



SOCAL Game Day Rules and Procedures for the 2025-26 Season

Introduction

Welcome to another exciting season of SOCAL Soccer League! As we prepare for game days, it is essential for all participants—players, coaches, referees, and spectators—to ensure that the experience is safe, fair, and enjoyable for everyone involved. To achieve this, we ask that you take the time to thoroughly review and familiarize yourself with the [SOCAL League Handbook](#). This comprehensive resource outlines the policies, standards, guidelines, and expectations that govern our league. Adhering to these principles not only promotes a positive game day environment but also upholds the integrity and spirit of the game we all love.

Please keep in mind that understanding and following these guidelines is a shared responsibility. By doing so, we contribute to the success of each match and the overall experience of our league. Thank you for your commitment to making the SOCAL Soccer League a place where sportsmanship and respect thrive.

Communication

All communications from parents, managers and coaches MUST come through their Club. Managers and coaches' first point of contact MUST be one of their club administrators.

Games Per Day for Players

Players may play no more than two games per day. There are specific rules to playing in no more than two games per day. Be sure to read the [Club Pass Rule](#) for specifics by division and age.

US Club Soccer Player, Staff, and Coach Passcards

All Players and Coaches must present their US Club Soccer player passcards to the Referee prior to the match. Virtual ID's, photos of passcards and physical passcards are all accepted forms of passcards. If the player or staff card picture is not on the ID card and/or the card is not laminated, the individual will not be eligible for the match.

Forgotten US Club Soccer Player Passcard

If a team forgets their US Club Player passes for a SOCAL game the game can begin and can continue play if the player passcards are at the game by half-time. Virtual ID's, photos of passcards and physical passcards are all accepted forms of passcards. All managers and coaches are able to access [Virtual ID's in GotSport](#). Coaches and managers should ALWAYS have a picture of their staff card on their phone to prevent games from being forfeited in case an actual staff card is forgotten.

Spectator Seating

- ALL SPECTATORS FROM A TEAM will sit on the same side of the field as their team.
- Spectators will NOT sit on opposite sides of the field from their team for League play.
- Coaches are responsible for the spectators for their team.
- Spectators may not sit behind goals or next to the corner flags.
- Spectators must sit on the sideline with their team OPPOSITE the sideline the Asst Ref is running. Spectators may NOT sit behind Asst Referees.
- Spectators are not to commingle with spectators from the opposing team.

Personnel on the Bench

- A maximum of 3 team officials are allowed in each team's technical area. Team officials must have a current US Club Staff Passcard from the Club in which they are coaching in order to sit in the technical area.
- A coach must have a minimum Grassroots license to coach a game in SOCAL. There are specific coaching license requirements for NPL coaches. Please see NPL guidelines for these requirements.
- A manager with a current US Club Soccer Staff passcard from the Club the team is under, may cover for a coach in an emergency situation.

Match Officials

Match officials must have a current year USSF Referee Certification. No match officials, other than Club linesmen, may have family members in the game they are working. Club linesmen may only signal when the ball has left the Field of play. They may not call offsides or fouls.

If a referee is not present within the 15 minute grace period for a scheduled game, the game may be rescheduled depending on available play dates and fields. The coach or manager must contact their Club to notify them of the referee not showing up. The Club administrator will contact Blake George to reschedule the game. **7 v 7 games may be played with a coach facilitating the game.**

Field Rules

Parking Fees apply at Silverlakes, SoCal Sports Complex, Galway Downs and Surf Cup Sports Park.

1. No animals of any kind are allowed on the sideline at any SOCAL game. Check the venue you are playing at to confirm if pets are allowed at the venue. Regardless, THEY ARE NOT ALLOWED TO BE ON THE SIDELINES or BEHIND THE GOALS or in close proximity to the field of play to protect the players safety as well as the spectators safety.
2. No artificial noise makers such as drums, air horns, drones etc. are allowed.
3. No Alcohol.
4. No Illegal Drugs.
5. No Weapons of any type.

Violation of field rules may result in team or spectator suspensions.

Field Closures will be communicated by SOCAL to team contacts directly.

Protests

Protests regarding the match conditions (i.e. Field condition, etc.) must be made prior to the start of the match and be clearly written on the official match report belonging to the center referee. Protests regarding the use of illegal players may be made prior to, or following, the match and be clearly written on the match report.

- Referee decisions cannot be protested. This includes send-offs for players, coaches or spectators.
- Videos may be reviewed for violations of US Soccer Policy 531-9 or in matters of extreme incidents but will not be reviewed to apply/remove fouls, red cards or suspensions.

Incomplete/Abandoned/Terminated Games

In the event that a game cannot be completed, and the game is terminated prior to the start of the second half, the game will not be considered complete. However, if either team is directly responsible for the termination of the game, no matter how much of the match remains, due to poor sportsmanship towards a Referee, spectators, players, or violations of Policy 531-9, the team will be required to forfeit the match. This could also lead to other sanctions set forth by SOCAL and/or US Club Soccer. If there is no result, and the match is suspended prior to the expiration of the first half of the game, SOCAL will make a determination on the results of the game based on a USSF Supplemental Report submitted by the referee of the game.

→ Referee decisions cannot be protested. This includes send-offs for players, coaches or spectators.

Playing Rules

All games under League jurisdiction shall be played according to the rules and regulations recognized by the SOCAL Soccer League which shall be the same rules set by FIFA/U.S. Soccer (USSF) except for those exceptions authorized by FIFA or USSF.

Player Uniforms

Teams **MUST** wear uniforms for the Club they are registered with. Opponents must wear colors that distinguish them from each other, and also the Referee and the Assistant Referees. **The home team wears light uniforms while the away team wears dark uniforms.** Each goalkeeper must wear colors that distinguish them from the other players, the Referee, and the assistant Referees. All players on a team, except the goalkeeper, shall wear identical uniforms (shirts, shorts, and socks).

- If there is a conflict in the uniform color, the away team shall change uniforms.
- Player numbers must be affixed to the back of the uniform jersey. Each Player on a team shall wear a unique number.

Game Ball

The home team will furnish three game balls. The home team is the team listed first on the official schedule.

Shin Guards

All players are required to wear shin guards at all times. They must be worn properly and be professionally manufactured and unaltered. Socks must completely cover shin guards.

Game Day Instructions & Procedures

Prepare for Game Day

- Set Match Day Roster

How to Set Match Day Roster and Club Pass

- [Coach or Manager](#)
- [Club Administrator](#)
- Confirm Jersey numbers are entered in GotSport → [How To Enter Jersey Numbers](#)
 - Jersey numbers must be entered in GotSport before the first league match.
- Print 3 copies of the Match Report.
 - Match reports become available to print 3 days before the scheduled game → [How to Print a Match Report](#)
 - Both teams should always bring 3 copies of the Match Report to every game.
- Plan to have **cash** to pay the Referees prior to the start of the game. No Venmo, Zelle or any other electronic payments. Here are the 2025-26 → [Referee Fees](#)

BOTH Teams Before Game

- All players must be uniform 15 minutes prior to kick off.
- Referees must be paid before each game. Cash on the field. Each team pays ½ of the total fees due.
- Submit virtual ID's, photos of passcards or physical player passcards to the referee.
- Away teams must change jerseys if the referee deems a color conflict.
- Home teams kick off in the first half of the game.
- Away teams choose which half of the field they start the game on.
- Home teams have their choice of sideline. See seating rule above.

BOTH Teams Manager/Coach/Team Duties AFTER the Game

- Thank the referees.
- Collect player passcards from the referee.
- Sign Match Reports.
- Collect one copy of the Match Report with the referee's score on the sheet. **If only one Match Report is present or take a photo of the match report, the Referee will keep the paper Match report.**
- **NEW FOR 2025 Season - Upload a copy of completed Match Report in GotSport when reporting the score**
- Enter Scores and Red Cards/Double Yellow/Send Offs

PIN # Located on the top corner of the Match Report. Use the QR code to access the scoring in GotSport.

Competition Matrix

	U7-U10 (2019-2016)	U11 (2015)	U12 (2014)	U13-U14 (2013/2012)	U15-U16 (2011/2010)	U17-U19 (2009/08/07)
Field Size (yds)	55/65 L 35/45 W	70/80 L 45/55 W	70/80 L 45/55 W	100/120 L 55/80 W	100/120 L 55/80 W	100/120 L 55/80 W
# of players	7v7	9v9	9v9	11v11	11v11	11v11
Minimum # of players	5	6	6	7	7	7
Primary Player Roster Limits	12	16	16	26	26	26
# of players allowed to play each game	12	16	16	18	18	20
# of Club-Pass players allowed to play each game (league wide)	4 players	4 players	4 players	5 players	5 players	5 players
NPL Club-Passing Limits*	Does not apply	Does not apply	Does not apply	2 outfield + 1 GK maximum*	2 outfield + 1 GK maximum*	2 outfield + 1 GK maximum*
Goalkeeper	Yes	Yes	Yes	Yes	Yes	Yes
Playing Time	2x30	2x30	2x30	2x35	2x40	2x45
Half-Time	10 mins	10 mins	10 mins	10 mins	10 mins	10 mins
Ball Size	4	4	4	5	5	5
Goal Size (ft)	6.5x18.5- 7x21	6.5x18.5- 7x21	6.5x18.5- 7x21	8x24	8x24	8x24
Offside	Yes - after build out line	Yes	Yes	Yes	Yes	Yes
Substitutions	Unlimited - Flights 1 - 4 on any possession, or if other team subs.					
NPL Substitutions	3 moments per half. Re-entry allowed. Half-time does not count as a moment					
Fouls (free kicks)	Indirect & Direct Free Kicks					
Free Kick clearance	8 yd	8 yd	8 yd	10 yd	10 yd	10 yd
Throw-in	Normal	Normal	Normal	Normal	Normal	Normal
Penalty Kicks	Yes (mark at 10 yds)	Yes (mark at 10 yds)	Yes (mark at 10 yds)	Yes (mark at 12 yds)	Yes (mark at 12 yds)	Yes (mark at 12 yds)
Penalty Area (yds)	12x24	14x36	14x36	18 x 44	18 x 44	18 x 44
Goal Area (yards)	4x8	5x16	5x16	6 x 20	6 x 20	6 x 20
Heading	NO As per the Laws of the Game		YES As per the Laws of the Game			
Build-Out Line	Yes	None				

***NPL players may not Club Pass within the same age group. Players may only Club Pass up an age group within the NPL. These limits also apply to NPL players Club Passing to Flight 1. NPL players may not Club Pass to Flights 2-4.**

Player Eligibility

- **For 11v11 games (2009-2008/07):** A maximum of 20 players may be dressed and play in a game. The 20 players must be on the official Match Report given to the match official and opposing team before the start of the game. Any players listed on the roster that will not play must have a line through their names on the Match Report or set as inactive players.
- **For 11v11 games (2013-2010):** A maximum of 18 players may be dressed and play in a game. The 18 players must be on the official Match Report given to the match official and opposing team before the start of the game. Any players listed on the roster that will not play must have a line through their names on the Match Report or set as inactive players.
- **For 9v9 games:** A maximum of 16 players may be in uniform and play in a game.
- **For 7v7 games:** A maximum of 12 players may be in uniform and play in a game.

NPL Player Eligibility

A player may not play for more than one team within an age group in the NPL. Players may Club Pass “up” between NPL teams outside of their age group and may play no more than 2 games per day. No more than 2 players and 1 goalkeeper (who must play in goal) can Club Pass to another NPL team from the same Club OR to Flight 1. NPL players may NOT Club Pass to teams in Flight 2-4.

Club Pass Players

A Player may ONLY be rostered to one team as a Primary Player. Players may only Club Pass within the same Club per Club Pass rules. Club Pass players are only players within the same Club.

Guest Players

Guest Players are players with a player pass from another Club or League. Guest players are NOT allowed to play in SOCAL competitions. Guest players are not the same as Club Passed players.

Player Club Pass Limits

(UPDATED for 2025/26 SEASON to be LEAGUE WIDE)

Limits for the amount of players that can Club Pass are as follows:

- 7v7 and 9v9 games – limit 4 players per game
- 11v11 games – limit 5 players per game (non-NPL games)
- Club pass players must be handwritten in on Match Report or added to the team as Club Pass Player in GotSport.
- NPL Players can ONLY Club Pass to Flight 1 teams and older NPL teams within their Club.
- Limits of Club Passing for NPL players are 2 field players + 1 goalkeeper that MUST play in goal (not on the field).
- NPL players may NOT Club pass to Flight 2, 3 or 4 teams.

****NO players FROM Leagues OUTSIDE OF SOCAL MAY CLUB PASS TO SOCAL TEAMS REGARDLESS OF THE League THEY ARE PLAYING IN.** All players participating in SOCAL games MUST have US Club SOCCER PLAYER CARDS indicating the player participates in the SOCAL League. **ECNL/ECRL player cards are NOT valid in the SOCAL League.**

UPDATED for 2025/26 Season: A SOCAL Player's Primary team must be a SOCAL team.

Clubs with outside leagues must designate 3 players, in each birth year (per gender), to be their club's DESIGNATED PLAYERS (DP's) for their outside league teams. These players may not change week-to-week. Once designated, they will remain as DP's for the full 25/26 season. These players will show up as (DP's) on SOCAL Game Reports and are permitted to play in SOCAL games even if they appear on the roster of an outside league.

Club Pass Rule - Player Movement Between Teams

- Players may play no more than 2 games per day.
- Players may play 2 games in the same age group, and in the same flight although they may NOT play in the SAME geographical bracket. (As an example - a 2012 player can play for a 2012 team in Flight 2 South I but can not play for another team in Flight 2 South I. However, the player may play for a team in Flight 2 South II.)
- Non-NPL players can Club Pass either up or down between Flights 1, 2, 3 and 4.
- Players can Club Pass up from any flight to the NPL.
- NPL players can ONLY Club Pass to Flight 1 teams and older NPL teams within their Club.
- Limits of Club Passing for NPL players are 2 field players + 1 goalkeeper that MUST play in goal (not on the field).
- NPL players may NOT Club pass to Flight 2, 3 or 4 teams.
- A player's PRIMARY team MUST be a SOCAL team. Players may only Club Pass within the same Club per Club Pass rules. Club Pass players are only players within the same Club. Players may only play for one Club during any SOCAL event.
- Players that play up in an age group as their Primary team may be Club Passed to a team in their actual age group. Example: Sally, born in 2012 plays on a 2011 team as her primary team may be Club Passed to play on a 2012 team because her age is appropriate for that team as well.
- In the 7v7 age groups, players can play for 2 teams in the same flight/division since there are no standings. The 7v7 birth years are the only age groups where this is allowed.

Substitutions

As per FIFA guidelines, unlimited substitutions are allowed in all age groups, Flights 1, 2, 3 and 4 as follows (not including SOCAL NPL):

- Unlimited substitutions are allowed during any stoppage.
- Teams may substitute only with the Referee's permission. Substitutes must wait at the halfway line (off of the Field of play) until the Field Player has left the field of play and/or the Referee has indicated the substitute may enter the field of play.

Substitutions - SOCAL NPL

- 3 moments, per half, for substitutions. Half-time does not count as a moment. Re-entry is allowed per half at the moments used by the coach. Subbing on the moment of an opposition, still counts towards a team's 3 moments.
- In accordance with the new USSF Head Injury guidelines, a substitution for a suspected head injury will not count against re-entry rules.

Game Scoring & Reporting

Point System

All SOCAL League games shall operate under the following point system.

- 3 points for a win
- 1 point for a tie
- 0 points for a loss

League Standings

ALL Scores must be entered in GotSport.

- 7v7 **SCORES** will be posted.
 - 7v7 standings will NOT be posted.
 - A Goal Differential of 8-goals is the limit for score posting in all 7v7 birth years. Ex: a score of 14-3 must be posted as 11-3, a score of 10-1 must be posted as 9-1, etc.
 - Any score posted in excess of the 8-goal differential will be adjusted by the league.
- Scores and standings will be posted for all 9v9 and 11v11 divisions.
- SOCAL has promotion and relegation **ONLY** between SOCAL NPL and Flight 1.
- Medals are awarded to 1st place winners in all 9v9 and 11v11 birth years only.

All Game Scoring (Including NPL)

All Game Scores must be entered in GotSport by **BOTH TEAMS** within 48 hours after the game. However, for teams that play back to back games on Saturday and Sunday, scores must be posted on Saturday. [How to Enter a Score in GotSport](#)

Ties

If a League game is tied after regulation, the tie stands and will be posted as a tie.

Forfeits

Any game schedule changed **after Tuesday at midnight the week of a scheduled game** will be subject to a forfeit fine.

- Forfeits will be scored 0-1 against the forfeiting team. (For more details on forfeit fines see pg. 24 of the handbook, [League Fines](#))

Referee Abuse

Referee abuse by a player, coach or spectator will be reviewed for appropriate length of suspension aligned with the US Soccer Policy 531-9 Penalties Matrix.

- [Official US Soccer Policy 531-9](#) - Misconduct Toward Game Officials in Amateur Matches



REFeree ABUSE PREVENTION

POLICY 531-9 PENALTY OVERVIEW / YOUTH & AMATEUR

The Penalties Matrix defines consequences associated with physical and non-physical offenses against Referees.

NON-PHYSICAL OFFENSES of gross misconduct, abuse, and / or assault

NON-PHYSICAL*	MIN. GAMES	TIME
Insulting, Belittling, Insinuating or Taunting Behavior Undermining Referee Authority	2	
Harassment, Intimidation, Retaliation, Abusive, or Threatening (Non Physical) Language	4	
Aggression, Attacking, Derogatory, Cyberbullying, Doxing or Threatening (Physical / Violence) Language	6	6 - 24 Months
Offensive or Discriminatory Act	10	12 - 24 Months

KEY PENALTY FACTORS

- Single offenses are at **minimum the prescribed game penalty or time penalty** for non red zone offenses
- Penalties can be **both game and time depending on severity** / circumstances
- Second time offenders receive **double punishment**
- Third time offenders receive a **lifetime ban**
- More than one offense at the same time is **at least the punishment for the most serious offense**
- Offenses against minors are automatically subject to a **"minor multiplier" resulting in triple punishment**
- **One offense warning per league** to be managed by states and leagues collaboratively
- Game consequences are **inclusive of 1 game penalty for any red cards given**
- Optionality for **50% penalty for first offense from a minor**

PHYSICAL OFFENSES of gross misconduct, abuse, and / or assault

PHYSICAL*	MIN. GAMES	TIME
Minor or Slight Deliberate Touching	3	1 - 6 Months
Pushing, Grabbing, Pulling, Squeezing, Pinching, Lightly Slapping, Use of Object in Non Striking Manner, or Physical Property Damage	10	6 - 24 Months
Hitting, Punching, Elbowing, Kicking, Biting, Spitting, Choking, Tackling, Throwing or Use of Object or Any Part of Body (Forearm, Knee, Head) in a Striking Manner		12 Months - Lifetime

(*) **Disclaimer:** These are only a few examples of abuse – other actions or statements may also fall into this category.

Effective March 2025

For more information, visit: [USSOCCER.COM/RAP](https://ussoccer.com/rap)



League Discipline & Reporting

Violation of League Rules

The SOCAL Discipline Committee and League Administration are authorized to impose sanctions on players, team officials, or competing Clubs. This includes suspensions, fines, or disqualifications, for violations of SOCAL Rules, Policies, and Code of Conduct, or for any conduct deemed detrimental to soccer or the SOCAL Soccer League. Any breach of SOCAL Soccer League Rules outlined in this Handbook should be reported to redcardreports@socalsoccerleague.org. All decisions made by SOCAL Discipline Committee and SOCAL League Administration are final.

Illegal Player/Falsification of Documents

A team will forfeit every game in which a violation occurs, and a fine may also be imposed.

1. An unregistered player/coach/manager participated in the game.
2. A player was improperly entered on the team's roster.
3. Any infraction of Club Pass rules.

4. A player or coach currently serving a suspension, including for an injury, participates in a game and has not been released by the League.
5. Any team using, or attempting to use, an illegal player shall forfeit the game. The coach of the team using the illegal Player will be suspended from all SOCAL competitions for a minimum of 3-games.
6. Falsifying records, documents, or player identification passes, or engaging in any other form of misrepresentation, will result in immediate suspension from the SOCAL Soccer League for any team or club. Additionally, such actions may lead to a Trial Board hearing.
7. The penalty for falsifying documents and/or using illegal players is \$500.00 per instance.

Double Yellow & Red Cards

Players, Coaches, Team Administrators, and Spectators may receive Yellow or Red Cards. A double yellow or red card results in removal from the current game and a minimum one-game suspension for players, and a minimum three-game suspension for coaches, team administrators, or spectators, beginning with the team's next game.

Send Offs

Send Offs include any spectator, player, coach or manager told to leave the game by the referee regardless of being shown a card or not.

Emergency Coach

In emergency situations, anyone associated with the Club, and has the required credentials, may coach the game as long as they have a current US Club Soccer Staff passcard.

If there is not a properly licensed coach affiliated with the Club present during the entire game, the manager may step in AS LONG AS the manager has a proper US Club SOCCER staff passcard. If the manager does NOT have a US Club Soccer staff passcard then the game will be considered a forfeit.

Spectator Send Off Reporting Instructions

Spectator Send Offs must be reported in GotSport under Red Cards, at the bottom of the players/coaches list for each team is "OTHER". Select "OTHER", in the field that appears, type in the name of the spectator and their relation to the player at the game and click save. Email the match report to redcardreports@socalsoccerleague.org

Red Card/Double Yellow/Send Off Reporting Instructions

- Both Teams collect Match Report at the end of the game from the referee.
- Both Teams enter the Score and Red Card/Double Yellow/Send Offs/Head Injury immediately into GotSport.
- If a Red Card/Double Yellow is issued, both teams must send a copy of the Match Report to redcardreports@socalsoccerleague.org with the MATCH # in the subject line.
- A Player that receives a Red Card/Double Yellow on Saturday will automatically be suspended for the next match regardless of receiving a suspension notification.
- Failure to Report by Team Issued the Red Card/Double Yellow or Send Off Fine: **\$200 per instance**
- All Red Cards/Double Yellow/Send Offs must be entered in [GotSport](#) by BOTH TEAMS within 48 hours after the game.
 - However, for teams that play back to back games on Saturday and Sunday, Red Cards/Double Yellow/Send Offs must be posted on Saturday.

How to Ensure a player is cleared after receiving a Red Card/Double Yellow/Send Off

1. Send a copy of the Match Report to redcardreports@socalsoccerleague.org for every game the suspension is served.
2. Enter the score in GotSport immediately after each game. The system will not clear the player unless the score is entered.

End of Year Red Card Carryovers

Players, coaches, or spectators that receive a red card at the end of the season, and they have NOT served their suspension, the suspension will be carried over to the following year. If the player, spectator, or coach switches Clubs, the suspensions will follow them to the next Club. Suspensions MUST be served in the SOCAL Fall Season. State Cup or tournaments do NOT COUNT as serving the suspension. End of Year Carryovers will not prohibit a player, coach, or spectator from participating in other tournaments including State Cup unless suspended by US Club as well.

Card Codes for Reporting Purposes

Cautionable Offenses or Yellow Cards	Send Off or Red Cards Offenses
• UB – Unsporting Behavior • DT – Dissent • PI – Persistent Infringement of Laws • DR – Delay Restart • FRD – Fails to Respect Distance • E – Enter Field Improperly • L – Leave Field Improperly	• SFP – Serious Foul Play • VC – Violent Conduct • S – Spitting • DGH – Denies Goal Opportunity Handling • DGF – Denies Goal Opportunity Foul • AL – Abusive/Offensive Language • 2CT – Second Caution • IRB – Irresponsible Behavior -Coaches/Managers/Spectators

Suspensions

- The game in which a player, coach or parent is sent-off does not count towards the number of games assigned in the suspension.
- Any suspended player used during a game will be considered an illegal player. The team, coach and Club will be penalized accordingly, fines may apply.
- Players can not play for any SOCAL team while serving a suspension.
- Coaches may not coach any team until his/her suspension is served.
- Red cards do not carry over between League games and State Cup unless the suspension involves Referee Abuse.
- If a player is issued a suspension and the match is forfeited, rained out, game schedule changed or postponed for any reason, the suspension will carry over to the next scheduled match. If there are no matches remaining on the schedule for the player, the End of Season Red Card Carry Over Policy will apply.
- The suspensions will apply to the league game(s) immediately after the game in which the card is received.
- It is the team's and/or Club's responsibility to ensure their red carded player/coach/spectator serves the applied game suspension(s). It is also their responsibility to ensure that their player/coach/spectator serves any additional suspension determined by the Discipline Committee.

Coaches: Any coach send-off is a minimum of 3-games, Club wide. There shall be no coaching of any team for 3 games, including any other team they coach until the 3rd game has been served.

Spectators: Any spectator send-off is a minimum 3 Game suspension.

Reintegration Requirement: Behavior Accountability Modules

Effective beginning with the 2025/26 season, any coach or spectator sent off from a match will be required to complete an on-line educational module prior to reinstatement.

In partnership with the Referee Institute of Soccer Excellence (RISE), SOCAL has introduced a mandatory behavior accountability module housed within our Learning Management System (LMS). These courses are designed to educate individuals on:

- Acceptable sideline behavior
- The impact of misconduct on referees and players
- Expectations for respectful conduct at all SOCAL events

Please Note: A **\$50.00 fee** is associated with taking the course. This cost is the responsibility of the individual (coach or spectator) and is required to complete the module.

Key Requirements:

- Coaches and spectators must complete the assigned module in addition to serving their minimum 3-game suspension.
- Completion of the module and payment of the course fee, within the module, is a prerequisite to returning to any team sideline.
- Clubs are responsible for ensuring that sent-off individuals complete all required steps prior to reinstatement.
- Additional sanctions may apply for non-compliance or repeat offenses.

This education-first approach supports referee retention and safety, reduces repeat incidents, and reinforces SOCAL's commitment to a positive and respectful matchday environment.

SOCAL Soccer League Disciplinary Committee may increase the suspension penalty for any offense as deemed necessary.

Minimum Suspensions

Fines

The SOCAL Soccer League office may impose the following fines:

- Fall League Team Drop Fee \$500 plus Registration Fee
- Fall League Team Drop Fee \$1,000 plus Registration Fee
- Fall League Team Drop Fee \$2,000 plus Registration Fee. (Not including Referee/Forfeit fine)
- Fall League Drop Fine After Season starts - \$2,000 plus Referee Fees 2 weeks
- Playing Illegal Players/ Falsifying Documents: \$500 per instance
- Failure of a team to report the issue of a Red Card/Double Yellow or Send Off fine: \$200 per instance

Additional Fines:

- Any game schedule changed after Tuesday at midnight the week of a scheduled game will be subject to a forfeit fine. Forfeit fines below.
- Issues involving parents from opposite teams that results in the game being terminated will result in the game being a double forfeit and the next scheduled game will also be forfeited for each team. A \$500 fine will be issued.
- Any Club that does not complete payment for any balance owing within 30 days, will be subject to a late fee of 15%.

Forfeit Fines & Fees

1st Club Offense: \$250 plus referee fees if notified after the deadline.

2nd Club Offense: \$500 plus referee fees if notified after the deadline.

Any game schedule changed after Tuesday at midnight the week of a scheduled game will be subject to applicable forfeit fines and referee fees.

No Show Fines & Fees

1st Club Offense: \$250 plus full referee fees.

2nd Club Offense: \$500 plus full referees fees.

The Club will pay the referee fees for the no show game. A no show team may be at risk of being removed from the League.