring season, (if played) if not played then into the following fall season.

Suspensions are effective for the offending coach/parent/spectator.

i.e. If a coach coaches 2 teams the suspension applies to BOTH teams/games for the time period suspended. For parents - the suspension applies to ANY of their children's games. They CANNOT attend any of their other children's games without penalty during their allotted suspension. Coaches and/or Parents are suspended from ALL League activity until obligation has been met per the original team's infraction.

1. Ejections during the game – A minimum of the REMAINDER OF THE GAME plus a 1 GAME SUSPENSION (plus any additional penalties).
2. Ejections after the game – 2 GAME SUSPENSION.
3. Entering the field of play without permission of the Referees – Red Card (Remainder of Game + 1 Game Suspension).
4. Threatening actions toward Officials, Players, or Spectators – 1<sup>st</sup> Offense - Red Card (Remainder of Game + 2 Game Suspension), 2<sup>nd</sup> Offense – 1 Year Suspension + 2 Year Probation.
5. Abusive language towards an Official, CCSA Representative, referee, Player, or Spectator – 1<sup>st</sup> Offense – Red Card (Remainder of Game + 1 Game Suspension), 2<sup>nd</sup> Offense – Red Card (Remainder of Game + 2 Game Suspension).
6. Aggressive physical contact with another person, i.e. grabbing an arm, turning individual around, poking, bumping, pushing, vocal threats, etc. – MINIMUM 1 YEAR SUSPENSION PLUS 2 YEARS PROBATION. IF SUSPENSION OR PROBATION IS VIOLATED, AN ADDITIONAL SUSPENSION SHALL BE ADDED.
7. Refusal to leave the playing field - 4 minutes from the time of the ejection

– Added three Game Suspension

8. Constant and excessive verbal harassment of the Referees or Players – 1<sup>st</sup> Offense – Yellow Card, 2<sup>nd</sup> Offense – Red Card (Remainder of Game + 1 Game Suspension).
9. Instructing Players to play in a dangerous or unsportsmanlike manner – 1<sup>st</sup> Offense – Red Card (Remainder of Game + 1 Game Suspension), 2<sup>nd</sup> Offense – Red Card (Remainder of Game + 5 Game Suspension).
10. Instructing Players to play in a dangerous or unsportsmanlike manner with deliberate intent to harm – 1<sup>st</sup> Offense – Red Card (Remainder of Game + 2 Game Suspension), 2<sup>nd</sup> Offense – Red Card (Remainder of Game + 1 Year Suspension + 2 Years Probation).
11. Coaches allowing game participation of a suspended player – 3 Game Suspension.
12. No tobacco products may be used on or near the playing field - 1<sup>st</sup> Offense – Verbal Warning, 2<sup>nd</sup> Offense – Yellow Card, 3<sup>rd</sup> Offense – Red Card (Remainder of Game + 1 Game Suspension).
13. Coaches and substitutes shall remain within the designated Coaches' area. Spectators shall remain on the side opposite the Coaches and Players between the penalty areas and behind the Spectator line – Ejection if non-compliant. (See also LAW I, Item 13)
14. Spectator harassment will be handled in the following way: Game will be stopped and both Coaches called to mid-field. Coaches will be instructed to warn the fans. If harassment continues, the game will be suspended.
15. Any Coach who removes their team from the playing field during a game and leaves shall be suspended for 2 additional games of that team.
16. Coaches allowed on the Team side of the field shall be limited to those on the official roster. Persons not on the roster will be asked to view the game from the spectator sideline.
17. Anyone coaching from the spectator's side of the field shall be: 1<sup>st</sup> time – warned, 2<sup>nd</sup> time – warned, 3<sup>rd</sup> time ejected plus **one** game suspension.
18. A Coach or spectator ejected from a game shall be suspended immediately from the CCSA until suspension has been served. (Exception: Administrative Duties)
19. When a coach does not play each Player at least ½ of each game (except where provided for in this manual), they shall forfeit the game, and the Coach shall receive a 2 Game Suspension.
20. Any picture-taking device may only be used on the spectator side of the field between the penalty boxes and behind the Spectator line, unless under direction of the CCSA Board.
21. All Coaches, Administrators, and Volunteers must have on file a completed risk management disclosure statement renewed every year.
22. Coaches carded without a sportsmanship card will receive an automatic **3** game suspension.

## **Players' Code of Ethics and Penalties**

Every Coach in Clermont Central Soccer Association is hereby instructed to make all players aware and knowledgeable of the following Code of Ethics and their penalties.

These are minimum penalties and may run concurrently or consecutively as deemed appropriate by the discipline committee.

All suspensions may be served by either not attending the game or by watching the game from the parking lot or concession stand.

1. Abusive and/or foul language toward an Official, Player, Coach, or Spectator – EJECTION.
2. Threatening actions or words towards Officials, Players, or Spectators – EJECTION.
3. Aggressive physical contact with the Referee (with intent to harm) i.e. grabbing the arm, turning the individual around, poking, bumping, pushing, etc. – EJECTION and FOUR-GAME SUSPENSION.
4. Aggressive physical contact with Players (with intent to harm) – EJECTION / 2<sup>ND</sup> OFFENSE during the season – 1 ADDITIONAL GAME SUSPENSION.
5. Striking an Official – EJECTION AND A MINIMUM (1) YEAR SUSPENSION PLUS TWO (2) YEARS PROBATION. IF SUSPENSION OR PROBATION IS VIOLATED AN ADDITIONAL SUSPENSION SHALL BE ADDED.
6. Striking (Closed fists) or kicking a Player – EJECTION / 2<sup>ND</sup> OFFENSE during the season – SEASON SUSPENSION.
7. Refusing to leave the playing field after an ejection – ONE ADDITIONAL GAME SUSPENSION.
8. Any Player observed using or under the influence of drugs and/or alcohol before or during a game will not be permitted to play that game – EJECTION PLUS ONE – GAME SUSPENSION TO A MAXIMUM (1) YEAR SUSPENSION PLUS TWO (2) YEARS PROBATION. IF SUSPENSION OR PROBATION IS VIOLATED AN ADDITIONAL SUSPENSION SHALL BE ADDED.
9. Post game – After the game, both teams will line-up in an orderly fashion and shake hands. HAND SHAKING IN AN UNSPORTSMANLIKE MANNER – EJECTION
10. TOBACCO PRODUCTS – None to be used on or near any field in CCSA at any time – EJECTION/2<sup>nd</sup> OFFENSE during the season/TWO GAME SUSPENSION
11. Any Player ejected shall be suspended for the remainder of the game plus that team's next game. Penalty for violating suspension shall be three (3) times that of the previous penalty. (Exceptions to this rule are what is stated in Rules #3, #5, and #8.)

IMPORTANT NOTICE: IT SHALL BE AGAINST THE RULES OF CCSA FOR A SPECTATOR, COACH, OR PLAYER TO THREATEN, HARASS, OR INTIMIDATE SOCCER OFFICIALS IN ANY WAY. THIS INCLUDES BEFORE, DURING, OR AFTER ALL GAMES SANCTIONED BY CCSA. FAILURE TO COMPLY WITH THE ABOVE RULES COULD MEAN IMMEDIATE SUSPENSION FROM THE GAME AND FIELD AREA (i.e. IN SIGHT OF OR IN EAR SHOT OF THE OFFICIAL) AND OR LOSS OF THE GAME BY JUDGEMENT OF THE DISCIPLINE AND PROTEST COMMITTEE OF CCSA. ANY PHYSICAL CONTACT WITH A SOCCER OFFICIAL COULD MEAN LEGAL ACTION BY THE SOCCER LEAGUE.

## **JUDGING A GOOD COACH**

A GOOD COACH is someone who knows winning is wonderful but it is not the triumph of sports.

A KIDS' COACH is someone who goes to work early, misses meals, gives away weekends and plays havoc with family schedules so he or she can help out a group of youngsters.

A COACH is someone who stays a half hour after practice and more to make sure everyone of the players has a safe ride home.

A COACH is someone who rarely hears a mom or dad say, "Hey, Thanks," but receives a lot of advice on game day.

A GOOD COACH is someone who makes sure everyone gets to play.

A GOOD COACH is someone who knows what to do if a player is hurt.

A GOOD COACH is someone who teaches young people that winning is not everything, but still lies in bed at night staring at the ceiling wondering what he or she might have done differently to have turned a loss into a win.

A GOOD COACH is someone who can help a child learn to make mistakes in stride.

A GOOD COACH is someone who sometimes helps a child develop ability and confidence that sometimes did not exist before.

A GOOD COACH is someone a youngster will remember a long time after the last game has ended and the season is over.

A GOOD COACH is someone that teaches the players to win and lose respectively.

## **INAPPROPRIATE COACHING BEHAVIORS**

The Coach physically or verbally abuses players and referees.

Players themselves are criticized, rather than their behaviors.

He or She uses profanity.

The Coach won't listen to suggestions or complaints from parents.

Winning is emphasized as the only goal.

He or she is constantly arguing with game Referees or other officials.  
Cheating is condoned.

The Coach doesn't allow playing time for all members of the team,  
including the less skillful kids.

The kids are made to feel bad when they lose and worthy only when they win.

The Coach feels personally let down when the team doesn't measure up to their expectations.

## **PARENTS: Role Models for Life**

What can parents do to make the game of soccer more enjoyable for their children, and other people's kids, too?

1. Be knowledgeable of the game.
2. Encourage fair play at home.
3. Be supportive; i.e.: be sure the player attends practices; pick him/her up on time.
4. Attend games.
5. Be positive or quiet at games.
6. Be respectful; expect your own children to be respectful.
7. Focus on good nutrition.
8. Volunteer to help the coach.
9. Attend referee clinics.
10. Become a referee.
11. Play the game of soccer.
12. Be calm and have good manners.
13. Support the coaches' and referees' decisions.
14. Encourage communication between coach and parent.
15. Ask your own children to describe his/her role, what new skills have been learned.
16. Watch practices; focus on new strategies.
17. Find soccer videos, watch them with children.
18. Concentrate on praising other peoples' children during games.
19. Read newspaper articles about older soccer players' successes; provide models for your own children.

Parents' daily modeling of fair play, conflict resolution  
and the "golden rule" encourages  
players to calmly play with skill on the field.

# CCSA Organizational Rules

## A. Division age guidelines

- U-6 4-5 yrs. old on or before October 31 of the current year.
- U-7 6 yrs. old on or before July 31 of the current year.
- U-8 7 yrs. old on or before July 31 of the current year.
- U-9 8 yrs. old on or before July 31 of the current year.
- U-10 9 yrs. old on or before July 31 of the current year.
- U-11 10 yrs. old on or before July 31 of the current year.
- U-12 11 yrs. old on or before July 31 of the current year.
- U-14 12-13 yrs. old on or before July 31 of the current year.  
(exception: any children not age appropriate but still in the 8<sup>th</sup> grade)

A player who is qualified by age to play in one age division but prefers to play in the next older age division, must submit a written request from a parent or legal guardian along with their sign up form. The District Rep will present all written requests at the time of the team draw to the Special Request Committee for their approval or denial. All decisions of this Committee are final.

U6 players that are 5 years old are never approved to play up to U7 unless they are going into the 1<sup>st</sup> grade.

In all age divisions, the lower age must be reached and in all divisions the higher age must not exceed the age division guidelines as stated above, without approved exception.

The District Rep is responsible for age verification of each player on the team roster. All players must submit a copy of their birth certificate or other official proof of date of birth to the head coach who will submit them to the District Rep who will keep them on file. **PENALTY:** Forfeiture of any game in which an ineligible player participates.

## B. Scheduling

1. The Director of Scheduling will schedule **all games**.
2. Coaches will **NOT** reschedule **any** games. Emergency or school function-related game rescheduling will be handled on an individual basis by the Director of Scheduling.
3. Games that are not rescheduled through the Director of Scheduling will result in a forfeit for both teams.
4. All rescheduling must be done via email to the Director of Scheduling.
5. The Director will email the new date and time to both teams' head coaches,

the district reps of teams affected, and the ref coordinator of the home district.

### **C. Official Season**

Official season begins the day immediately after team draw with the official game season as the 1<sup>st</sup> day of that season's game schedule and ends on the last day of the current year tournaments. Practice may begin the day immediately after team draw.

### **D. League Standings**

The winning team will receive three points for a win and the opposing team will receive zero points for a loss. A forfeit win will receive three points. Each team will receive one point for the tied game. If league standings end in a tie, then co-champs will be declared with no runner-up.

Game scores must be reported in the designated manner on the same day that the game is played. Winning coaches are responsible for ensuring that their score is reported. In the event of a tie game, the HOME team must report the score. Failure to report scores will result in a loss of points for that team.

### **E. Rosters**

The District Representative and the Head Coach of each team must have a copy of the final team roster (including drop/add forms). The CCSA Vice President is to verify and sign the roster thereby making it an official roster. An official roster will be stamped, printed, and signed by the League Register and Vice President.

Drop/add forms will be processed according to OSYSA's governing rules. See schedule of events for date. PENALTY: Forfeiture of any game played without an official roster. NO handwritten players or coaches on the official roster.

### **F. Responsibility of District Representative to CCSA**

1. Each district will send a representative to the Association. This representative will have voting privileges as defined in the Constitution of Clermont Central Soccer Association. If the President sees a conflict of interest on a voting issue, he/she will require that/those representative(s) abstain from that vote.
2. If a District Rep is absent and there is no other representation for that district at two meetings within a calendar year, then the league secretary

will notify that District President and Rep by letter that on the third absence the CCSA Executive Board will recommend replacing their representative to the Association.

3. Each District Rep is to relay **all pertinent information** received at CCSA meetings to all coaches involved including notification of coaches clinics, mandatory CCSA meetings, referee clinics, etc. CCSA is NOT responsible for any information that is not passed on by a Rep to his/her district.
4. Each District Rep shall be responsible for registering all players for that district. Each shall also be responsible for preparing and participating in the Player Draw and Team Formation as outlined in Section I & L of these organizational rules. The Rep will notify all coaches of date, time, and place of player draw and team formation.
5. All District Reps will meet all deadlines as set forth by CCSA. PENALTY: forfeiture of all voting rights for the next two meetings or a fine where designated.
6. Each District will provide fields for play in proportion to the number of teams fielded by that district and will maintain such fields. (All goal posts must be padded up to 6 feet high for practices and games during the fall and spring seasons.)
7. Each District will be responsible for recruiting referees for that District and ensure that these referees are properly certified by attending classes and/or pass tests sponsored by the Association.
8. Each District will be responsible for handling day-to-day situations and affairs in that District, within the guidelines set forth by CCSA and having working bylaws.
9. Each District must pay the following team fees as set forth by the Association. These fees must be paid by the set date. The fee is \$12.50 per player.
- 10 Each District is responsible for keeping a record of Risk management forms for all coaches and volunteers.

## **G. Coaches Responsibilities**

A team roster will have a minimum of one head coach and one non-related assistant. A team shall have no more than two assistants. All members of the coaching staff must be 18 years of age or older. First year coaches **must** attend a coaches' clinic in order to be eligible as a coach the following year. If they are selected to coach after the last coaches' clinic for that season, then they must attend a coaches' clinic the next season in order to be eligible as a coach.

All coaches must attend the yearly coaches meeting to receive the updated handbook, sportsmanship card and pertinent information for the upcoming season.

All coaches and other adults responsible for direct care and training of the players will submit annually a “KidSafe” background check investigation through osysa.com.

U7 teams may start with a Head Coach and a 1<sup>st</sup> Assistant Coach. All 2<sup>nd</sup> Assistant Coaches must be selected after the player draw and team formation, if a 2<sup>nd</sup> Assistant Coach is desired.

Each Coach must have an approved copy of the team roster, any add/drop forms and Emergency Medical forms at every game his//her team plays. NOTE: An Assistant Coach should also have a copy of the team’s roster, in the event that the Head Coach is absent.

Any member of the coaching staff wishing to address a referee before, during, or after a game must possess a Sportsmanship Card.

## **H. Legal Team**

Team sizes may vary per division based on the team sizes in each district. This will be determined each year.

In Divisions U12 & U14, not less than eleven nor more than twenty-one players and one head coach and no more than two assistant coaches will constitute a legal team. (1 less than double the team playing size)

In Division U10 and U11, not less than nine nor more than seventeen players and one head coach and no more than two assistant coaches will constitute a legal team. (1 less than double the team playing size)

In Divisions U8 & U9, not less than seven nor more than thirteen players and one head coach and no more than two assistant coaches will constitute a legal team. (1 less than double the team playing size)

In Divisions U6 & U7, not less than five nor more than nine players and one head coach and no more than two assistant coaches will constitute a legal team.

Ideal team sizes are as follows:

11V11	16
9V9	14
7V7	11
5V5	9

If a team loses players anytime during the season and it puts them below the minimum for a legal team, they may add a player with the approval of CCSA based upon OSYSA’s governing guidelines. The CCSA Vice-President must

also be notified of any such changes and the addition must follow add/drop guidelines.

No player shall be permitted to play for a **select soccer team and a recreational team during the same season.** A child who has been selected to play for a select team may elect not to play for the select team. He/she may be added by blind draw to a recreational team's roster based upon OSYSA's governing guidelines. Additionally, no player shall play both on a high school (Varsity, JV, nor Freshman) team and team in the CCSA team during the same season. Any player found in violation will be found ineligible, and the recreational team for which they play will forfeit any game that the ineligible player plays in.

A maximum of three players per team may be transferred inter-district with the approval of the District Reps involved. Player release forms must be approved each year for the first two years. After two years then that/those player(s) become part of that established team and no longer require player release approval. Out-of-league players must be approved by the CCSA Board and are limited to three players per team as well and follow the same two-year requirements.

Districts are outlined as follows:

Amelia: Holly Hill Elem.; Merwin Elem.; Amelia Elem., Middle, and High

Batavia: Batavia Elem., Middle, and High

Bethel: Bethel-Tate Primary, Intermediate, Middle, and High

Blanchester: Putnam Elem.; Blanchester Intermediate, Middle, and High

Clermont Northeastern: CNE Elem., Middle, and High

Felicity: Felicity-Franklin Elem., Middle, and High

Goshen: Marr/Cook Elem.; Spaulding Elem.; Goshen Middle and High

New Richmond: Locust Corner Elem.; Monroe Elem.; NR Elem., Middle, and High

Western Brown: Mt. Orab Elem., Mt. Orab Middle, Western Brown High

Williamsburg: Williamsburg Elem. and Middle/High

If a District Rep receives a sign-up form from another District, he/she is obligated to pass it on to that District.

# I. Team Formation/ Player Draw

**Note: Only CCSA Board members and District Reps may be present at the player draw. NO Exceptions!**

Teams shall be formed by the CCSA Executive Board to include President, Vice-President, Treasurer, Secretary, Director of Referees, and Director of Scheduling. The Board will be broken down into three groups with special duties.

1. **Special Request Committee:** Composed of CCSA President, CCSA Treasurer, and CCSA Director of Referees. This group should always be made up of three people. If for some reason one of these members of the group is unavailable, then the Secretary or one of the Members-at-Large should fill in this group. At no time is a District Rep to fill in for this group.

This committee will review all special requests for placements on teams other than age appropriate. All decisions regarding a player playing up, down, on a certain team, or in another district will be based on the Appeal Approval Priority list. Special requests may originate from parents of the player or the District Rep because of team numbers and moving players to facilitate forming appropriate teams. One member of this committee is to keep a written list of approved requests and a written list of denied requests. Each list should contain the players name, district, reason for approval or denial, and 1<sup>st</sup> or 2<sup>nd</sup> year.

The Special Request Committee will base decisions on how a request will affect a team had there been no request at all. If a request will cause another team to fold or play short-handed the request will not be honored. All decisions will be based using the order below and all decisions are **FINAL!** Not to be appealed again!

## Appeal Approval Priority List

- #1 Players of the same age play together
  - #2 Child played up last year and wants to play up again this year for the same team.
  - #3 A sibling plays on the team and the parents request that they play together.
  - #4 If there has been a documented problem in the past and a request for a different coach is submitted with the current year sign-up before the draw.
  - #5 Transportation issue.
  - #6 District request for placement to facilitate team numbers.
  - #7 U6 players are never approved to play up at U7, unless the child is 5 years old and going into the 1<sup>st</sup> grade.
- Option #1 Play up if possible.  
Option #2 Play on a different team of same age group.  
Option #3 Play down if necessary.  
Option #4 Play in a different district.

All decisions by this committee will be based on how that decision will affect the balance of the number of players on individual teams.

**2. Verification Group:** Composed of CCSA Secretary, CCSA League Registrar, and CCSA Director of Scheduling. If for some reason one member of this group is unavailable, then a Member-at-Large may fill in for this group as needed.

This group will verify current season rosters from the previous year rosters. New teams formed at U7 will be assigned a team number based on year of that age group's birth year i.e. G92-51. Established teams at U8 and up are to keep the same team number even if the coach changes provided the players of that team had played together the previous year. District Reps should record all established team numbers on current season rosters for verification to make the formation run smoothly and efficiently.

District Reps should have coach's names, phone numbers, district, and level of play recorded on current season rosters for this group to verify and make note of on a list.

Officers will indicate next to each player's name if they are:

New – 1<sup>st</sup> year on an established team.

1<sup>st</sup> – approved by the special request committee for the 1<sup>st</sup> time on a particular team.

2<sup>nd</sup> – approved by the special request committee for the 2<sup>nd</sup> time on a particular team.

Once a player has played on a particular team for two consecutive years a player becomes a part of that established team.

**3. Random Draw Group:** Composed of CCSA Vice-President and two senior board members not already assigned to a group (most likely Members-at-Large). This group will randomly draw all new players onto new teams being formed and onto existing teams. Each senior board member cannot be involved in the drawing of players onto teams from his/her District.

If there is more than one team in an age group in the same District and they are not equal in number of players, then the V.P. will draw new players onto the team with fewer players until the number of players on each roster is equal. The team which had more players in the beginning will receive the next randomly drawn player and continue alternating randomly drawn players onto each roster until all players have been drawn or until each team is at the maximum number of players.

New randomly drawn players are added to the rosters.

No player may be added to a roster once the CCSA V.P. has signed the roster without first receiving approval from the CCSA V.P. Every roster must stay within one player of another. District Reps must still submit a drop/add form to the CCSA V.P. for player's changes after the team draw so the V.P. may attach a copy of the drop/add form to the official roster to make it final.

If the CCSA V.P. receives a phone call after team draws, then he/she will pick at random to place players on certain teams and will record it on CCSA official copy of the rosters. The District Rep is to forward a drop/add form to the V.P. for these changes via phone to make next seasons roster verification accurate.

All U7 teams are to be drawn at random except the Head Coach's child or children and **ONE** Assistant Coach's child or children.

**NOTE to all District Reps.**

Come to the draw with all players of established teams from the previous year who have **signed-up** again written on the current year roster in the same order as the previous year roster if possible. **All player sign-up forms must be brought to the team draw. No Exceptions!**

Decide beforehand how many established and new teams your district will field.

All new player sign-ups should be written on a form provided and divided into single sex and age groups i.e. BoysU8, GirlsU8, etc so that they may be drawn at random onto teams.

Have all special requests in writing and attached to the appropriate age group folder or roster.

**Order that D. R. should present info in the team draw process.**

**Step 1.** All special requests (along with the affected rosters) will be presented in writing by the District Rep. to the Special Request Committee. A committee member must sign all requests approved or denied. One member of the committee will record approved and denied requests on separate lists. All decisions of the committee are final! Once the committee has signed, marked, or stamped all requests as approved or denied, then the District Rep will proceed to the next step.

**Step 2.** Present the current year new roster (with previous year players who have **signed-up** written on the roster) to the Verification Group. This group will then verify the new roster against last year's official CCSA roster. The last player on the roster at this point will be underlined and initialed by an officer of the Verification Group. This will indicate to the CCSA V.P. and anyone else in future seasons that any player on the roster after this point have been newly drawn onto the team. At this point the D.R. will proceed to the next step.

**Step 3.** Current year rosters and new player forms with each new player numbered are taken to the CCSA V.P. who randomly draws new players as outlined previously by age group. Once the CCSA V.P. has completed randomly drawing players onto each roster, then he/she will draw a line and initial so that no more players may be added to that roster without a drop/add form. This should be done to all rosters even if there were no players added to the roster in case there are late sign-ups to be added later. This practice will avoid confusion in later seasons if an issue arises as to player seniority on a team.

Step 4. Return all rosters to the Verification Group to be rechecked. The rosters will be returned to each District Rep. once CCSA has verified and retained an official copy of each roster.

After the draw is complete District Reps. may give special permission, because of a shortage of players in their age group, to some coaches to recruit new (never played CCSA) players onto their own team. Roster must stay within one of each other. Recruiting can only be done when given special permission. All former players who have played with CCSA in the past two years and did not sign-up by the deadline may not be recruited to a certain team.

In the event that one team needs to be split into two teams, the player or players with less seniority on that team will be taken off the team and placed on the new team. If the Asst. Coach wants to Head Coach the new team, then his/her child/children will be first on the new team's roster.

### **Additional Team Formation Rules**

1. There will be no new team formations after the team draw is completed.
2. Eligible players of the same age get first priority on the same team. Any changes to this must be in writing prior to the draw and presented at the time of the draw to the Special Request Committee.
3. A team who has mixed age groups of players may only play down in an age group as a last resort. The Special Request Committee will make this decision at the time of the draw. No more than 3 players on an 11V11 team, 2 players on a 9V9 team, and 1 player on a 7V7 or 5v5 (only for U7, **NOT** U6) team will be allowed to play down. This is only as a last resort and all other options must have failed.
4. The cutoff date for each age group will be July 31<sup>st</sup> of the current year. (Exception: U6 Cut-off date for U6 age group will be October 31<sup>st</sup> of current year.)
5. U6 teams are not considered as part of the U-System. These are not established teams. U6 teams are formed each year with as equal a mix of 4 & 5 year old players as possible. Teams are not established until U7.
6. If a team finishes first in the league two years consecutively, then the CCSA Board may ask that they play up one age division. However, it is not mandatory that they do so.
7. Every child of members of the organization must be given the opportunity to play soccer in that organization's program. Specifically when notice of registrations are given, they must be given in like manner to all children of all members of the organization. Under no circumstances will tryouts or other selection processes be permitted.
8. Requests to play out of District must be submitted in writing at the time of registration by the parents of the player. The request is to be submitted to the Special Request Committee at the player draw. Specific permission is

granted or denied by the Special Request Committee to allow a child to play out of District.

9. All team draws must take place in the presence of the Team Formation Committees. There will be no exception to this rule. Any new players must be drawn at random by the CCSA Vice-President per OSYSA's governing guidelines.
10. At the time of player registration, all requests regarding personality conflicts with coaches, siblings, transportation issues, etc. must accompany the player registration in writing. Requests for assignment to a specific team or with a specific coach **WILL NOT** be honored. All requests are granted or denied at the team draw by the Special Request Committee. All decisions are final and no request will be considered after the team draw.

## **J. Post-Draw Player Assignment**

1. Players signing up after the team draw is completed will be assigned to teams by the CCSA Vice-President in such a manner as to balance, as close as possible, the numbers of players on each team within one player of each other.
2. Where, because of the balance provision of age groups, more than one team has an opening for a late registrant, the assignments will be done on a random basis.
3. **In no instance will a player be removed from a team as a result of an assignment of a late registrant.**
4. Post draw reassignments will be considered by the CCSA Vice-President for the following reason only. Parent agrees to be a Head Coach of another team.
5. **Players who may have played on a team for the previous two years that are not registered at the time of the team draw will not be considered as a member of that established team any longer. This player will be considered a new player and drawn randomly.**
6. Assignments and/or reassignments will occur on 2 designated dates
7. Revised official rosters must be distributed after any and all changes.

## **K. Age Distribution (see sections H & J)**

## **L. Minimum Player Forfeits**

Within District play the Home team must field the minimum number of players for that age group at the scheduled game starting time. Home teams have no grace period. Visiting teams are allowed a 15 minute grace period from the scheduled start time to field the minimum number of players for that age group. If at any time during that 15 minute grace period, the visiting team has the minimum number of players, then the game must be started. If the above

requirements are not met by one team, then the game is recorded as a forfeit to the other team. If neither team meets the requirements, then it is “no contest” and must be rescheduled by the Director of Scheduling. See Law 8: Start of Play.

## **M. Supervision**

During regular and post-season play sponsored by the Clermont Central Soccer Association, the Executive Board or a designated representative thereof is authorized to schedule games, supervise the assignment of players to teams, decide protests, and otherwise regulate activities pertaining to the soccer program subject to these rules.

## **N. Participation**

Every player present at the start of each game shall play the equivalent of one half the game (overtime not included) unless injured or being disciplined and notification is made to the referee and the opposing coach before the start of the game.

The referee and the opposing coach must be notified before the start of a game if a player will not participate in the required playing time as a disciplinary measure exercised by the coach.

The reason for such action must be documented on an official CCSA Discipline form and approved by the District Rep and signed by the parent. (Note: The parent must be aware of the action that will take place).

Discipline is for 1 game at a time only. If a problem or issues continues the District Representative needs to address the situation immediately.

The District Representative & the Coach must be aware of any child playing with medical limitations that have been communicated verbally (to either the coach or DR) but not listed on the Emergency Medical form i.e. she gets tired easily when running for a long time. The child must also have been released by the parent to play soccer by signing the emergency Medical form. This letter must be brought to the game and presented to the referee and opposing coach.

Coaches who don't follow the ½ game participation, are subject to a 1-year suspension.

Players who have received action by the Discipline and Protest Committee are not subject to these provisions, with regards to the written recommendation of the Discipline and Protest Committee.

## O. Tournaments

CCSA will sponsor a tournament after regular season play has ended. The Tournament Committee will be responsible for all aspects of the tournament, with the approval of the Executive Board.

A Tournament Director will be appointed by the Board to set up brackets, game schedules, and sites of play for the tournament with approval of the Executive Board. The Tournament Director will also be responsible for accumulating and tracking game results to determine which teams play in the championship games.

All teams will be entered in the end of season CCSA Tournament. If a coach is not going to enter his/her team, then he/she must notify the Tournament Director by the end of the 5<sup>th</sup> weekend of the regular season.

If a team does not show up for any games during the tournament, they may not participate in the tournament the following year.

The tournament committee is responsible for all organizing and issue resolution during the tournament. The tournament committee decisions are final.

## P. Protest

**Judgment decisions by the referee cannot be protested.** Only an incorrect application of the Laws of the Game may be protested.

The Head Coach and/or the team captain must verbally lodge a protest with the referee at the time the incident occurs. Referees must note the date, time of play, score, field position of ball, and possession of the ball. The referee will notify the opposing coach.

1. The word “protest” must be used and the reason for the protest made clear with Law violated stated.
2. A written letter of protest must be delivered to the Chairperson of the Discipline and Protest Committee accompanied by a \$25.00 protest fee within 24 hours of the verbal protest. A copy of the protest must also be provided to the Director of Referees. The protest fee will be returned if the protest is found to be valid.
3. Any protest relating to the field, goal post, crossbars, or any other appurtenances of the game shall be lodged with the referee and the opposing coach prior to the start of the game.
4. The referee must turn in the protest report to their respective referee coordinator

## CCSA Laws of the Game

### Law I – The Field of Play

Dimensions:		Ideal	Players	Goal Size
U6 & U7	Length	50 yds.	5v5	6'Hx12'W
	Width	30 yds.		
U8 & U9	Length	60 yds.	7v7	6'Hx12'W
	Width	40 yds.		
U10 & U11	Length	80 yds.	9v9	7'Hx21'W
	Width	50 yds.		
U12 & U14	Length	100 yds.	11v11	8'Hx24'W
	Width	60 yds.		

All districts are expected to layout **IDEAL** size playing fields **if at all possible**. Do Not deviate more than +/- 5 yds. in either direction

Field Markings: See short-sided section for variances in markings.

1. Lines: Lines are to be no more than 5" wide. If the field is not adequately lined, the game will still proceed according to the referee's best judgment. Both coaches are to be notified of this situation and cannot refuse to play the game.
2. Goal Area: Marked by lines perpendicular to the goal line 6 yards from the inside of each goal post, extending 6 yards into the field, and joined by a line parallel to the goal line. The area bounded by these lines and the goal line is the goal area.
3. Penalty Area: In U-12 to U-14 the penalty area is bounded by two lines perpendicular to the goal line 18 yards from the inside of each goal post, extending 18 yards into the field, and joined by a line parallel to the goal line.
4. Penalty-kick mark: A spot no larger than 9" in diameter **shall** be made 12 yards from the goal line, opposite the center of the goal to place the ball for P.K.s. An arc of 10-yard radius from the P.K. mark shall be marked outside of the penalty area.
5. Flagposts: A flagpost, not less than 5 ft. high, with a non-pointed top shall be placed at each corner of the field. Games may be played without flagposts. We suggest the use of cones or the referees' best judgment if no flagposts are available.
6. Corner Arc: A one-yard radius shall be drawn inside each of the four corners of the field.
7. Center circle: The center circle shall have a 10-yard radius from the center

of the midfield line.

8. **Halfway Line:** A line is to be marked from side to side at the halfway point.
9. **Spectator line:** A line 6 feet from the touchline and between penalty areas is **required** at all fields. Spectators are to stay behind this line.
10. **Substitution area:** A line 6 feet from the touchline and 8 feet long (four feet on either side of the centerline) is required on the team side at all fields except U6.
11. **Goals:** Goals must be placed on the center of each goal line and is to be 8 ft. high X 24 ft. wide. Goal posts are to be padded up to 6 ft. for the safety of players and must be anchored securely to the ground.
12. **Nets:** Nets are to be secured to the goalposts and the crossbar. Referees are to inspect nets prior to each game and have home team coaches make any necessary adjustments. If there are no nets on the goals, the game will still proceed according to the referees' best judgment. It is recommended to place one spectator from each team behind each goal to assist with any shots on goal. However, the referees' decision is final. **Tournament** games must have nets.
13. **Coaches' area:** A line three feet from the touchline, beginning at each penalty area, and separated by 12 yards from the opposing coaches' area (6 yards on either side of the centerline, where possible).
  - A. U-7 to U-14 teams may have up to three **rostered** coaches on the team side within their coaches' area.
  - B. During the play of the game, a Coach outside of the coaches' area shall be: 1<sup>st</sup> time – WARNED, 2<sup>nd</sup> time – WARNED, 3<sup>rd</sup> time – CAUTIONED (yellow card), 4<sup>th</sup> time – EJECTED (red card).
  - C. No game will be played if a team has no **rostered** coaches present. The CCSA Executive Board will decide if this game is to be rescheduled or a forfeit.

## Law II – The Ball

### 1. Size:

- U-6 thru U-8 will use a No. 3 ball
- U-9 thru U-12 will use a No. 4 ball
- U-14 will use a No. 5 ball

2. It is the responsibility of the home team to supply the game ball. If there is not a suitable field ball, then the referee shall use the best available ball starting with the home team first. It is suggested to have two game balls at the start of each game.
3. No ball shall be used that has loose panels or otherwise poses a threat to the safety of any player.
4. If a ball bursts or becomes unusable during a game, then the game is stopped and restarted by dropping a replacement ball at the spot where the original ball became defective. See Law VIII 4 – B.
5. If a ball becomes unusable while not in play, then play is restarted with a

replacement ball according to the restart that was in progress (kick-off, goal-kick, throw-in, etc).

6. The ball may not be changed during the game without the approval of the referee.

### Law III – The Number of Players on the Field

1. 

Players:	Max.	Min.
U-6	5	HAVE FUN
U-7	5	4
U-8 & 9	7	6
U-10 & 11	9	7
U-12 & 14	11	9
2. **Grace Period:** There is a 15-minute grace period after the scheduled start of the game for the visiting team to field the minimum number of players. There is no grace period for the home team to field the minimum number of players. If both teams have at least the minimum number of players at game time, then the game **must** be started. There is **NO** grace period to wait for more players. Players may be added as they arrive once the referee has checked their equipment. If a team cannot field the minimum number of players then the game is recorded as a forfeit to the other team. If neither team can field the minimum number of players, then it is considered “no contest” and must be rescheduled.
3. When a team falls below the minimum number of players required during a game due to an injury or an ejection and is not able to continue fielding the minimum number after that, then the game must be terminated at that point (See Law VIII-7).
4. **Captains:** Each team shall designate a minimum of two and a maximum of three players as Captains prior to start of the game. Captains are the only players permitted to discuss a rule interpretation with the referee, at the discretion of the referee. With younger teams the Captain may simply inform the referee that his/her coach has a question.
5. **Substitutions:**
  - A. Substitution is in effect during the entire game for all age groups. Only U-6 may substitute as play is going on.
  - B. Both teams may substitute any number of players:
    - 1) On a goal-kick
    - 2) After a goal
    - 3) During any extended time out (as for an injury)
    - 4) Between periods
  - C. Both teams may substitute any number of players already in the sub area granted the team with possession of the ball has someone to substitute.
  - D. Any player cautioned **MAY** be substituted for. Only the player cautioned may be substituted for at that time.

- E. Any injured player that a coach attends to on the field **MUST** be substituted for. Coaches should wait to be signaled onto the field to attend an injury. Both teams are permitted to substitute any number of players on an injury.
  - F. Substitutes need to be in the sub area prior to the ball going out of play in order to be recognized.
6. Goalkeeper Change:
- A. The goalkeeper may be changed by means of another player on the field only when the ball is out of play and the referee must be notified of the change.
  - B. Should a goalkeeper change take place prior to the taking of a penalty kick and the ball remains in play, then that new goalkeeper must remain as goalkeeper until the ball next goes out of play.
  - C. The goalkeeper may also be changed by means of a substitute from off the field at normal substitution times.
  - D. If a player on the field changes places with the goalkeeper without the permission of the referee while the ball is in play, play is not stopped, and at the next stoppage of play both players **WILL** be cautioned.
  - E. There must be a goalkeeper on the field during the entire game. A team may not elect to play without a goalkeeper. One player on each team must wear a keeper's shirt thereby being the only player able to play the ball with his/her hands inside the goalkeeper or penalty box. This does not prevent the keeper from playing the ball with his/her feet anywhere on the field as other players.
7. If a team is found to have more than the maximum number of players allowed for that age division participating in play, then it shall be treated as an illegal substitution and punished accordingly.
8. Teams playing short:
- A. If a member of a team is ejected before play begins, the team does not have to play short.
  - B. If a member of the team on the bench or in the sub area is ejected during the game that team doesn't play short.
  - C. Any player ejected after play starts may not be replaced.
  - D. A player who is joining or rejoining his/her team, which has less than the maximum number of players on the field, does not need to wait for a stoppage in play. However, they must first draw the attention of the nearer referee. The referee shall make a definite gesture, which tells the player whether they may enter the field of play, or not. This would apply to late player arrival, injury without a sub available, or equipment correction.
9. Illegal Substitution:
- Any substitute entering the field of play without the permission of the referee, or who interferes with play upon entering or leaving the field of play shall be cautioned whether the ball is in play or not. If the infraction

does occur while the ball is in play then the restart of play after the caution is a drop ball. See Law VIII 4.B.

## **Law IV – The Players’ Equipment**

1. The minimum basic equipment required to play are:
  - A. Jersey or shirt with number
  - B. Shorts
  - C. Stockings
  - D. Shinguards
  - E. Footwear - Soccer shoes or gymshoes
2. Referees shall inspect all equipment prior to any game or scrimmage. Any player whose equipment does not comply shall not play until necessary adjustments are made and reinspected by the referee.
3. Shoes are to be inspected closely to make sure no toe cleats are present. If a player is found to have toe cleats then have the player’s coach or parent make necessary adjustments and reinspect before play begins. No dress shoes or sandals are permitted regardless of age.
4. Shinguards are to be completely covered by socks.
5. **NO** jewelry of any kind is allowed on the field. **NONE.** Taping of earrings is **not** allowed. Medical bracelets may be worn but must be taped thereby not being loose and a danger. Any referee who allows jewelry on the field is doing so against CCSA regulations.
6. Any player having a cast must supply their coach with a letter/note from their doctor noting a “release”/letter of approval for them to play soccer. This letter must be kept with the official roster (and any add/drop forms) and submitted to the referee upon his/her request.
7. Uniforms:
  - A. The home team is responsible to change to a different color if the two teams normally wear the same color. Pennies are acceptable over shirts to resolve a color conflict.
  - B. Numbers on shirts are required and must be different for each player. When a team must wear alternate shirts because of a color conflict, then they do not need to be numbered for non-tournament games.
  - C. In the event of an unresolved color conflict, the referees may permit a game to proceed. That game must be reported to the home team’s District Representative.
  - D. Each goalkeeper is to wear a jersey that is different in color from that of both teams on the field and the referees.
  - E. There are to be **NO** solid black team jerseys.
8. Legal Equipment: The following is a list of permitted equipment
  - A. Knit caps or toboggans.
  - B. Goalkeepers may wear gloves and a soft-billed cap or a safety helmet made of foam or other soft material.
  - C. Eyeglasses with or without safety strap.

- D. Contact lenses.
  - E. Hearing aids.
  - F. Braces only with mouthguards or wax.
  - G. All players may wear soft gloves and are encouraged to do so in cold weather. Long sleeves may not be wrapped around the hands as this presents a danger to that player and others.
  - H. Sweatpants or slick pants provided they are worn under the shorts.
  - I. Sweatshirts or jackets provided they are worn under the jersey and any hoods must be fastened on the head or tucked inside the jersey.
9. Illegal Equipment: The following is a list of illegal equipment, which shall not be worn by any player. The referee may also consider other equipment, which is not listed here to be illegal or dangerous and not permit it to be worn in the game.
- A. Shinguards with sharp exposed edges.
  - B. Metal cleats or toe cleats.
  - C. Watches or jewelry.
  - D. Any type of cast or splint that is not padded. (Casts and splints shall be padded with two layers of bubble wrap and have an ace bandage wrapped over top. Note: There shall be NO exposed metal, including clips. – Use athletic tape where needed.)
  - E. Gum or candy.
  - F. Face or spectacle guards.
10. Improper Equipment: Play does not need to be stopped for a player to correct faulty equipment during the game. The referee will ask the player to make necessary corrections. If a player has not corrected faulty equipment by the next stoppage in play then that player is required to leave the field of play to correct it. That player may be substituted for and may not re-enter the game until the next legal substitution for that team.

## Law V – The Referee

1. Qualifications: Every referee must attend an appropriate clinic each year and have a test on file with the Director of Referees in order to officiate games.
2. System: Under the two-referee system, both referees shall have **equal** authority and **responsibility** for the calling of fouls and violations by the use of the whistle. Both referees have full authority to enforce the Laws of the Game in connection with that game. This is to include any events that occur on that field before the game starts during warm-ups. It also includes any events that occur after the game is finished whether they occur at the field, concession stand, parking lot, home, or by phone.
3. Responsibilities:
  - A. A referee is responsible to stop, suspend or terminate a game for any of the following reasons:
    - ❖ any infringement of the Laws.

- ❖ outside interference of any kind.
- ❖ weather conditions.
- ❖ field conditions.
- ❖ injury if necessary.

- B. Referees are to consider an injury in the following manners:
- ❖ If, in his/her opinion, a player is seriously injured, then stops the game and ensures that the player is removed from the field of play or Emergency Personnel have been contacted.
  - ❖ If, in his/her opinion, the player is only slightly injured, then allows play to continue until the ball is out of play or advantage no longer exists.
  - ❖ Ensures that any player bleeding leaves the field of play. The player may only return to the game once the referee has been satisfied that the bleeding has stopped.
- C. A referee is to apply the Advantage and allow play to continue when the team being fouled will benefit more from allowing play to continue and not call the foul. The referee may penalize the original foul if the anticipated Advantage does not develop at that moment.
- D. A referee is to punish the more serious offense if a player commits more than one offense at the same time.
- E. The Laws of the Game are intended to provide that games should be played with as little interference as possible. Therefore, the duty of referees is to penalize only **deliberate** breaches of the Laws. Referees are still responsible to verbalize with players regarding trifling fouls when possible.

4. Decisions:

- A. The decisions of each referee regarding facts connected with play are final.
- B. A referee may change a decision related to play as long as play has not been restarted yet e.g. signals red direct free kick and realizes it should be blue direct free kick. Once play has been restarted then the decision cannot be changed.

5. Game Assignments: No person shall referee a game in which his/her child is a rostered player. Nor shall any relative of a rostered coach, assistant coach, team parent, or player referee that game. If a district has a scheduling problem such that this condition presents the only referee available, then the opposing coach must be made aware of the situation and be given the opportunity to refuse to play the game under these conditions. If the coach chooses not to play the game under these conditions, it is the home teams District Rep's responsibility to contact the Director of Scheduling to reschedule the game, at a time mutually satisfactory to both coaches, and provide referees for the rescheduled game. If a game is played under these circumstances and there was failure to comply with these stipulations, the opposing coach shall have the right to protest the game and request the game to be played over with "neutral" referees. There shall be no protest fee

for this situation. Referees appointed under these conditions shall be entitled to no less than the League minimum fee.

6. Referee Duties:

- A. Check field conditions and markings.
- B. Check player's equipment.
- C. Check team rosters.
- D. Conduct a pre-game with partner at midfield with both teams.
- E. Follow all other duties assigned in FIFA.
- F. Monitor end of game handshakes.
- G. Turn-in completed matchcard with all required signatures .

7. Forfeit: A referee can suspend or terminate a game, but may not forfeit a game. Conditions indicating a possible forfeit must be reported to the District Representative for a decision.

8. Protest:

- A. The head coach and/or the team captain must verbally lodge a protest with the referee at the time of the incident being protested.
- B. The word "protest" must be used and the reason for the protest made clear by stating the Law being violated.
- C. Judgment decisions by the referees cannot be protested e.g. handballs, holding, etc. Only incorrect application of the Laws are protestable e.g. awarding an incorrect free kick for the foul committed.
- D. Referees must note the date, time of play, score, and field position of the ball, and possession of the ball in their scorebook. The referee is to notify the opposing coach.
- E. The coach must deliver a written letter of protest to the Chairperson of the Discipline and Protest Committee, accompanied by a \$25.00 protest fee, within 24 hours of the verbal protest. A copy of the letter is also to be provided to the Director of Referees.
- F. If the letter and protest fee are delivered in the proper time frame, then the Discipline and Protest Committee will meet to ascertain the validity of the protest. The protest fee will be returned to the coach and a decision issued should the protest be a valid one. The league will retain the fee if the protest is found not to be valid.
- G. Any protest relating to the field, goalposts, crossbar, or any other appurtenances of the game shall be lodged with the referee and the opposing coach prior to the start of the game.

9. Complaints:

- A. Any coach with a complaint concerning officials is to bring it to the attention of the Director of Referees in writing. The Director of Referees will investigate and take positive steps to correct any problems through game assessment and /or increased training.
- B. The Director of Referees shall keep a file of all written reports on referees and log actions taken to correct any situations.

10. Compensation:

- A. Fee schedule for CCSA sanctioned games shall not be less than as

follows:

U6/U7/U8: \$12.00/game/referee

U9/U10: \$14.00/game/referee

U11/U12: \$16.00/game/referee

U14: \$20.00/game/referee

- B. Mentor Fee: \$25.00/game/mentor (This is a discretionary fee that may vary per district. This will be coordinated via the Director of Referees and the District Referee Coordinator.)
- C. Travelling Fee: \$5.00/referee (Note: Travelling fee may be waived by scheduling multiple games for the travelling Ref.- 2 Game Minimum)
- D. Payment of the referees shall be required if regulation play begins. Payment is not required if game is cancelled due to inclement weather or unplayable field conditions prior to regulation start of play.

## Law VI – The Assistant Referees

CCSA currently utilizes the two-person system of refereeing which does not involve assistant referees.

## Law VII – The Duration of the Match

- 1. Quarters: All games U-6 through U-12 will be played in (4) quarters with a kick-off to begin each quarter. In U-7 to U-12, teams will change ends each quarter. U-6 will change ends at halftime. Teams will alternate kick-offs as well.
- 2. Halves: All games for U-14 will be played in (2) halves with a kick-off to begin each half. U-14 will change ends at halftime. Teams will alternate kick-offs as well.
- 3. Times of the quarters and halves are as follows:
  - A. U-6                      8 minute quarters
  - B. U-7 & U-8        10 minute quarters
  - C. U-9 to U-12    15 minute quarters
  - D. U-14                35 minute halves
- 4. Halftime interval: 5 minutes for age groups U-6 through U-12. 10 minutes for U-14. The halftime may be shorter than as listed provided that **BOTH** coaches agree. If either coach wants the full 5-minute/10 minute halftime, then the referees are to enforce that.
- 5. Quarter intervals: (U-6 through U-12) There is a one-minute interval between the first and second quarter and between the third and fourth quarter. Referees are strongly encouraged to make sure this is a one-minute break to keep games on schedule.
- 6. Allowance for Time Lost:
  - A. Allowance for time lost in each quarter is at the discretion of the referee for the following:
    - ❖ Removal of injured players from the field.
    - ❖ Sending off of a coach or spectator

- ❖ Time wasting
  - ❖ Any other cause deemed appropriate by the referee
- B. Time should only be added in each quarter as long as the game is still competitive in scoring.
  - C. Time is to be kept by both referees with one being the official time and the other being back-up time.
7. **Minimum Playing Time:** All players are required to play a minimum of one-half of each game except for injury or a discipline problem. Disciplinary actions require a letter signed by the District Representative brought to that game. A coach must notify the referee and opposing coach before the game starts if a player will not be able to play the required half due to disciplinary action.
  8. Play ends exactly at the instant that time runs out in each quarter, regardless of the position or motion of the ball. The only exception is for the taking of a penalty kick. See Law XIV.

## **Law VIII – The Start and Restart of Play**

1. **Pregame:**
  - A. Two referees shall decide:
    - ❖ Who keeps official time. - The other keeps official book.
    - ❖ Which side of the field each shall run (keeping in mind that both have equal responsibility for all areas of the field).
    - ❖ Who is controlling substitutes.
  - B. A coin is tossed and the visiting team gets to call “heads” or “tails.” The winning team gets to choose which goal to defend OR if they would like to kick-off to start the game. If they choose to kick-off, the opposing team get to decide which goal they will defend.
2. **Kick-off:**
  - A. A kick-off is the way of starting or restarting play:
    - ❖ At the start of the game and each quarter.
    - ❖ After a goal has been scored.
  - B. A goal may be scored directly from the kick-off.
  - C. The kick-off must be kicked and travel in a forward direction.
  - D. Players of the opposing team must be at least:
    - ❖ U-6 & 7      3 yds. from the ball.
    - ❖ U-8 & 9      6 yds. from the ball
    - ❖ U-10 & 11    8 yds. from the ball.
    - ❖ U-12 & 14    10 yds. from the ball.
  - E. All players remain in their own half of the field until the ball is kicked.
  - F. The ball is in play when it is kicked and travels forward.
  - G. The kicker may not touch the ball a second time until it has been touched by any other player.
3. **Kick-off Infringements:**
  - A. If the kicker touches the ball a second time before any other player has

touched it then an indirect free kick is awarded to the opposing team taken from the spot of the second touch.

- B. If any player on either team encroaches before the ball is touched then the kick-off is simply retaken.

4. Drop Ball:

- A. A drop ball is the proper restart for the following stoppages of play:

- ❖ Substitute enters field of play w/o referees permission
- ❖ An unresolved referee decision e.g. blowing the whistle accidentally.
- ❖ Injury with no clear possession by either team.
- ❖ Weather stoppage w/ no clear possession.
- ❖ Cautioning or sending-off coaches, bench members, or spectators.
- ❖ Ball bursting or becoming defective.
- ❖ Ball hits a foreign object (dog, spectator, etc.)
- ❖ Unresolved last touch before ball leaves field of play.
- ❖ Equal fouls committed simultaneously by opponents.

- B. The referee drops the ball at the place where it was located when play was stopped except in either goal area. A drop ball to restart play in either goal area is to be dropped at the edge of the goal area on the six yard line nearest to where the ball was located when play was stopped. Play restarts when the ball **touches** the ground.

- C. The ball is dropped again if:

- ❖ Either player touches it before it contacts the ground.
- ❖ The ball leaves the field of play after contacting the ground without any player touching it.

5. Injury:

- A. If, in the opinion of the referee, the ball was in clear possession of a team when play was stopped for an injury, then play is restarted with an indirect free kick for that team from the spot where the ball was located when play was stopped. See Law XIII.

- B. If neither team had clear possession when play was stopped for an injury, then play is restarted with a drop ball where the ball was located when play was stopped.

6. Inclement Weather:

- A. Each District Representative is responsible for checking the condition of their playing fields on days of questionable weather conditions. A red flag posted on a goal or in the center of a playing field signals that field as closed to play for the day. A red flag posted at the entrance to a district's park signals that none of the fields are playable for that day.

The guidelines will help to determine if/when fields are closed:

- a) Standing water or muddy conditions in the high traffic areas of the field, i.e. goal areas and the center of the field.

- b) Wetness to turf that will cause soil structure damage, thinning of turf, and further damage to already worn areas.
  - c) Slippery surfaces which could affect player safety or cause divots, which may dry to a rough surface.
  - d) The presence of frosted or frozen turf conditions.
  - e) Some fields may be closed at any district regardless of field conditions. For example, when grass-parking areas cannot support parking for the number of scheduled fields, due to wetness or other conditions affecting the availability of grass parking.
  - f) Less stringent standards may apply when making decisions for a special event or tournament
- B. The District Representative is then to notify the home team coaches using the fields that they are closed to play for that day. Once the first games of the day have started it is the responsibility of the referee to determine field conditions.
  - C. A referee may refuse to start a game or may stop it once play has started, if in the referee's judgment, the condition of the ground is such as to endanger the safety of the players.
  - D. In the event of thunder or lightning, play **must** be stopped and the field cleared. Everyone should go immediately to a safe shelter.

Once play has been stopped there is **one** 30-minute waiting period for the storm to pass. If there is not any lightning or thunder in the last 15minutes of the 30-minute period, then play will be resumed. Play is restarted with an indirect kick for the team that had possession at the spot where the ball was when play was stopped. If neither team had possession, then play is restarted with a drop ball at the spot where it was when play was stopped.

If the storm continues through the waiting period or the game has to be stopped a second time for electrical activity then the game **must** be suspended and rescheduled.

- 7. When a game has been stopped for any reason, and it cannot be restarted, if less than one-half has been played then it must be rescheduled in its entirety; however if at least one-half has been played, it shall be considered an official game. The only **exception** to this rule would be during tournament games and shall be decided by the tournament committee.

## Law IX – The Ball In and Out of Play

1. The ball is out of play when:
  - A. it has totally crossed the touch line or goal line whether on the ground or in the air. This means the entire ball using an imaginary line extending down from the inner edge of the ball.
  - B. play has been stopped by the referee blowing the whistle.
2. The ball is in play:
  - A. when it rebounds from a goalpost, crossbar, or corner flag and remains in the field of play.
  - B. when it rebounds from the referee who is in the field of play.
  - C. Even if there is an apparent infringement, but no signal has been given by the referee to stop play.

## Law X – The Method of Scoring

1. A goal is scored when the whole of the ball passes completely over the goal line, between the goalposts, and under the crossbar. This is provided that the team scoring the goal has committed no infringement of the Laws of the Game. The ball does not have to remain in the net area to be scored as a goal.
2. A goal will be disallowed if the ball has been thrown, carried, or deliberately propelled by the hand or arm of an attacking player other than the attacking team's goalie throwing from his/her own penalty area. Correct restart after disallowing the goal shall be a goal kick for the defending team.
3. A goal is also not allowed if the **whole** of the ball has not crossed over the goal line.
4. The referee may not award a goal unless in a position to observe and be certain that the ball has **completely** crossed the goal line, especially if the ball comes back onto the field of play.
5. A goal may not be allowed if the ball touches a foreign agency (dog, spectator, illegal player) before entering the goal. The referee is not a foreign agency. Correct restart after disallowing the goal shall be a drop ball where the ball contacted the foreign agency.
6. The game is considered complete and official if there is a 10 goal lead anytime in the second half of the game. This is to include at half-time. The referees must pick up the game balls and leave the field. Referees are not to stay and become involved in any scrummage activity. **LEAVE THE FIELD.**

## Law XI – Offside

1. Offside does not apply to U-6 or U-7.
2. Offside Position: A player is in an offside position if he/she is nearer to his/her opponent's goal line than **both the BALL and TWO OPPONENTS**. Never forget that the ball is part of determining the offside position. There is no offside position if a player is behind the ball even if there are not two

defenders between him/her and the goal line.

3. Not Offside Position: A player is not in an offside position if:
  - A. he/she is in his/her own half of the field of play.
  - B. he/she is even with the second to last opponent.
  - C. he/she is even with the last two opponents.
  - D. he/she is behind the ball.
4. Offside Call:
  - A. It is not an offense to simply be in the offside position.
  - B. A player is only penalized in the offside position if, in the opinion of the referee, at the moment the ball is played by a teammate, he/she is involved in active play by one of the following three reasons:
    - ❖ interfering with play
    - ❖ interfering with an opponent
    - ❖ gaining an advantage by being in that position.
  - C. A player cannot be penalized for offside if he/she receives the ball directly from a:
    - ❖ goal-kick
    - ❖ throw-in
    - ❖ corner kick
5. Infringement: The referee awards an indirect free kick to the opposing team when, in the opinion of the referee, there is an offside infringement that meets all the conditions. The free kick is to be taken from the spot of the offside infringement.

## Law XII – Fouls and Misconduct

1. Direct Free Kick:
  - A. A direct free kick is awarded to the opposing team if a player commits any of the following six offenses in a manner considered by the referee to be **careless, reckless, or using disproportionate force**:
    - ❖ Kicking or attempting to kick an opponent.
    - ❖ Tripping or attempting to trip an opponent.
    - ❖ Jumping at an opponent.
    - ❖ Charging an opponent.
    - ❖ Striking or attempting to strike an opponent.
    - ❖ Pushing an opponent.
  - B. A direct free kick is also awarded to the opposing team if a player commits any of the following five offenses:
    - ❖ Tackling an opponent to gain possession of the ball, making contact with the opponent before touching the ball or a sliding tackle made from outside the peripheral vision of an opponent even if first contact is with the ball.
    - ❖ Holding an opponent or opponents clothing.
    - ❖ Spitting at an opponent.
    - ❖ Handling the ball **deliberately** (except the goalkeeper within

his/her own penalty area) i.e. carries, strikes, or, propels the ball with the hand or arm up to the seam of the jersey on the shoulder.

- ❖ Kicking or attempting to kick the ball in possession of the goalkeeper. The referee **shall** also issue a caution or ejection, subject to the referee's judgment.
- C. A direct free kick is taken from the spot of the offense regardless of where the ball was when the foul was committed.

2. Penalty Kick:

- A. If a player commits any of the above eleven offenses in his/her own penalty area, then a penalty kick is awarded to the opposing team.
- B. A penalty kick is awarded irrespective of the position of the ball as long as it is in play at the time of the offense.
- C. A penalty kick cannot be awarded if the ball is out of play at the time a defensive player commits one of the above eleven offenses. A referee shall issue a caution or ejection and proceed with appropriate restart of play as to the ball being out of play.

3. Indirect Free Kick: An indirect free kick is awarded to the opposing team if a player, in the opinion of the referee:

- A. plays in a dangerous manner not limited to but including:
  - ❖ raising the foot, in an attempt to play the ball, to the level of an opponent's chest or higher when the opponent is in a normal position.
  - ❖ lowering the head to waist level or lower in an attempt to head the ball in the presence of an opponent in a normal position.
  - ❖ Playing or attempting to play the ball while lying or sitting on the ground within playing distance of an opponent.
  - ❖ Playing or attempting to play the ball while another player is lying or sitting on the ball from a previous fall.
  - ❖ A slide tackle made from outside the peripheral vision of an opponent in control of the ball where no contact is made with either the ball or player. The referee shall also issue a caution.
- B. When not playing the ball, intentionally interposing the body so as to obstruct an opponent's movement.
- C. Prevents the goalkeeper from releasing the ball from his/her hands.
- D. Charges the goalkeeper:
  - ❖ While in possession of the ball.
  - ❖ In the goal area, whether or not in possession of the ball.
  - ❖ The referee **shall** issue a caution or ejection, subject to the referee's judgment, for either of these two offenses.
  - ❖ A goal scored during the commission of either of these two offenses shall be disallowed and the proper restart is the indirect free kick for the foul.
- E. Commits any other offense not mentioned in Law XII for which play is stopped.

- F. An indirect free kick is also awarded to the opposing team if a goalkeeper commits any of the following four offenses in his/her own penalty area:
- ❖ Takes more than six seconds to release the ball into play. The six seconds is to be enforced as an approximate time and is not to be counted in any manner.
  - ❖ Touches the ball again with his/her hands after releasing it into play and not having been touched by any other player.
  - ❖ Touches the ball with his/her hands after receiving it directly from a throw-in taken by a teammate.
  - ❖ Touches the ball with his/her hands after it has been deliberately kicked to him by a teammate. A teammate may head or chest the ball to their own keeper.
- G. If upon stopping play for an injury, in the opinion of the referee, a team has possession of the ball, then play is restarted with an indirect free kick for that team at the spot the ball was when play was stopped.

### Cautionable Offenses

1. A player is cautioned by showing the yellow card for committing **any** of the following offenses:
  - A. For persistently infringing the laws of the game.
  - B. For dissenting by words or actions with any decision of the referee.
  - C. For entering or leaving the field of play without the referee's permission.
  - D. Engages in unsporting conduct i.e. attempt to prevent a throw in to be taken by jumping around or attempting to prevent a goalkeeper from clearing the ball.
  - E. Vulgar language.
  - F. Fails to respect the required distance on corner kicks and free kicks.
2. The referee does not need to stop the game to issue a caution. However the caution must be issued at the next stoppage of play.
3. If a referee stops the game only to issue a caution to a player as for language with no other foul being committed then play is restarted with an indirect free kick to be taken by a player of the opposing team where the ball was when play was stopped.
4. If a referee stops play simply to administer a caution to a coach, then play is restarted with a drop ball where the ball was when play was stopped.
5. Both referees are to log the time in the game, player's number, and reason for caution in their scorebook.

### Sending-Off Offenses

1. A player is sent off and shown the red card for committing **any** of the following offenses:
  - A. Violent conduct.

- B. Serious foul play to include:
- ❖ A player, other than a goalkeeper within his/her own penalty area, who **deliberately** uses his/her hands to deny the opponents a goal or an obvious goal scoring opportunity.
  - ❖ A player who denies an obvious goal scoring opportunity to an opponent by holding, tripping, or otherwise impeding him/her.
  - ❖ These two items listed are inappropriate for sending off at U-7 & 8. These offenses should only result in a caution at those ages.
- C. Spitting at an opponent or other person.
- D. The use of foul or abusive language.
- E. An offense requiring a second caution.
2. As a referee is in the process of issuing a caution to a player, that player commits another offense, which merits a caution (such as dissent or language), then the player shall be issued two cautions and sent off the field of play.
  3. If a referee stops play simply to issue a red card or send off to a coach, then play is restarted with a drop ball where it was when play was stopped.
  4. Both referees are to log the time of the game, player's number, and reason for send off in their score book.
  5. A referee issuing a send off to a player, coach, assistant coach, or spectator is responsible to fill out an ejection report and contact their Head of Referees within 24 hours.
  6. Any player or coach ejected from a game will receive the appropriate penalty for their action as stated under the Coaches or Players code of Ethics section at the front of the handbook.
  7. Any player guilty of fighting with another player on or off the field will receive the appropriate penalty as stated in the Player Code of Conduct.
  8. The Discipline and Protest Committee shall review all ejections of players, coaches, assistant coaches, and spectators. See Article II of By – Laws.
  9. A player, coach, assistant coach, or spectator may be subject to receive disciplinary action for their behavior at a game without being ejected.
  10. Spectators:
    - A. If a spectator's actions are inappropriate, then the referee is to have the coach remind them that they will be required to leave the game if they continue.
    - B. If a spectator continues in an inappropriate manner, then the referee shall advise the coach that the spectator has two minutes to leave the playing area completely.
    - C. If the spectator has not complied in the two minutes, then the referees are to collect the field balls and proceed to the concession area. This game is terminated at that time and will not be played any further until reviewed by the Discipline and Protest Committee. Referees are required to note time of game, position of ball, and possession of ball in scorebook.
    - D. Spectator will be disciplined based on the Spectator Code of Ethics and

Penalties. The Discipline and Protest Committee will hold a hearing as outlined in CCSA By-Laws.

### **Law XIII – Free Kicks**

1. There are two types of free kicks awarded.
  - A. Direct free kicks and indirect free kicks are the two types.
  - B. On both kicks the ball **must** be stationary to take the kick. If a player kicks a moving ball, then stop play and restart with the ball stationary.
  - C. On either free kick the opponents **must** be 10 yds. from the ball and any opposing player who encroaches shall be cautioned for unsporting behavior.
  - D. The kicking team and/or coach may ask for the referee(s) to mark off a 10 yd. distance, unless they elect to do a “quick-kick.”
  - E. When either free kick is taken by a player inside his/her own penalty area on defense:
    - ❖ All opposing players shall remain outside the penalty area and be at least 10 yds. from the ball and may not play the ball until it has cleared the penalty area.
    - ❖ The ball is not in play until it has cleared the penalty area.
    - ❖ The ball may not be kicked back to a teammate to be cleared.
    - ❖ The free kick must be retaken if the ball does not pass outside the penalty area.
  - F. When either free kick is awarded to a team in it’s own goal area the ball may be spotted anywhere inside the goal area for the kick.
2. Direct Free Kick:
  - A. A referee is required to signal a direct free kick by extending the arm straight out parallel to the ground in the direction of the kick.
  - B. A goal can be scored direct from this kick against the opposing team **only**.
  - C. Direct free kicks are taken from the place of the infringement.
  - D. Direct free kicks awarded to the attacking team in the penalty area are penalty kicks.
  - E. If a player kicks a direct free kick into his/her team’s own goal, there is no goal and the proper restart is a corner kick for the opposing team.
  - F. On a direct free kick the ball is in play when it is kicked and moves.
3. Indirect Free Kick:
  - A. A referee is required to signal an indirect free kick by extending his/her arm straight above his/her head. The referee is to maintain this position until the kick has been taken and touches another player or goes out of play.
  - B. A goal can only be scored if it touches any other player on the field, including the goalkeeper, before entering the goal.
  - C. If there is not a second touch by any player before the ball enters an opponent’s goal, then a goal kick is awarded. The referee does not

count as a second touch to score a goal.

- D. If a player kicks the ball directly into his/her team's own goal on an indirect free kick, then a corner kick is awarded to the opposing team.
- E. Indirect free kick for the attacking team:
  - ❖ All opponents are to be 10 yds. from the ball unless they are on their own goal line between the goalposts.
  - ❖ The ball is in play when it is kicked and moves.
  - ❖ An indirect free kick awarded inside the goal area is taken from the 6 yd. line closest to where the infringement occurred.

4. Infringements:

- A. If the kicker touches the ball a second time before any other player has touched it, then award an indirect free kick to the opposing team at the spot of the second touch.
- B. If an opponent remains closer than 10 yds. on a free kick after they have been told by the referee(s) to move back, then that player shall be cautioned and the kick shall be retaken.

## **Law XIV – The Penalty Kick**

1. Penalty kick:

- A. A penalty kick is awarded to the attacking team when a defender commits a direct free kick foul inside the penalty area.
- B. A goal may be scored directly from a penalty kick.
- C. Additional time is allowed for the taking of a penalty kick at the end of each quarter/half as long as the infringement occurred before time expired. When a penalty kick is being taken in extra time the referees are to send all players to their benches except the kicker and the goalkeeper.

2. Setting up the Penalty Kick:

- A. The ball is spotted on the penalty mark 12 yds. from the center of the goal line.
- B. The kicker must be properly identified.
- C. The goalkeeper:
  - ❖ Must stay on the goal line between the goal posts until the ball is touched.
  - ❖ May move along the goal line as long as he/she does not move forward off the goal line before the ball is touched.
  - ❖ May not move around in an unsporting manner to distract the kicker. Should this occur you may verbally warn or caution the goalkeeper and must still proceed with the penalty kick as the infringement occurred while the ball was not in play.
- D. All players other than the goalkeeper and player taking the penalty kick shall:
  - ❖ Be inside the field of play.
  - ❖ Remain outside the penalty area and the arc at the top of the

penalty area until the ball is touched.

- ❖ Not take up a position closer to the goal line than the penalty mark where the ball is spotted.

### 3. Taking the Penalty Kick:

#### A. The referee:

- ❖ Signals for the penalty kick to be taken by blowing the whistle as soon as he/she is satisfied that all players have taken the proper positions.
- ❖ The goal line referee shall monitor the goalkeeper to see if he/she commits an infringement.
- ❖ The referee positioned on the side of the penalty area even with the penalty mark monitors the kicker and remaining players to ensure that there are no infringements.

#### B. The kicker:

- ❖ Must kick the ball in a forward direction.
- ❖ May not touch the ball a second time until it has been touched by any other player.
- ❖ The ball is in play when the kicker touches it and it moves in a forward direction.

### 4. Infringements:

#### A. The kicker infringes:

- ❖ The referee allows the kick to proceed.
- ❖ If the ball enters the goal, retake the kick.
- ❖ If the ball does not enter the goal, do not retake the kick.

#### B. A teammate of the kicker infringes:

- ❖ The referee allows the kick to proceed.
- ❖ If the ball enters the goal, retake the kick.
- ❖ If the ball does not enter the goal, do not retake the kick.
- ❖ If the ball rebounds from the crossbar or goalpost and this player touches it, then the referee stops play and restarts with an indirect free kick awarded to the defending team at the spot of the touch.

#### C. The goalkeeper or a teammate of the goalkeeper infringes:

- ❖ The referee allows the kick to proceed.
- ❖ If the ball enters the goal, score a goal.
- ❖ If the ball does not enter the goal, retake the kick.

#### D. A player of each team infringes:

- ❖ The kick is retaken whether the ball enters the goal or not.

#### E. After the penalty kick is taken:

- ❖ The kicker touches the ball a second time before any other player award an indirect free kick to the opposing team at the spot of the second touch.
- ❖ If the ball touches a foreign agent as it moves forward, then retake the kick.
- ❖ If the ball touches a foreign agent after rebounding from the goalkeeper, crossbar, or goalposts, then stop play and restart with a

drop ball. If it occurs inside the goal area then the drop ball is on the 6 yd. line closest to where it touched the foreign agent.

## **Law XV – The Throw-In**

1. A throw-in is awarded:
  - A. When the entire ball passes outside the touchline , either on the ground or in the air.
  - B. At the point where it crossed outside the touchline.
  - C. To a player of the team opposite of the player who touched the ball last before going outside the touchline.
2. Proper throw-in:
  - A. The player must face the field of play.
  - B. A part of each foot must be on the ground.
  - C. A part of each foot may be on the touchline, but neither foot may be totally across the touchline.
  - D. The player must use both hands.
  - E. The player must deliver the ball from behind and straight over his/her head.
  - F. The player throwing the ball in may not touch it again until it is touched by any other player.
  - G. The ball is in play as soon as any part of the ball breaks the plane of the touchline on the ground or in the air.
  - H. A goal cannot be scored directly from a throw-in.
  - I. Offside does not apply on the throw-in. Once the ball is in the field of play and a player touches the ball then the offside Law is in effect and to be judged.
3. Infringements:
  - A. If the thrower touches the ball a second time before any other player has touched it, then award an indirect free kick to the opposing team at the spot of the second touch.
  - B. If the thrower does not complete a proper throw-in, then the throw in shall be taken by the opposing team at the same spot.
  - C. A throw-in taken more than three feet from the point where the ball crossed over the touchline shall be considered an improper throw and given to the opposing team.
  - D. If an opposing player dances about or waves their hands in a manner to impede or distract the thrower, then the referee shall caution that player.

## **Law XVI – The Goal Kick**

1. A goal kick is awarded:
  - A. When the entire ball passes outside the goal line, either on the ground or in the air.
  - B. And the ball was last touched by a player of the attacking team and a

goal was not scored.

2. Taking the goal kick:

- A. A player of the defending team may take the goal kick from **anywhere** inside the goal area.
- B. The kicker may not play the ball a second time until it has been touched by any other player.
- C. Teammates of the kicker may position themselves anywhere on the field of play.
- D. Opponents must remain outside the penalty area until the ball passes outside the penalty area.
- E. The ball is in play when it is kicked and moves outside the penalty area.
- F. A goal may be scored against the opposing team only directly from the goal kick.
- G. Offside does not apply on the initial kick of a goal kick. Once the ball moves outside the penalty area and is in play then the offside Law is in effect again and to be judged.

3. Infringements:

- A. If the ball does not pass outside the penalty area on the kick, then the kick is to be retaken.
- B. If the kicker touches the ball a second time before it is touched by any other player, then an indirect free kick is awarded to the opposing team at the spot of the second touch.

## **Law XVII – The Corner Kick**

1. A corner kick is awarded:

- A. When the entire ball passes outside the goal line, either on the ground or in the air.
- B. And the ball was last touched by a player of the defending team and a goal was not scored.

2. Taking the corner kick:

- A. The ball is to be placed inside the corner arc on the side nearest to where the ball crossed out of play.
- B. A player of the attacking team takes the corner kick.
- C. The corner flag may not be moved to take the kick.
- D. All opponents must remain 10 yds. from the ball until it is in play.
- E. The ball is in play when it is kicked and moves.
- F. The kicker may not play the ball a second time until it has touched any other player on the field.
- G. A goal may be scored directly from a corner kick.
- H. Offside does not apply on the initial corner kick. Once the ball has been kicked and is in play then the offside Law is in effect again and to be judged.

3. Infringements:

- A. Any opponents on a team constantly taking up a position on the field

closer to the ball than 10yds., after being warned not to, shall be cautioned.

- B. If a kicker touches the ball a second time before it is touched by any other player, then an indirect free kick is awarded to the opposing team at the spot of the second touch.

### **Law XVIII – Common Sense**

- 1. Apply Laws I – XVII with common sense to our youth games and players for that age group.
  - A. Younger players U-6 to U-7 are learning the game and officials take on more of a teaching role while considering the safety of all players involved in the game and applying the Laws of the Game in a consistent manner.
  - B. At the U-8 & 10 level players, coaches, and referees are learning new concepts of the game compared to the younger age levels such as Offside and Advantage.
  - C. At the U-11 level and up players should know more about what is permissible in the game and not. These players are to be treated more responsibly and held accountable for their actions.

## Short –Sided Games

### U-6

1. The Field:
  - A. U-6 fields should have a 3 yard radius center circle at midfield.
  - B. Substitution box and spectator lines are not required for U-6 only fields.
  - C. Goals are to be 6ft. high and 12ft. wide, padded to 6' high, and anchored for player safety.
  - D. One coach is permitted on the field with the players.
  - E. A second coach may be positioned behind the goal in order to provide instruction to his/her keeper.
2. The Ball: #3.
3. Number of Players:
  - A. 5v5 including goalkeepers.
  - B. U-6 teams may substitute players while play is going on. They do not have to wait for a stoppage.
4. Players Equipment: Numbers are not required on uniform for U-6 players.
5. The Referee:
  - A. Only one referee is required for a U-6 game. However, districts may use two as they desire. (Note: They should NOT both be first year refs.)
  - B. A coach may act as a referee should one not be available.
6. Assistant Referees: Not Used.
7. Duration of the Match:
  - A. 8 minute quarters and 5 minute halftime.
  - B. Teams change ends of the field at halftime.
8. Start and Restart of Play: All players of the opposing team shall be 3 yds. away from the ball on the kick-off and any free kick.
9. Ball In and Out of Play: No Changes for U-6.
10. Method of Scoring: There is no official score kept in U-6 games. Both teams are winners at the end of the game.
11. Offside: Does not apply at U-6.
12. Fouls and Misconduct:
  - A. All fouls shall result in an indirect free kick for the opposing team at the spot of the foul.
  - B. Referees are to explain the foul to the player.
  - C. No cautions or ejections for players at this level.
  - D. Coaches are subject to cautions or ejections.
13. Free Kicks: No direct free kicks or penalty kicks. Indirect kicks only.
14. Penalty Kicks: None at U-6.
15. Throw-In:
  - A. No throw-ins at U-6.
  - B. Place the ball approximately one yard inside the touchline near where it went out of play.
  - C. Give an indirect free kick to a player on the team opposite the one that

last touched the ball before going out of play.

D. Opposing players must be 3 yds. away from the ball until kicked.

16. Goal Kick: Place the ball approx. 3 yds. from the goal line approximately halfway between the goal and the touchline. Opposing players are to be 3 yds. away from the ball until kicked.
17. Corner Kick: Take from the corner of the field and opposing players are to be 3 yds. away from the ball until kicked.
18. Common Sense: The ultimate goal for these players is to have fun and want to come back to play soccer next year.

## U-7

1. The Field:
  - A. These fields have a 6 yard goal area with diagonal lines marked approx. 3-6 feet apart. These markings are to help players and referees to better identify this particular area and to enhance the safety of our young goalkeepers. Players are not to make contact with the goalkeeper in this area with or without the ball.
  - B. There is a 10 yd. goalkeeper box. This box is marked by a line running 10 yds. parallel to the goal line and a line running perpendicular to the goal line 10 yds. from each goalpost. Players are not to make contact with the goalkeeper in this area when the goalkeeper has possession of the ball.
  - C. These fields should have a 3 yard radius center circle at midfield.
  - D. Goals are to be 6ft. high and 12ft. wide, padded to 6' high, and anchored for player safety.
  - E. No coaches are permitted on the spectator side of the field. Three coaches per team are permitted on the team side of the field within their coaches' area, provided they are on the roster. **No** coaching from the spectator side of the field.
2. The Ball: #3.
3. Number of Players: U7 – 5V5 including goalkeepers. A team must field a minimum of 4 players to play.
4. Players Equipment: No changes from 11V11.
5. The Referee: No Changes from 11V11.
6. Assistant Referees: Not Used.
7. Duration of the Match:
  - A. 10 minute quarters and 5 minute halftime.
  - B. Teams change ends of the field at the end of each quarter.
8. Start and Restart of Play: All players of the opposing team shall be 6 yds. away from the ball on the kick-off and any free kick.
9. Ball In and Out of Play: No Changes from 11V11.
10. Method of Scoring: No Changes from 11V11.
11. Offside: Does not apply. Referees are to discourage “cherry picking” and are to treat it as unsporting conduct if it continues.

12. Fouls and Misconduct:
  - A. All fouls shall result in an indirect free kick for the opposing team.
  - B. Referees are to explain the foul to the player.
  - C. Coaches and players are subject to cautions or ejections.
  - D. No Slide tackling is permitted.
    - ❖ The first time a player slide tackles for the ball, they are issued a verbal warning.
    - ❖ If a player slide tackles for the ball for the second time in the same game, then that player shall be issued a yellow card.
    - ❖ If a player slide tackles for the ball for the third time in the same game, then that player shall be issued a second yellow card w/ejection from the game.
    - ❖ This ejection can be substituted for.
13. Free Kicks: No direct free kicks or penalty kicks. Indirect free kicks awarded to the defending team inside their own goalkeeper box are to be taken on the 6 yd. line nearest where the foul was committed.
14. Penalty Kicks: None at this level.
15. Throw-In:
  - A. Normal throw-ins are performed for a ball crossing over the touchline.
  - B. If a player executes an improper throw-in, then
    - ❖ Stop play
    - ❖ Explain the mistake to the player
    - ❖ Allow the throw-in to be retaken by the same player
    - ❖ If the second throw-in is still improper allow play to continue.
    - ❖ **Do not** give a throw-in to the opposing team for an improper throw-in at this age level.
16. Goal Kick: Taken from the 6 yd. line. If a player cannot clear the goalkeeper box then spot the ball halfway between the 6 yd. and 10 yd. lines for goal kicks.
17. Corner Kick: Take from inside the corner arc and opposing players are to be 6 yds. away from the ball until kicked.

## U-8 & U-9

1. The Field:
  - A. Goal Area: Marked by lines perpendicular to the goal line 6 yards from the inside of each goal post, extending 6 yards into the field, and joined by a line parallel to the goal line. The area bounded by these lines and the goal line is the goal area.
  - B. Penalty Area: The Penalty area is bound by two lines perpendicular to the goal line 12 yards from the inside of each goal post, extending 12 yards in the field, and joined by a parallel line to the goal line.
  - C. A mark **shall** be made 9 yards from the goal line, opposite the center of the goal to place the ball for P.K.s. An arc of 6-yard radius from the P.K. mark shall be marked outside of the penalty area.

- D. Players are not to make contact with the goalkeeper in this area when the goalkeeper has possession of the ball.
  - E. These fields should have a 6 yard radius center circle at midfield.
  - F. Goals are to be 6ft. high and 12ft. wide, padded to 6' high, and anchored for player safety.
  - G. No coaches are permitted on the spectator side of the field. Three **rostered** coaches per team are permitted on the team side of the field within their coaches' area, provided they are on the roster. **No** coaching from the spectator side of the field.
2. The Ball: #3 for U-8 and #4 for U-9.
  3. Number of Players: 7v7 including goalkeepers. A team must field a min. of 6 players to play.
  4. Players Equipment: No changes from 11V11.
  5. The Referee: No Changes from 11V11.
  6. Assistant Referees: Not Used.
  7. Duration of the Match:
    - A. U-8: 10 minute quarters and 5 minute halftime.  
U-9: 15 minute quarters and 5 minute halftime.
    - B. Teams change ends of the field at the end of each quarter.
  8. Start and Restart of Play: All players of the opposing team shall be 6 yds. away from the ball on the kick-off and any free kick.
  9. Ball In and Out of Play: No Changes from 11V11.
  10. Method of Scoring: No Changes from 11V11.
  11. Offside: Begins at U-8. No Changes from 11v11.
  12. Fouls and Misconduct:
    - A. Referees are to explain the foul to the player.
    - B. Coaches and players are subject to cautions or ejections.
    - C. No Slide tackling is permitted.
      - ❖ The first time a player slide tackles for the ball, they are issued a verbal warning.
      - ❖ If a player slide tackles for the ball for the second time in the same game, then that player shall be issued a yellow card.
      - ❖ If a player slide tackles for the ball for the third time in the same game, then that player shall be issued a second yellow card w/ejection from the game.
      - ❖ This ejection can be substituted for.
  13. Free Kicks: Direct and Indirect Free kicks are in effect. Indirect free kicks awarded to the defending team inside their own goalkeeper box are to be taken on the 6 yd. line nearest where the foul was committed.
  14. Penalty Kicks: In effect.
  15. Throw-In:
    - A. Normal throw-ins for U9. No Changes from 11v11.
    - B. U-8 has the following exceptions:  
If a player executes an improper throw-in, then
      - ❖ Stop play

- ❖ Explain the mistake to the player
  - ❖ Allow the throw-in to be retaken by the same player
  - ❖ If the second throw-in is still improper, the opposing team shall receive possession.
16. Goal Kick: Taken from the 6 yd. line. If a player cannot clear the goalkeeper box then spot the ball halfway between the 6 yd. and 12 yd. lines for goal kicks.
  17. Corner Kick: Take from inside the corner arc and opposing players are to be 6 yds. away from the ball until kicked.

## U-10 & U-11

1. The Field:
  - A. Goal Area: Marked by lines perpendicular to the goal line 6 yards from the inside of each goal post, extending 6 yards into the field, and joined by a line parallel to the goal line. The area bounded by these lines and the goal line is the goal area.
  - B. Penalty Area: The Penalty area is bound by two lines perpendicular to the goal line 14 yards from the inside of each goal post, extending 14 yards in the field, and joined by a parallel line to the goal line.
  - C. A mark **shall** be made 10 yards from the goal line, opposite the center of the goal to place the ball for P.K.s. An arc of 8 yard radius from the P.K. mark shall be marked outside of the penalty area.
  - D. These fields should have a 8 yard radius center circle at midfield.
  - E. Goals are to be 7 ft. high X 21 ft. wide, padded up to 6' high, and anchored for player safety.
  - F. Three **rostered** coaches per team are permitted on the team side of the field within their coaches' area. No one is to be coaching players if they are not on the roster.
2. The Ball: #4.
3. Number of Players: 9v9 including goalkeepers. A team must field a minimum of 7 players to play.
4. Players Equipment: No Changes from 11V11.
5. The Referee: No Changes from 11V11.
6. Assistant Referees: Not Used.
7. Duration of the Match:
  - A. 15 minute quarters and 5 minute halftime.
  - B. Teams change ends of the field at the end of each quarter.
8. Start and Restart of Play: All players of the opposing team shall be 8 yds. away from the ball on the kick-off and any free kick.
9. Ball In and Out of Play: No Changes from 11V11.
10. Method of Scoring: No Changes from 11V11.
11. Offside: No Changes from 11V11.
12. Fouls and Misconduct:
  - A. Referees are to explain the foul to the player.

- B. Coaches and players are subject to cautions or ejections.
- C. Slide tackling is permitted, from the front ONLY.
- 13. Free Kicks: Direct and indirect free kicks are in effect.
- 14. Penalty Kicks: In effect.
- 15. Throw-In: No Changes from 11V11.
- 16. Goal Kick: No Changes from 11V11.
- 17. Corner Kick: No Changes from 11V11.

## U-12

1. The Field:
  - A. Goal Area: No Changes from 11v11.
  - B. Penalty Area: No Changes from 11v11.
  - C. A mark **shall** be made 12 yards from the goal line, opposite the center of the goal to place the ball for P.K.s. An arc of 10-yard radius from the P.K. mark shall be marked outside of the penalty area.
  - D. These fields should have a 10 yard radius center circle at midfield.
  - E. Goals are to be 7 ft. high X 21 ft. wide, padded up to 6' high, and anchored for player safety.
  - F. Three **rostered** coaches per team are permitted on the team side of the field within their coaches' area. No one is to be coaching players if they are not on the roster.
2. The Ball: #4.
3. Number of Players: 11v11 including goalkeepers. A team must field a min. of 7 players to play.
4. Players Equipment: No Changes from 11V11.
5. The Referee: No Changes from 11V11.
6. Assistant Referees: Not Used.
7. Duration of the Match:
  - A. 15 minute quarters and 5 minute halftime.
  - B. Teams change ends of the field at the end of each quarter.
8. Start and Restart of Play: All players of the opposing team shall be 10 yds. away from the ball on the kick-off and any free kick.
9. Ball In and Out of Play: No Changes from 11V11.
10. Method of Scoring: No Changes from 11V11.
11. Offside: No Changes from 11V11.
12. Fouls and Misconduct:
  - A. Referees are to explain the foul to the player.
  - B. Coaches and players are subject to cautions or ejections.
  - C. Slide tackling is permitted, from the front ONLY.
13. Free Kicks: No Changes from 11v11.
14. Penalty Kicks: No Changes from 11v11.
15. Throw-In: No Changes from 11V11.
16. Goal Kick: No Changes from 11V11.
17. Corner Kick: No Changes from 11V11.

# **Constitution of CCSA**

## **ARTICLE I**

The name of the organization shall be “Clermont Central Soccer Association” (CCSA).

## **ARTICLE II PURPOSE**

The purpose for which this association is organized is to develop and operate a soccer program. In conjunction with such purposes, the objectives of this association are that through a medium of a supervised program, this association will seek to implant in the youth of the community the ideals of good sportsmanship, fair play, and honesty for the betterment of their physical and social well being.

## **ARTICLE III AFFILIATION**

This association, where and when feasible and appropriate, shall also be affiliated with recreation commissions and/or boards within the operational boundaries of this association.

## **ARTICLE IV SITES OF OPERATION**

The principle operation of this association shall be within the counties of Clermont, Hamilton, and Brown, in the state of Ohio, allowing participation by any resident thereof.

A district represented within the association is defined as a local elementary school district. In instances where there is more than one elementary school within a district, the district may be subdivided by an individual elementary school being a district.

## **ARTICLE V POWERS**

This association shall have the following powers in addition to the powers expressly or implicitly conferred on it by law:

A. To make and enforce rules and regulations to govern itself on a local basis.

- B. To set team fees, solicit sponsors and contributions, receive gifts, bequests, and devices from any person, firm, or corporation and to administer such fees, gifts, and devices on behalf of this association.
- C. To enter into contracts and to hold and own property.

## ARTICLE VI MEMBERSHIP

Any parent, or legal guardian, who has a child registered in the soccer program sponsored by Clermont Central Soccer Association, and any coach, assistant coach, and administrative or league official, regardless of whether he or she has a child in the program, constitutes membership in the CCSA. Membership entitles an individual to one vote on general issues and in the election of officers of the Association and the opportunity to be nominated and elected as an officer. Issues concerning player rules and/or fees paid for players and teams shall be voted on by CCSA governing body and District Representatives. Voting requires a majority of the above to be present to vote.

- A. All new district applications must be voted on by the governing body and obtain at least a two-thirds majority vote for admission into the association.
- B. All new districts will be assessed a fee of \$250 to be submitted at the time of application.
- C. If a district chooses to withdraw from CCSA, then that district will not be permitted to re-apply for membership to CCSA for a period of two years after withdrawal.
- D. Each District must have a governing board of three (3) or more people in addition to the District Representative.
- E. Each District must annually provide CCSA with a list of their current Board Members and Bylaws.

## ARTICLE VII BOARD OF DIRECTORS

The governing body of the association shall be its Board of Directors. Said Board may adopt such rules and regulations for the conduct of its meetings and the management of the association, as it may deem proper. The Board of Directors shall consist of the following:

### Officers

1. President
2. President-Elect
3. Secretary
4. Treasurer
5. Member-At-Large (3)
6. League Registrar

### Directors

- Referees
- Referees Assistant
- Scheduling
- District Representatives (10)

All voting members of the CCSA board are required to attend **ALL** board-driven meetings, including but not limited to monthly meetings, mandatory coaching meetings, the draw, field day, and tournament duties. No more than two absences in the calendar year are permitted. Otherwise, said person may be removed from CCSA board duties.

The President will not vote except in the case of a tie vote.

The Executive Committee, consisting of the elected officers, shall appoint all Board of Directors.

The officers of the Executive Committee shall serve one-year terms, with the exception of the President and the President-Elect who shall serve two-year terms each.

A District may not have more than two (2) positions on the Executive Board (President, VP, Secretary & Treasurer) at a time.

Vacancies on the Executive Committee shall be filled within a one-month period by general election. Vacancies in the balance of the Board of Directors shall be filled by appointment within a one-month period by said Executive Committee.

A District cannot have more than 4 positions on the Board at any time (District Rep, elected and appointed positions)

Should the President resign for any reason before completing his/her term in office, and then the President-Elect shall immediately take the office of

President. In this case, the President-Elect will have the option of serving that current year of transition and the next as fulfilling the term of office or serving that current year of transition and the next two as fulfillment of office. The vacancy of President-Elect will then be filled by general election within a one-month period.

The election of officers for the Executive Committee will be conducted in November of each year by general election. An officer will be considered elected upon receiving the majority of votes for those nominated for that office. Installation of officers shall take place immediately after the election by transfer of duties. To promote ease of transition and consistency of program implementation, the President-Elect after serving his/her two-year term will automatically assume the duties and office of President for a two-year term. Thus, the offices of Secretary and Treasurer will be the only offices elected annually. The office of President-Elect will be elected bi-annually. All District Representatives must attend the January meeting or next scheduled meeting if the January meeting is cancelled.

## ARTICLE VIII STANDING COMMITTEES

The following standing committees shall be formed as deemed necessary and needed by the Board of Directors:

- A. Nominating Committee – 3 members, one of which must be the President.
- B. Field Quality Committee – President, Director of Referees, Director of Scheduling, and District Representative for field.
- C. Discipline and Protest Committee – 12 members, chaired by the President – Elect, and consisting of the Director of Referees and one person from each District.
- D. Publicity Committee

Addition or deletion of standing committees will be made at the discretion of the Board of Directors.

## ARTICLE IX MEETINGS AND QUORUMS

Meetings of the Board of Directors will be held monthly with the general membership invited to attend.

When deemed appropriate, the Board of Directors and/or the Executive Committee may call a special monthly meeting or a general meeting other than the scheduled monthly meetings.

A quorum shall be considered 51% of the Board of Directors.

The Executive Committee will decide the dates, time, and place of meetings.

Floor-time for nonvoting members must be granted prior to the meeting.

## ARTICLE X AMENDMENTS

Amendments to this Constitution or the By-Laws shall be submitted to the Executive Committee. The Executive Committee shall review the suggested amendment; submit notice to the general membership concerning the suggested amendment, and the date of adoption vote. The Executive Committee prior to the adoption vote will hold a period of hearing and discussion. The adoption vote will be conducted during a general meeting; where a two-thirds majority vote of the membership present is required to adopt an amendment.

### **BY – LAWS** *Supplement to the Constitution of Clermont Central Soccer Association*

## ARTICLE I DUTIES OF THE BOARD OF DIRECTORS

- I. President
  1. Preside at all meetings of the CCSA.
  2. Assume full responsibility for the operation of the CCSA.
  3. Appoint all non-elected board members and committees.
  4. Uphold the rules and regulations of the CCSA.
  
- II. President-Elect (a.k.a. Vice-President)
  1. Preside in the absence of the President.
  2. Carry out such duties as may be delegated by the President.
  3. Proceed to the office of President at the end of his/her term as

President-Elect

4. Shall chair the Discipline and Protest Committee.

III. Secretary

1. Record the minutes of all meetings.
2. Give notice of all regular meetings and special meetings.
3. Maintain an official record of the activities of the CCSA.
4. Perform such other duties as the office may require or as directed by the President.

IV. Treasurer

1. Collect all funds due the association, to sign checks, and dispense such funds as approved by the Board of Directors.
2. Keep a suitable set of books and submit a monthly statement and a year-end statement covering all receipts and expenditures.
3. Prepare the budget of the CCSA and assume responsibility for all CCSA finances.

V. District Representative

1. Attend all the meetings of the CCSA as set forth in the Constitution and supply all the statistical information required by the Executive Board.
2. Relate pertinent information obtained at the Board meetings to his/her local District such as rule changes, clinic dates, post-season tournament information, or other information as directed by the Executive Board.
3. Assist the Board in combining of leagues where necessary.
4. Conduct the Player Draw for his/her District.
5. Be responsible for ordering team registration materials and other materials and supplies that are handled at the Board level.
6. Carry out such other duties as required by the Board or specified rules and regulations.
7. Order all equipment needed by coaches such as balls, books, etc.
8. District Representatives will vote on changes in organizational rules. Each District shall have one District Representative designated as the voting member from that District. In the event that the Representative is unable to attend the scheduled meeting, then an alternate may be appointed to vote in their stead.
9. Shall be responsible for preparing, observing, and supervising the Player Draw and team formations at the District level.
10. When a District Representative is absent without alternate representation for a second monthly Board meeting, then the League Secretary shall send a letter to that District informing them that they are lacking representation and will be suggested that the District find a different Representative if absent for a third meeting in the current year.

## VI. Director of Referees

1. Assume the responsibility of seeing that all referees are properly trained, either through Board conducted clinics or by conducting his own clinics.
2. Prepare a list of all existing and potential referees and give notice of clinic and test dates.
3. Attend all referee clinics.
4. Ensure that each District has a Head of Referees prior to the season starting.
5. Inform the Board of Directors of the quantity of referee training materials required for the season such as rule books, certified referee patches, score wallets, etc.
6. Must report to the Discipline and Protest Committee or President-Elect any action by a player, coach, assistant coach, or spectator that might require disciplinary action.

## VII. Assistant Director of Referees

1. Carry out such duties as may be delegated by the Director of Referees.
2. Attend all referee clinics.
3. Shall sit in the absence of the Director of Referees at any required meetings such as Disciplinary hearings, Player Draw, etc.

## VIII. District Head of Referees (Non-Board positions)

1. Each District shall fill this position from qualified candidates. A candidate filling this position with no referee experience is to be considered a Referee Assigner and is to only schedule referees for games. The following year they may be a Head of Referees and fulfill all other duties listed as such.
2. Schedules referees for all fields and ages at that District.
3. Assists the Director of Referees in preseason referee training such as Field Evaluations.
4. Monitors and assesses individual referees during the season to provide better scheduling according to skill levels.
5. Uses the Mentoring Program to improve the skill level of all referees.

## IX. Director of Scheduling

1. Prepare the schedules for all regular season games and make-up games.
2. Arrange for the printing and distribution of playing schedules. Distribution should be made in the coach's packets with copies of all division schedules given to the District Representatives.
3. Work closely with the District Representatives regarding make-up games, rescheduling rainouts, etc.
4. Shall co-ordinate interleague play with other league personnel when necessary in divisions with a low number of teams.
5. Shall chair the Scheduling Committee.

## X. League Registrar

1. Liason to OSYSA concerning Roster registration.
2. Coordinates with District Representatives their Player Registrations and Roster changes as approved by the Board at Player Draw.
3. Shall forward previous year's database to the current District Representative for each District for new players to be added.
4. Shall complete rosters and forward to Vice President for examination and Final Approval.
5. Shall forward ALL completed District Databases to the President for proper billing to each District for player fees (\$12.50/player)
6. Shall forward completed CCSA Database to OSYSA for proper invoicing to CCSA for player participation.

## ARTICLE II

### DUTIES OF STANDING COMMITTEES

#### I. Nominating Committee

1. Shall be responsible for soliciting candidates for the officers of the CCSA.
2. The President of the Board of Directors shall serve on this committee.

#### II. Field Quality Committee

1. Shall be responsible for checking all fields to be used for games during the season and recommend any necessary corrections. Shall recommend approval or disapproval of said fields. Must be completed before scheduling is started.
2. The President, Director of Referees, Director of Scheduling, and the District Representative for the field shall serve on this committee.

#### III. Discipline and Protest Committee

1. Shall be responsible for investigating reported acts of misconduct by players, coaches, or spectators. Such acts may include, but not limited to: violent conduct, abusive language, or repeated acts of unsporting conduct. These acts may or may not have resulted in ejection from or abandonment of a game by the referee.
2. Shall be responsible for setting forth minimum penalties for acts of misconduct and, if necessary, conduct informal hearings with the individual(s) involved.  
See Coaches, Spectators and players code of Conduct and Penalties.
3. Shall formulate and keep up to date with league rules concerning discipline. For serious and repeated offenses, the committee will provide information concerning the offenses to the Executive Committee and recommend to the Executive Committee an appropriate penalty.
4. Shall receive, investigate, and react to complaints, Protests and/or

appeals in accordance with prescribed league guidelines and regulations.

**Complaint / Ejection and Protest procedure:**

- a. Ejection - Minimum penalty is stated in the respective Code of Conduct for Players, coaches and Spectators. Additional penalties will be determined by the severity of the offense. The committee will decide and inform the recipient of the official penalty.

If the recipient receives more than the minimum penalty they have the opportunity to address the Discipline committee prior to the final penalty being assessed.

- b. Complaint – Complaint must be in writing to the League’s Vice President. The Vice President will inform the other committee members of the complaint and will inform the accused party of the complaint. The accused may respond in writing to the Vice President. A hearing will be conducted within 7 days of the complaint received and both parties have the opportunity to address the Discipline committee and each other. The outcome/penalty of the hearing will be reached by the committee and communicated in writing to both parties.

If either party chooses to appeal (for lack of due process not for the penalty outcome) they may appeal to the Executive committee. The appeal must be in writing and received by the league President within 7 days of the decision notification.

- c. Protest - The Discipline Committee will conduct a hearing with the referee and the protesting coach (or shall receive a written report from one or both parties) to determine if an application of the law was broken. If so, the appropriate action will take place. If not, the game’s outcome will stand.

5. Shall be chaired by the President-Elect. Shall include the Director of Referees and one person from each District.
6. The decisions of the Executive Committee in conjunction with the Discipline and Protest Committee regarding discipline (acts of misconduct) will be final with no appeal. Decisions of the Executive Committee in conjunction with the Discipline and Protest Committee regarding protests may be appealed in accordance with the prescribed league guidelines.

### ARTICLE III ELECTION

1. The election of officers shall be by the membership (as provided in the general provision of the Constitution) and shall be held at the November meeting.
2. The President shall appoint a nominating committee at the September meeting. The committee will notify the membership of the date, time, and place of the election. The membership may be requested to recommend potential candidates.
3. The Nominating Committee shall present the names of the recommended candidates to the Secretary, for printing of ballots, two weeks prior to the November meeting.
4. The Board of Directors shall conduct a general meeting for the purpose of electing officers. Ballots will be handed out to all members present. Candidates receiving a majority of votes will take office as provided by the general provisions of the Constitution.

### ARTICLE IV FEES

1. Team fees shall be determined by the Board of Directors.

### ARTICLE V LEAGUE COACHING RULES

1. Any individual who is of good moral character and at least 18 years of age, shall be considered qualified to coach. Coaches may not coach more than two teams or be assistant coach for more than one team. Coaches will be assigned to teams according to their desire to coach a specific division, geographical area, or be an assistant coach on a specific team.
2. All new coaches are required by the Board of Directors to attend a “Youth Module” or equivalent coaches clinic before coaching. If they step forward to coach after all clinics are done, then they may coach that season, but must attend a “Youth Module” or equivalent coaches clinic the following season to be qualified to coach. If they cannot attend a clinic the following season, then they are not permitted to coach a team. Coaches must exhibit good sportsmanlike conduct at all times. Coaches are responsible for the care, maintenance, and security of all equipment assigned to them.

## LICENSING

### 🕒 USYSA affiliates

These courses are offered by the state associations which are affiliated with USYSA. To find the office of your state association, go to:  
<http://soccertimes.com/directory/usysa.htm>.

### **Youth Module License "YM" Coaching the Under 6, 8 and 10 players:**

The Youth Module "YM" courses consist of 6 hours of instruction usually held on one day; there are no field examinations with the "YM". The instruction for the course is age-specific and is devoted to the physical, psychological and social characteristics displayed by children of specific age, i.e. Under-6, Under-8, and Under-10.

The mission of the State YM courses is to provide the most current and advanced information on growth and development of the youth soccer player. The youth soccer player is defined as any child from pre-school through adolescence. The course takes the approach that the GAME WITHIN EACH CHILD is at the center of all belief, decisions and actions taken by the child, coach and organization. It is the ultimate goal of youth soccer development within the United States to unlock the game within children to reach their full soccer potential.

**License:** YM Under 6-8 players (6 hours)

**Cost:** \$20 (\$30 for non-affiliated coaches) per participant

**Prerequisites:** 16 years of age

**Materials supplied:** OSYSA YM workbook, USYS coaching primer, U6 - U8 Activities book

**Candidate supply:** Soccer ball, dress for physical activity, writing material / notebook

### **Topics covered:**

Introduction to coaching Under 6 and Under 8 players; Philosophy of coaching Under 6 and Under 8 players; Characteristics of Under 6 and Under 8 players; Appropriate activities for Under 6 and Under 8 players; Team administration and risk management; Prevention and care of soccer injuries; Organizing a training session for Under 6 and Under 8 players; and Laws of the Game: modified for Under 6 and Under 8 players

**License:** YM Under 8-10 players (6 hours)

**Cost:** \$20 (\$30 for non-affiliated coaches) per participant

**Prerequisites:** 16 years of age

**Materials supplied:** OSYSA YM workbook, USYS coaching primer, U8 - U10 Activities book

**Candidate supply:** Soccer ball, dress for physical activity, writing material / notebook

**Topics covered:**

Introduction to coaching Under 8 and Under 10 players; Philosophy of coaching Under 8 and Under 10 players; Characteristics of Under 8 and Under 10 players; Appropriate activities for Under 8 and Under 10 players; Team administration and risk management; Prevention and care of soccer injuries; Organizing a training session for Under 8 and Under 10 players; and Laws of the Game: modified for Under 8 and Under 10 players

**F License (9 hours) Coaching the Under 12 player:**

The "F" course consist of 9 hours of instruction usually held on one day; there are no field examinations with the "F". The "F" License is an entry level course designed to prepare coaches for training players U12 and lower by expanding the players technical abilities, to provide the framework and understanding of practical coaching tools for the preparation of players and team, and to prepare coaches to enter and successfully complete the State 'E' Course. This course combines classroom/theory and practical/field sessions.

**License:** "F" Certification Under 12 players (9 hours)

**Cost:** \$50 per participant (\$25 for OSYSA affiliated coaches)

**Prerequisites:** 16 years of age

**Materials supplied:**

OSYSA Coaching the U12 Player workbook; Coaching 9, 10 and 11 year olds (Author Tony Waiters); USYS Assistant Coach Series U10; Ohio South coaching cards

**Candidate supply:** Soccer ball, dress for physical activity, writing material / notebook

**Topics covered:**

Methods of coaching; Developing a Teaching Philosophy; Running an Effective Training Session; The Elements of Teaching Soccer; Designing a Training Session; Team Management Lecture; The Role of the Coach; Safety and Ethical Aspects; Care and Prevention; Laws of the Game; Coach / Parent Meetings; Technical Skills; Possession and Warm-up Games; Dribbling; Passing; Receiving; Shooting; and Heading

**"E" License (18 hours) Coaching the Under 13 player:**

The "E" courses consist of 18 hours of instruction usually held over weekend including Friday night consisting of written examinations. There are no field examinations with the "E". The "E" License is to prepare coaches for training players aged between 10 and 13 and above by expanding the players' knowledge, understanding of the technical, tactical demands of the game and the developmental process necessary for players of this age. It is designed to provide a proper framework and understanding of practical coaching tools for the preparation of players and the team, to prepare coaches to enter and successfully complete the National 'D' Course and for those who this is their

final course the framework by which they can continue to teach the game. Take home test in Methods of Coaching, Care and prevention and Team Management.

**License:** "E" License Coaching the U-13 player (18 hours)

**Cost:** \$100 per participant (\$75 for OSYSA affiliated coaches)

**Prerequisites:** 16 years of age, F license held for 6 months

**Materials supplied:** OSYSA E license work book, Coaching the team (Author Tony Waiters)

**Candidate supply:** Soccer ball, dress for physical activity, writing material / notebook

**Topics covered:**

Methods of Coaching; Team Management; Tactics; Principles of Play; Care and Prevention; Laws of the Game; Field Sessions; Dribbling; Passing; Receiving; Shooting; Heading; Goalkeeping; Attacking Principles; Defending Principles; Small-sided games; and Economical training

**"D" License (36 hours) Coaching the U-15 player and above:**

"D" courses consist of 36 hours of instruction usually held over 2 weekends including Friday nights consisting of oral, written and practical field examinations lasting for a total of 36 hours of instruction. This course is designed for the experienced coach who has already received an E license and held it for a minimum of 6 months. There is no requirement of proficient playing experience. The focus of this course is to improve the individuals or team's ability; individual, group and team tactics are used to teach the roles of 1st, 2nd and 3rd attacker or defender. Small-sided games are used to develop an understanding of team shape and positional play as well as how to play in the different thirds of the field. Participants must successfully complete both written and practical coaching examinations to receive the State 'D' License. Upon passing the National "D" license, coaches may apply to the U.S. National coaching program to participate in the "C" license. It is highly recommended coaches who coach players in the select level that you obtain your C license and above.

Testing will include: Practical field test, Coaching methods, Team tactics, Laws of the Game and Team management.

**License:** "D" License Coaching the Under 15 player (36 hours)

**Cost:** \$150 per participant (\$125 for OSYSA affiliated coaches)

**Prerequisites:** 18 years of age, E license held for 6 months

**Materials supplied:**

OSYSA D license work book, The Manual of Soccer Coaching, Coaching Soccer Successfully

**Candidate supply:** Soccer ball, dress for physical activity, writing material / notebook

**Topics covered:**

Methods of Coaching; Game analysis; Team Management; Tactics; Principles of

Play; Care and Prevention; Laws of the Game; Field Sessions; Dribbling; Passing; Receiving; Shooting; Heading; Goalkeeping; Fitness with the ball; Attacking Principles, 1st, 2nd & 3rd Attacker roles; Defending Principles, 1st, 2nd & 3rd Defender roles; Team Shape, Attacking & Defending; Technical-Functional Training; Small-sided games; and Economical training

### **National Licenses**

National "A", "B" and "C" courses consist of five days of instruction and two days of extensive oral, written and practical examinations. The "A" license is valid for a period of four (4) years. "A" licensed coaches must participate in the USSF license maintenance program in order to keep their license current. The "B" and "C" licenses are non-expiring licenses. Coaches with expired "A" licenses must re-take the "A" course and pass the examinations in order to be awarded the "A" license.

The National Youth License course consists of four days of classroom and field instruction and one day of written and practical examinations. The instruction for the course is age-specific. Each day of the course is devoted to the physical, psychological and social characteristics displayed by children of a specific age, i.e. Under-6, Under-8, Under-10 and Under-12. Must have an E license, unless waiver granted.

Applicants for a C license must be at least 18 years of age, and have held a National "D" license for a minimum of 12 months. "D" license certification may be waived for highly-experienced coaches and players.

Applicants for a B license must be at least 18 years of age and "C" license held for a minimum of 12 months, unless granted a waiver due to coaching/playing experience or comparable licensing by another country.

Applicants for an A license must be 21 years of age, and have held a "B" license certification for a minimum of one year. Absolutely no waivers will be considered for entrance into the course, per the USYSA.

## CCSA 2009 Age Brackets

U6	8/1/03	10/31/05
U7	8/1/02	7/31/03
U8	8/1/01	7/31/02
U9	8/1/00	7/31/01
U10	8/1/99	7/31/00
U11	8/1/98	7/31/99
U12	8/1/97	7/31/98
U13/14	8/1/95	7/31/97