



TCSL League Rules & Regulations

1.0 Club Eligibility

All participating clubs must apply and be accepted into the League.

2.0 Team Eligibility

All players registered must have U.S. Club Soccer passes. All information must be current. All players must be on the single printed US Club Soccer official roster for each League match. No coach or player may participate if his or her pass is not provided to the referee. All teams must be associated with a TCSL club that has been accepted per Rule 1.0 above.

3.0 Roster Size

The master roster size for U.S. Club teams is 26. Master rosters are not frozen and may include any valid U.S. Club carded player within the Club. Maximum "dressed" players are as follows:

8U-10U - 14 players

11U-12U - 16 players

13U+ - 18 players

4.0 Player Registration

4.1 Eligibility

Eligibility is open to all youth irrespective of race, nationality, color or religious affiliation or non-affiliation.

4.2 Age Eligibility

Players must be registered with US Club Soccer. Players are bound to play on only one Club in the League. Players are permitted to play on any age-appropriate team, from within their own Club.

4.3 Guest Players (Events)

Teams are reminded about TCSL recruiting rules (14.0). Guest play is permitted, given this process is followed and clubs have communicated with each other. Both clubs must approve this scenario and the [appropriate loan form](#) must be completed by all parties. If this does not occur, insurance does not apply for the loaned player. The form must be properly submitted to the US Club Soccer office. A response is not needed.



5.0 Coach Registration

5.1 Eligibility

Eligibility to coach is open to all adults irrespective of race, nationality, color or religious affiliation or non-affiliation. Clubs are responsible for selecting coaches. The Clubs' coaches must adhere to the rules, regulations and guidelines set forth by the league. The league is not responsible for the selection process or for providing coaches to the Clubs.

5.2 Minimum Age of a Coach

All head coaches must be 18 years of age or older and must have completed US Club Soccer eligibility requirements. Assistant coaches may be under the age of 18 pending they have completed US Club Soccer requirements.

5.3 Coach Presence at Games

The Club must have a coach or administrator from within the same club, at all scheduled matches in which the team participates. The coach or administrator must be in possession of a valid U.S. Club coaching pass, from the club as the team. A Coach must be present throughout the entire match or the match will be terminated and forfeited to the opponent, 3-0.

6.0 Technical Advisory Panel

It is the responsibility of each club to appoint one individual to sit on the League's Technical Advisory Panel. Attendance at meetings is mandatory.

7.0 Rules of Play

All US Club Soccer sanctioned competitions must be played in accordance with the most current FIFA Laws of the Game* and the modifications noted within these rules unless specifically accepted by authorization of the Twin Cities Soccer Leagues league office in conjunction with the Technical Advisory Panel. It is the responsibility of all coaches and referees to be thoroughly familiar with and abide by the FIFA laws and any modifications.

**For all TCSL seasons that being prior to November 1 in a calendar year will utilize the Laws of the Game from the front end of the manual (i.e. prior to November 1, 2019, the version of the LOTG to be used is the 2018-19 version, and after October 31 is the 2019-20 version). If there is any confusion, contact the TCSL office or the Minnesota State Director of Referee Instruction.*

7.1 Rule Changes

Rules listed in this document may be changed at any time.



7.2 Duration of the Game

9U/10U	2 x 25
11U/12U	2 x 30
13U/14U	2 x 35
15U/16U	2 x 40
17+	2 x 45

7.3 Number of Players

8U	7 v 7
9U/10U	7 v 7
11U/12U	9 v 9
13U/14U	11 v 11
15U/16U	11 v 11
17+	11 v 11

7.4 Players Equipment

7.4.1 Uniforms

All field players on a team shall wear similar colored jerseys, shorts and soccer socks. A legible non-duplicating number on the back of each field player and goalkeeper's jersey is required. Players and substitutes shall not change numbers or remove their jerseys prior to the completion of the game without specific permission of the referee.

The color of a team's jerseys may be different from the color of the team's shorts and or soccer socks. *Home teams are expected to wear home kits, as published by the League. In the event of a conflict, assuming the Home team is wearing the appropriate Home jerseys as published, the Away team must change.* Goalkeepers shall change jerseys as the referee directs, regardless of the home/visitor status.

Teams may elect to display sponsorship on their team jerseys.

7.4.2 Shin Guards

Shin guards are required equipment for all players and are to be worn at all matches. Shin guards are to be covered entirely by the players' socks. Shin guards are to be made of suitable-material, rubber or plastic to provide a reasonable degree of protection.



7.4.3 Goalkeeper

The Goalkeeper is permitted to wear a tracksuit or similar trousers and stockings or other type of clothing in all League sanctioned activities. The Goalkeeper is also permitted to wear a vinyl foam soft soccer helmet.

7.4.4 Severe Weather

In the event of severe or extraordinary weather conditions, players will be permitted to wear a sweat suit or similar trousers and stockings, or other type of clothing under their team uniform. Sweat pants must have no metallic buckle, snaps, buttons or other items that the referee considers dangerous to any player.

8.0 Scores & Standings

Scores and standings are kept for all 11U-19U matches. League matches that end in a tie will remain a tie with no extra time or extra time periods. The following point system will be used:

Win	3 points
Tie	1 point
Loss	0 points

8.1 Determining League Winner

In the event of a tie for first place in the standings at the completion of the season's regular game schedule, the winning team will be decided by the following tiebreakers, in order:

- Head-to-Head (not used to resolve a 3-way tie)
- Goal differential (max of 3 goals per game)
- Fewest goals allowed
- Most goals overall (max of 3 goals per game)
- Number of shutouts

9.0 Administrative & Game Regulations

9.1 League Scheduling

The TCSL schedule is created by the League Office after teams have registered and submitted blackout dates. The resulting schedule will contain pairings and dates. Home teams are responsible for acquiring a field and time, and corresponding with their opponent to secure the time.



9.1.1 Team dropping after team formation

If a team is to drop after league schedules have been created, generally a week or two following applicable Technical Advisory Panel meetings, the guilty team OR club, at the discretion of TCSL, will be fined \$500.

9.1.2 Reschedules

A reschedule period will be offered in each Summer & Autumn season. Outside of this window, with the exception of weather-related reschedules, rescheduling games to different dates is not permitted, unless written approval is obtained from the League Office.

9.2 Home Team Responsibility

The Home team is responsible for the condition of the playing area including the proper field markings, and proper equipment. Nets and corner flags are required. Goals must be anchored. If the referee determines that the field is not playable (including unanchored goals) due to improper conditions (unrelated to weather), the match shall be rescheduled to the away team's field, with the home team absorbing the full cost of referees and field.

9.3 Position of Team Area & Spectators

Spectators for each team will take a position on the opposite side of the field than the US Club Soccer-eligible Coaches and rostered players.

9.4 Scheduled Start Time

At the scheduled time for the match, the minimum number of players will constitute a team and the match will start at the scheduled time. There is no permissible waiting period to wait for additional players to arrive at the game site, with exception of a 15-minute grace period to field the minimum number of players to begin the match.

9.5 Incomplete Games

In the event a game cannot be completed, the game counts if half the game was completed. If there is no result and the match is suspended prior to the expiration of one half, the games shall be repeated at a date and time agreed upon by the competing teams.



9.6 Forfeits

9.6.1 Termination of Matches

In the event of any team directly responsible for the termination of the game due to poor sportsmanship toward referee, opposing fans or opposing players, TCSL may impose a forfeit.

9.6.2 No-Shows

A no-show occurs when a team does not show up to a game agreed to by the teams, as published on the League schedule, or does not have the minimum number of US Club Soccer-eligible players to begin the match. The match shall be rescheduled on the non-guilty team's field, with the full cost of the match (referee and field, if applicable) absorbed by said team. TCSL also reserves the right to impose a \$100 fine to the guilty club.

9.6.3 Acts of God

A team unable to attend a scheduled game because of an accident, weather or act of God should immediately notify the opponent and the TCSL League Office.

9.8 Fines for non-completed matches

TCSL's expectation is that teams fulfill their entire League schedule. Fines may be imposed.

10.0 Reporting of Scores

It is the responsibility of the referee to submit game reporting following each match within 24 hours. If teams notice that scores are not yet reported, they are able to update scores either via an online interface or call-in option, as outlined below. Note that the Event ID and PIN will vary based on the season/event. For example:

Fall 2017 - TCSL

Web: www.gotsport.com/m/scoring
Event ID: 60819 PIN: 0118

Fall 2017 - TCSL

Phone-In: 904-758-0875
Event ID: 60819 PIN: 0118



11.0 Bad Weather and/or Poor Field Conditions

11.1 Inspection of Playing Site

It shall be the home team Coach or team manager with the Club's designated governing authority's responsibility to inspect the game field prior to the match. In the event of bad weather or poor field conditions, the Home Team's Club Official, after inspection of the field, must notify the League. This communication and decision shall be made three (3) hours prior to the scheduled match.

11.2 Both Teams Must Appear

Unless communication exists otherwise, regardless of weather and/or field conditions, Coaches and their teams must appear at the match site, ready to play at the scheduled time of the match, or forfeit the match. Once any part of the three-hour notification period has lapsed, the Referee is the only person authorized to cancel the match. In the event that weather and/or field conditions are questionable for playing the match and the Referee fails to appear, the decision to play or cancel is granted to the Home team.

11.3 Games Terminated by the Referee

Should the match be terminated by the Referee prior the completion of one full half of play, for reasons of bad weather, poor field conditions, or darkness, the entire game must be replayed.

11.4 Availability of Home Field

Should a Home team find itself without a match site due to circumstances beyond the control of the team and/or Club, the Home Club's Primary Contact must notify the League no later than three (3) hours prior to the scheduled time of the match.

11.5 Change Scheduled Match

Under no circumstances will a Coach, team manager or any other Club representative change a scheduled match or reschedule a match without permission from the League.

11.6 Change of Match Site

Should there be a last minute change to a match site; the Home Team must provide a person at the original site to escort the Referee and the Visiting team to the new site.

11.7 Inclement Weather: General Guidelines



The safety of the players, coaches, management and spectators are of primary concern during any weather event that occurs during a match. The referee has final say over delaying a game due to weather (with the exception of tournament events in most cases, where tournament administrators generally own this responsibility). Waiting to stop play may result in a serious injury or loss of life. Act responsibly when dealing with such events during all games.

To determine the distance of lightning in your area, count the number of seconds between the flash and the first sound of the thunder and divide by five. This will give you the distance in miles from your location. Remember, if you are in a higher elevation, the lightning can come upon you much quicker and your reaction time is greatly hindered.

- 1) When lightning is sighted within (10) ten miles of the venue, determine movement and status and begin making preparations for a potential delay in the game.

- 2) When lightning is sighted within (6) six miles of the venue, stop the game immediately and clear the field and stands regardless of time played in the match. Lightning can strike at any time without warning within this proximity. Wait at least thirty minutes after the last lightning strike to resume play. Agreement must be reached between teams and referee whether the game is to be abandoned at its current status. Under no circumstances should the potential outcome of the match be a deciding factor whether a match shall continue in unsafe conditions.

- 3) If the venue is the highest structure in the surrounding area, get spectators out of the stands and into a protected area as quickly as possible when lightning is within five miles of the venue. The structure/stands will act as a potential lightning rod for the storm and create much danger for those in the immediate area.

- 4) If severe weather warning is issued during game, determine vicinity to venue and prepare to delay game. It is vital to know your exact location to be able to take immediate actions should conditions warrant it.

- 6) Be sure to send all players, coaches, and spectators to their vehicles - nobody shall be on or near the fields or lights.

- 7) Be smart when dealing with potential weather threats.

11.8 Inclement Weather: Taking Action



11.8.1 Recognizing the threat

- 1) Apply the 30-30 rule. When you see lightning, count the time until you hear thunder. If this time is 30 seconds or less, seek proper shelter. Wait 30 minutes or more after hearing the last thunder before leaving shelter.
- 2) Obey the rules established by the community park lightning detection and warning systems.
- 3) Minimize the risk of being struck. Protect the safety of all participants by stopping activities quickly, so that participants and spectators may retire to a safer place. If you can hear the thunder, you are within reach of lightning.
- 4) Remain calm to prevent panic by young players.

11.8.2 Seeking Proper Shelter

- 1) No place outside is safe near thunderstorms
- 2) The best shelter is a large, fully enclosed, substantially constructed building. A vehicle with a solid metal roof and metal sides is a reasonable second choice.

11.8.3. Avoid most dangerous locations, such as but not limited to:

- 1) Higher elevations
- 2) Wide open areas, including fields
- 3) Tall isolated objects, such as trees, poles, or light posts
- 4) Unprotected open buildings
- 5) Rain shelters
- 6) Bus stops
- 7) Metal fences and metal bleachers

12.0 Ejected Participants

In instances where coach or player has been ejected from a game, the Referee will hold the U.S. Club Soccer pass cards if they were presented by the teams at check-in, confiscate the pass, and submit a match report via GotSoccer. The referee does not need to mail the pass to the league office. The coach's/player's club will reissue the pass after the suspension has been served in full.

12.1 Suspended Coach



A dismissed Coach will receive at minimum, a two-match suspension. Any Coach who has been placed on suspension is not permitted to participate in any manner whatsoever in League matches during the suspension. The suspended person is permitted to be on the spectator side of the field during the suspension, but may not coach and any further incidents reported may result in further suspension.

12.2 Suspended Player

Players receiving a red card will receive a one-match suspension. In certain cases, TCSL may decide to add to the suspension length. Any Player who has been placed on suspension is not permitted to participate in any manner whatsoever in League matches during the suspension. A suspended player may be dressed in street clothes in the bench area. Any further incidents with the suspended player will result in additional sanctions.

12.3 Red Card/Coach Dismissals - Serving Suspension

A player receiving a red card or a coach dismissed from a match in League play must serve the suspension in League play. A player/coach may not serve a suspension in a non-TCSL tournament.

12.4 Red Card/Coach Dismissals - Tournament

If a player receives a red card or a coach is dismissed from a non-TCSL sponsored tournament, they are not required to serve the suspension in upcoming League match(es). The club may elect to impose sanctions, and TCSL reserves the right to impose discipline should the reason for the red card/dismissal warrant action. In the case of a red card/dismissal occurring in a League match it shall carry over to TCSL-sponsored Cups. In no case shall these decisions be protestable. All decisions are final.

13.0 The Referee

13.1 Player Verification

- Game Roster Form - each team shall provide to the referee an official TCSL roster. If it contains photos of each player, US Club Soccer player passes are not required. If the roster does not contain photos, the team shall produce US Club Soccer player passes.
- Verify the Player's Identity - The Referee shall verify the identity of the players represented on the player's pass by inspecting the Player's photograph, which is on the pass or roster. If a player does not furnish an appropriate pass, the player may not participate.



- Verify Written Data - the Referee shall verify that the Player's pass indicates the correct Club name and age group.
- Discrepancy in the Data - Should there be a discrepancy in the Age Group, and/or Club name, the player shall be permitted to participate in the match. The Referee shall retain the pass and shall forward the Player's pass in question, with his/her report, to the League, which will administer disciplinary action for any or all infringements and violations regarding Player eligibility.

13.2 Referee Reports

The referee shall submit via GotSoccer a referee report for each match officiated within 24 hours.

14.0 Recruiting Policies

The following code of ethics is meant to cover the recruitment of players:

14.1 Player Contact Initiated by Adult

Coaches and adults (including club personnel, and parents of players) are not allowed to contact any players from another TCSL club, as long as the player(s) in question are bound to another club.

14.2 Contact Initiated by Player

If a player initiates contact with a coach during regular season play, the coach must ask the player if they are committed to another TCSL club. If so, then the player will be asked to inform their current club of their intent to try-out for another club before any further action may be taken, and the current club must agree to said tryout or training. The League expectation is that clubs will communicate clearly and honorably through this process.

14.3 Entire Teams

TCSL clubs are not allowed to acquire teams from another club within the TCSL to bring into their own organization, unless permission is obtained in writing. Club mergers are exempt.

15.0 Player Transfers

Clubs may hold tryouts:

- 9U-11U: after July 13.
- 12U+: the day following the conclusion of Summer Cup.

Players will be bound to a member club:



- 9U-11U: when the player has agreed to accept a roster position and paid part or all of the member club registration fee (effective after July 24).
- 12U+: when the player has agreed to accept a roster position and paid part or all of the member club registration fee.

Tryout fees cannot bind a player to a member club; this is a fee to tryout only.

Any player bound to a member club cannot transfer once registered to the member club except in exceptional circumstances.

Such circumstances are:

- A change of living location that makes it difficult to commute to current club.
- A team that player registered for does not come to exist.
- Both clubs must agree to any player transfer after a player is bound to a member club.

Any disagreement regarding a player transfer will be resolved by the TCSL League Office. The intent of this rule is for clubs to communicate honorably throughout this process.

15.1 Player Transfer Process

The official league form will be used for player transfers and both member clubs must fill out and sign all parts. Link to form is here: <http://www.tclsoccer.com/wp-content/uploads/2017/10/Interclub-Transfer-Form.pdf>

There is no deadline regarding player transfers as both clubs must be in agreement regarding the said transfer.

16.0 FIFA Modifications to the Laws of the Game

16.1 USSF Mandates

TCSL follows all USSF mandates:

<http://www.tclsoccer.com/u-s-soccer-mandate-information/>

16.2 Modifications for 9U & 10U

16.21 Field Dimensions

The field of play shall be rectangular, the length being not more than 65 yards or less than 55 yards with the width being not more than 45 yards or less than 35 yards. The length should exceed the width.

16.22 Field Markings

The field shall have a center circle and two penalty arcs with an 8-yard radius and four corner arcs with a 1-yard radius.



16.23 Goals

Goals shall be a minimum 6 feet high and 12 feet wide; maximum 6.5 feet high and 18.5 feet high.

16.24 Build Out Lines

Equidistant between top of penalty area and halfway line. On artificial turf fields where lines cannot be added, cones or flags shall be placed 1 yard off of both touchlines to indicate where build out lines would intersect

16.25 The Ball

9U & 10U matches shall have a size 4 ball.

16.26 Substitutions

Substitutions shall be unlimited and made at any stoppage of play, by either team, with consent of the referee.

16.27 Heading

Heading is not permitted. Infraction results in indirect free kick to opposing team at spot of offense. If the infraction occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred.

16.28 Punting

Punting is not permitted. Infraction results in indirect free kick to opposing team at spot of offense. If the punt occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred.

16.3 Modifications for 11U & 12U

16.31 Field Dimensions

The field of play shall be rectangular, the length being not more than 80 yards or less than 70 yards with the width being not more than 55 yards or less than 45 yards. The length should exceed the width.

16.32 Field Markings

The field shall have a center circle and two penalty arcs with an 8-yard radius and four corner arcs with a 1-yard radius.



16.33 Goals

Goals shall be a minimum 6.5 feet high and 18.5 feet wide; maximum 7 feet high and 21 feet high.

16.34 The Ball

11U & 12U matches shall have a size 4 ball

16.35 Substitutions

Substitutions shall be unlimited and may be made at any stoppage of play with permission of the referee.

16.36 Heading

Heading is not permitted (11U only). Infraction results in indirect free kick to opposing team. If the infraction occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred.

16.4 Modifications for 13U+

16.41 Substitutions

Substitutions shall be unlimited and may be made, with the consent of the referee, at the following times: prior to a throw in, by the team with possession of the ball (or if both the team is in possession is substituting, both teams may substitute); prior to a goal kick, by either team; after a goal, by either team; after an injury, by either team, when the referee stops play; at half-time.

17.0 These Rules

Any matters not provided for in these rules shall be determined by the TCSL League Office.