



Rules and Guidelines

Revised: 8/28/2022

All Leagues

The following rules and guidelines apply to all CASA leagues. In addition, each league may have its own, additional rules and guidelines. In the event there is a conflict between league-wide rules and league-specific rules, the league-specific rules will take precedence. Any situation not covered by this document shall be governed by FIFA rules and subject to referee discretion.

GENERAL

- Required ball size is 5.
- League scoring system:
 - Win = 3 points
 - Tie = 1 point
 - Loss = 0 points
 - Forfeit = -1 point
- Tie break process:
 - Points
 - Head-to-Head
 - Goals Against
 - Goal Differential
 - Goals For
- Players must separate themselves from spectators.
- Players may not wear ANY jewelry.
- Water breaks, if given, will occur in the middle of each half. Water breaks may be requested by either captain at the time of the coin toss.
- Slide tackling is not permitted.
- Player substitutions must occur from the centerline of the field. Substitutions are permitted based on possession on all dead balls except for free kicks, penalty kicks and corner kicks.
- All jerseys must have a number and each player must have his/her own jersey with a unique number.
 - Different jersey styles will be allowed as long as they are generally the same color and are not a color/style that can be confused with the opposing team's jerseys.
 - If a player does not meet these standards, they must comply with the referee's judgment or decision.
- The home team is responsible for:
 - Putting out and putting up all corner flags
 - Wearing alternative jerseys whenever their opponent is wearing the same color jersey
 - Providing a game ball. The visiting team can supply the ball if the home team does not have one.

REGISTRATION

- As long as a player meets the minimum age requirement before the end of the current year, the player is eligible to play (does not apply to 17-year-olds, as they are never eligible to play).
- Once late registration begins, additional players will be allowed to register only if an existing captain pre-approves the player's addition to his/her team and there is space available on the roster.
- Registration will be closed at the midway point of the regular season. Once closed, additional players may not be added unless they are added as replacement players (See "Replacement Players" section for more information).
- New teams are not permitted to register once late registration begins.
- Players may only register for one team per division/league.
- Moving a registered player from one team's roster to another is permitted until the end of late registration.
- The CASA board reserves the right to extend the registration deadline for an individual league(s) or team(s) in order to allow a league(s) or team(s) more time to add needed players.
- Before each game begins, teams must present the referee with an official CASA team roster. This may either be in the form of a printed roster or the roster available on the CASA website accessed via mobile device at the fields. In addition, each player must present the referee with a valid photo ID. If a player has not presented a valid photo ID, the player cannot play.

Valid photo IDs must be:

- Unalterable
- Current/Unexpired
- Include a picture
- Include a first and last name
- Be issued by a legitimate third party.

The following types of ID are the ONLY accepted forms of ID:

- Driver's license
- Military ID
- Work ID
- Student ID
- State ID
- Green Card
- Passport
- Work Visa

A picture of a roster or ID saved on mobile device may be used in place of a hardcopy roster or ID.

- Refunds
 - If a player refund is requested before the first game of the season is originally scheduled to occur, the amount refunded will be equal to the full registration fee less any funds paid to the state.
 - If a player refund is requested after the first game is originally scheduled to occur, but before the *regular* season is halfway completed, the amount refunded will be equal to half of the registration fee less any funds paid to the state.
 - If a player refund is requested after the *regular* season is halfway completed, no refund will be given.

- Coed players may not register for two coed teams that are more than one tier apart. For example, a person cannot register on a Tier 1 team and a Tier 3 team. If

GAME SCHEDULES/CANCELLATIONS

- Scheduled games times
 - Games should start on time as scheduled. Any delay will be deducted from the scheduled game time (for example, if the game starts five minutes late, the game time will be reduced by five minutes).
 - If either team is not ready to play 15 minutes after a game's scheduled start time, the referee will terminate the match.
 - At five minutes after the scheduled start time, if the referee is present and if one team is not ready/able to play, the other ready team will be permitted to take one penalty kick prior to the start of the game. If both teams are not ready, no penalty kicks are awarded.
 - At ten minutes after the scheduled start time, a second penalty kick will be awarded if the team is still not ready. If both teams are not ready, no penalty kicks are awarded.
 - Penalty kicks in these situations are worth one point, regardless of the gender of the player taking the kick.
 - If the referees are not present at the scheduled game time, then the game will be played in full once they arrive.
 - Please advise any board member if referees do not show up for a game.
- If a game is stopped for any reason before it's completed (weather, referee injuries, fights, etc.), it will be considered an official game if 50% or more of the game has been played. The final score of the game will be the score at the time it was stopped. If a game is stopped before it is halfway over, and it is determined that the game will be rescheduled, the game will resume from where it left off (score and time).
- Lightning
 - The referee is responsible for stopping a match when any player is at risk of injury.
 - A thirty-minute waiting period (after the last seen lightning) will be observed before the game is restarted.
 - If conditions do not clear within a reasonable amount of time, the referee will terminate the game and report it to the CASA board.
 - In case of bad weather, captains should call the CASA phone (561-0561) or visit the CUSA (columbusyouthsoccer.com) website for field closure information. A link is available at the CASA website.
- Games will not be rescheduled for any reason unless cancelled due to weather.

DRAFT PLAYERS

- A "draft" player is defined as any player who registers to a draft team before the end of regular registration. If sufficient draft players are not available to form a separate draft team, draft players will be added to existing teams at the discretion of the board.
- Any team that does not have a full roster at the end of regular registration is eligible to have draft players added to the roster. Draft players must be welcomed and provided with a reasonable opportunity to play. Teams who do not welcome and play draft players may receive punitive actions to include forfeits, fines or other appropriate actions.
- Teams are not obligated to accept players who register to a draft team after regular registration ends. If no team will accept a late registering draft player, the player will be refunded his/her registration fee.
- Draft player placement will occur based on a first-in-first-out basis using the following process:

- ROUND 1: Draft players will be placed on the team(s) with the fewest number of registered players until that team has as many players as the team(s) with the next fewest number of registered players.
- ROUND 2: If more draft players still need to be placed, placement will then alternate between the teams tied for the fewest number of players after Round 1. This process will repeat until all draft players are distributed evenly across all the teams with the fewest players.

During any round, if multiple teams are tied for the fewest number of players, the team that has accepted the least number of draft players will receive the next draft player.

- **38+ ONLY:** After the draft is completed and players assigned to teams, and only if there are teams with fewer players than others, additional C-level players and goalies will be allowed to register. All other level players will not be allowed to register, but will instead be placed on a waiting list. The lowest team number with the fewest number of players will automatically be assigned the new C-level player. This rule does not apply to replacement players.

GUEST PLAYERS

- If a league allows guest players, the following guidelines apply:
 - Guest players must be registered in the same league in which they are guest playing.
 - Coed players can guest in other coed leagues without being registered in the other coed leagues.
 - Coed players can guest-up as many tiers as desired, but may only guest-down one tier.
 - A team may not use the same guest player in more than three of its games.
 - Guest players cannot score an offensive goal, but they can score an own-goal. In order for an offensive goal to count, the last offensive player to touch the ball must be a rostered player (including deflections).
 - Guest players are not permitted in any post season games.
 - Guest players must be declared to the referee and the opposing captain prior to the start of the game. The opposing captain does not have to approve the guest players.
 - Teams are permitted to use as many guest players as are needed to field a full side and two subs. **COED ONLY:** Teams are permitted to use as many guest players as needed to field a full side and one sub of each gender (and only one sub of each gender).
 - **COED ONLY:** Teams must have at least one rostered female at the field, able to play, at all times, or the team will forfeit the game.
 - If a team begins a game with eight or more players, and one or more of those players is a guest player, if a late-arriving rostered player enters the game, a guest player must leave the game.
 - All guest players must be obtained and checked-in before the game begins. Once the game begins, no additional guest players may be added.
 - **38+ ONLY:** Guest players must be of equal or lesser rating as the player for whom they are guesing.

REPLACEMENT PLAYERS

- Once regular registration is closed, teams may replace players that cannot finish the season.
- **38+ Only:** Replacement players must have the same rating or lower as the players they replace.
- If a waiting list exists, replacement players must be selected from the waiting list. The ranking of the replacement player should be determined/approved by the league coordinator before the player can be added.
- **38+ ONLY:** If a replacement player is identified by a captain who does not need a new player, the player will go to the team with the lowest number of players in need of a player with his ranking. If two teams are tied with the lowest number of players, the replacement player will go to the team with the lowest team number – for example, Team 2 will get the player before Team 5.
- If a player is replaced by another player, the player who was replaced cannot return to play at any point for the remainder of the season, unless he/she returns as a replacement player.

- A replacement player must be registered before the last two regular season games in order to qualify to play in the playoffs.

TIE BREAKERS

- Ties in league scoring are broken by applying each of the following in sequence until a winner is determined:
 1. Points
 2. Head-to-head results
 3. Goals allowed for the season
 4. Goal differential for the season
 5. Goals scored for the season
- If a playoff game ends in a tie, the following process will be followed in order to determine a winner:
 - Up to two, five-minute overtime (OT) periods will be played. If there is still no score at the end of the first OT period, teams will switch sides for the second OT period.
 - If no one scores during either OT period, penalty kicks (PKs) will be taken. Referees will follow FIFA guidelines during the administration of PKs.

DISCIPLINE AND PUNISHMENT (D&P)

- If questions regarding league matters arise on the field (player eligibility, player pass issues, etc.), the referee shall make the final call. However, if the designated league coordinator is available, his/her decision shall supersede the referee's. If necessary and available, the CASA President's decision shall supersede both the referee's and the league coordinator's. When questions arise, it is not the referee's responsibility to locate a league official to discuss the issue. The referee's call will be final unless overridden by either the appropriate league coordinator or the CASA President. This guideline only applies to league matters, referee decisions on the rules of the game cannot be overridden by a league coordinator or the CASA President.
- Player misconduct, punishments and contesting procedures will be handled as outlined in the CASA bylaws.
 - Anytime a player receives a red card, the player must immediately leave the game and the complex. In addition, the player must sit-out the next scheduled game, even if it's a make-up game, within the league in which the card was issued. The player is not required to be in-attendance at the game in which he/she sits out. The player is allowed to watch the game in which he/she sits out but cannot wear the team's jersey.
 - If a player receives more than two red cards in a single season within the same league, the player will be expelled from that league for the remainder of the current season and may not be replaced by a new player.
 - Yellow cards accumulate. Yellow card counts will be reset at the midway point of the regular season. If a player receives three or more yellow cards during either the first half or the second half of the regular season (within the same league), the player will receive a one game suspension to be served the very next new game played by the team.
 - A player who receives three accumulated yellow card is allowed to finish the game in which the third yellow card was issued, unless all two of the yellow cards were issued in the same game.
 - Once a three-yellow card suspension is served, the yellow card count resets to zero and the process repeats. If a player accumulates a third yellow card in the final regular season match of the season, the player is suspended for the first game of next season of the same league, or the first game of the same league of the next season in which he/she plays.
 - Players may dispute yellow or red cards. To dispute a card, a player must notify the league coordinator within 48 hours of when the card was issued. Players disputing a card must provide the league coordinator with a \$100 cash deposit prior to the dispute meeting. If the player is successful in overturning the card, the player will be refunded the \$100. If the player is not successful, the player will forfeit the \$100.

- Any player that is red carded for cussing at a referee (directly or indirectly), touching a referee in a threatening manner, or verbally abusing/threatening a referee (directly or indirectly) will receive an additional two-game suspension (total of three games). Decisions will be based upon the incident description within the official game report. Decisions will be final and will not be subject to contest by the offending player. Basically, leave the referees alone.
 - Fighting (throwing punches), regardless of self-defense, will result in a straight red card and suspension from the current and next season.
 - The Board reserves the right to add additional punishment up to and including permanent expulsion from all CASA league play for repeat violators and/or severe incidents.
 - Failure to abide by CASA Rules and Guidelines or CASA Bylaws may result in suspension, fines or even expulsion.
- Any thoughts or comments should be directed to the appropriate league coordinator or to any CASA Board member. CASA contact information:
 - Email: casa_soccer@hotmail.com
 - Website: www.casasoccer.com.

6 vs. 6 Leagues

The following guidelines are specific to all 6v6 leagues. Any Coed-specific guidelines will be indicated as necessary. In addition to these guidelines, teams must also comply with all league-wide guidelines that may be in place.

- Games consist of two 30-minute halves. Games are played 6 vs. 6 and teams must have a minimum of 4 officially rostered players to start and continue the game. **COED ONLY:** One of the four rostered players needed to start and continue the game must be female.
- Maximum roster size is 14. Minimum roster size is 8.
- Substitutions are allowed on any dead ball except for free kicks, penalty kicks or corner kicks. Teams may substitute when they have possession or when the other team is substituting.
- Female goals are worth two points. Male goals are worth 1 point. The gender of the last offensive player to touch the ball, including all deflections, determines the point value of the goal. All own-goals are worth 1 point.
- **COED ONLY:** A team must have at least four rostered players on the field at all times, and at least one of those players must be a female player, and at least one of those players must be a male player. If this requirement cannot be met or maintained throughout the game, the team will forfeit. A team may not have more than four male players on the field at one time.

EXCEPTIONS:

 - If a female player is ejected from the game, the team may continue to play with only 5 players, but at least one player must always be a female.
 - At the start of the game, if a team has only one rostered female and no guest female players, the team may play with only one female player. However, until another rostered female player arrives, the team must play down a player, and the starting female cannot leave the game. Teams cannot play with 5 male players and one female player at the same time, and teams cannot play without female players regardless of how few men are on the field.
- If the three-line rule is in effect, a player cannot kick, or a goalie throw, the ball in the air over all interior lines. If he/she does, an indirect free kick will be awarded the other team from the interior line closest to the offending team's goal. Throw-ins from the sideline and pass-backs are exempt from this rule.

- Regular league guidelines will apply regarding how to determine a winner during playoff games that end in a tie, but with the following exceptions:
 - **COED ONLY:**
 - Teams must rotate the gender of PK kickers.
 - Each team will determine which gender will start their rotation, and each team does not have to start with the same gender.
 - All players must take a PK before any player is permitted to take an additional PK.
 - Female goals are worth two points.
 - After each team takes five PKs, the team with the most points wins. If still tied, teams rotate taking one additional shot, rotating genders, until the tie is broken and a winner is determined.