

## Article VII — Soccer

1. PRACTICE
  - A. “Organized Practice” is defined as a practice which is attended by the players and a coach, and at which the coach directs, instructs and drills the player, players and/or the whole team.
  - B. Practice shall not be held on Sundays or Christmas.
2. STARTING DATES — No organized practice for all levels may begin prior to a date established by the CCS — See page 11.
3. COACHING STAFF LIMIT – The maximum number of coaches, paid or volunteer, for soccer is 6.
4. GAMES AND GAME LIMITS
  - A. It is considered to be a “game” whenever two schools meet in any competition in any CIF-approved sport. The game limit for soccer is:  
Varsity: 20 + 2 Scrimmages  
Junior Varsity: 20 + 2 Scrimmages  
Freshman: 19 + 2 Scrimmages  
Frosh-Soph 19 + 2 Scrimmages
  - B. A tournament counts as the total number of contests played toward your maximum contest limit for the season.
  - C. An alumni contest shall not be included in the game limit of any sport.
  - D. Games shall not be played on Sundays and Christmas.
  - E. All games shall be played according to the National Federation Rules.
  - F. Length of Halves
    1. Varsity teams shall play two 40-minute halves with a 10-minute intermission at halftime.
    2. JV teams playing on school days as part of a doubleheader with the freshmen shall play two 30-minute halves with a five-minute intermission at halftime.
    3. JV teams playing a single game on school days may, if the coaches agree, play two 35-minute halves with a 10-minute intermission at halftime.
    4. JV teams playing on non-school days shall play two 35-minute halves with a 10-minute intermission at halftime.
    5. Freshman teams playing on school days as part of a doubleheader with the JVs shall play two 30-minute halves with a five-minute intermission at halftime.
    6. Freshman teams playing a single game on school days may, if the coaches agree, play two 35-minute halves with a 10-minute intermission at halftime.
    7. Freshman teams playing on non-school days shall play two 35-minute halves with a 10 minute intermission at halftime.
  - G. The JV and freshman teams may play concurrently whenever possible with proper notice given to the visiting team.
  - H. No overtimes shall be played in League games.
  - I. All League and playoff games shall be played on fields which meet minimum NFHS Rule Book requirements, if possible.
5. STARTING TIMES  
Starting times for all games shall be designated on all schedules and must be observed under the penalty of forfeiture. Game times and/or locations can be changed by mutual agreement from each school’s Athletic Director and WCAL Commissioner approval.

Day	Varsity	JV	Freshman
Weekdays	3:15	3:00	3:15 or after JVs
Saturdays	11:00	11:00	11:00 or after JVs
SAT/ACT Saturday	2:30	11:00	11:00 or after JVs

6. SCRIMMAGES

- A. A scrimmage is defined as a practice or athletic exhibition wherein teams from different schools participate and compete, without the benefit of paid officials, timers, or scorers, and no admission is charged.
- B. A scrimmage shall not involve any costs whatsoever.
- C. All scrimmages must be listed on a school's official sports schedule if they are scheduled before the season begins. If a scrimmage is scheduled after the official schedule is printed and distributed, all member schools and the League Office shall be notified within 24 hours.
- D. All scrimmages shall be included in the official game limit set for each team in each sport.
- E. Scrimmages may be scouted.

7. SCHEDULE

- A. A double round robin League schedule shall be played each year by the varsity team.
- B. A double round robin League schedule shall be played each year by the junior varsity and freshman teams.

8. ELIGIBILITY

- A. Moving Up OK, But No Downward Movement After League Begins: No player of a team whose name appears on an eligibility list may be moved to a team of lower classification after the League starts, even though he/she may not have played in nor suited up for a League game. A player may be moved up to a team of a higher classification at any time during the season and his/her name shall be added to the official eligibility list as soon as possible, with proper and prompt notice to the other schools.
- B. Once the league begins, players may be moved up to the Varsity for non-league contests. However, the maximum number of contests for that player in a season may not be exceeded.
- C. Seniors: Senior athletes are not eligible for junior varsity competition.
- D. Outside Teams: Any student athlete wishing to participate in the High School soccer season must have stopped participation in soccer contests (defined by CIF State bylaws) for any and all teams outside of the school, in the same sport, by the first Monday following Thanksgiving. Outside soccer teams include but are not limited to US club teams, USSF Academy club teams, CYSA club teams, AYSO club teams, and any other organized team that plays contests in a manner greater than 5v5 players on the field.
  - 1. If a player participates on an outside team, in the same sport, during the high school sports season, after this deadline, they will no longer be able to participate on the high school team for the remainder of that season.
  - 2. The only exception to this rule is for players who are officially rostered by a "ODP" Olympic Development Team (State or Regional Level) and/or a USSF National Team for a competition during the high school soccer season. Players with this designation must meet all criteria in CIF bylaw 603. Players who are participating as a rostered member of their regular club team, a USSF Academy club team, or ECNL club team in an event/showcase/tournament that has ODP teams and USSF National teams playing in it alongside their club teams are not eligible for WCAL bylaw 8.D exemption.
    - a. The player may only participate in designated ODP or US National Team activities while at the event/showcase/tournament

9. SPORT-SPECIFIC RULES

- A. Levels of Competition  
There shall be varsity, junior varsity, and freshman competition.

10. POSTPONEMENTS

- A. League games shall be played as scheduled except in the most extreme cases of bad weather and poor field conditions. Rescheduling soccer games is very difficult, often impractical, and sometimes impossible. Postponing games until after the season should not be considered a possibility, except in the case of the last week of the regular schedule.
- B. The following policies shall be observed:
1. If it is physically impossible to compete, due to climactic conditions or the availability of fields, the home coach, with the advice of his/her respective Athletic Director, will cancel the game by 12 noon.
  2. The visiting teams shall fully cooperate with the rescheduling plans of the home team.
  3. A priority in rescheduling games shall be followed whereby a varsity game has precedence over a JV game and a JV game has precedence over a freshman game.
  4. Make-up games shall be rescheduled in the order of cancellation whenever possible and rescheduled on the next possible playing date.
  5. If two or more make-up games shall fall on a particular make-up day, the game of the earlier date will be played, the later one(s) postponed to the next succeeding make-up time(s).
  6. No team shall play three consecutive games nor more than four games in a six- day period, Monday through Saturday, whenever and wherever possible.
  7. If a makeup game can be played and there are no physical obstructions but there is outside interference to continue its postponements, the Commissioner is empowered to cancel the game, both sides forfeiting the game. But if the Commissioner observes negligence on only one side, he/she can demand its forfeiture by the delinquent coach.
  8. The Commissioner shall be notified of all postponements and rescheduling plans on the day of the postponement.
  9. All schools shall be ready to switch home fields in order to facilitate the rescheduling of a game postponed because of poor field conditions and/or bad weather. The Commissioner shall schedule postponed games in consultation with schools when there is a problem involving the number of games to be played within a limited number of days.
  10. If the lower levels cannot complete their league schedule by the last regularly scheduled game, then those schools who still need to make-up games can do so using the week following the last week of the regular season. These make-up games can go up to and through the Saturday of that week, if necessary, after the last week of the regular season. Once any school completes their lower-level regular season, soccer players from that school may try out for spring sports.

11. ROUND ROBIN COMPETITION WINNERS

- A. The winner of the round robin competition shall be determined by a point system as follows:
1. Three (3) points for a game won.
  2. One (1) point for a game tied.
  3. Zero (0) points for a game lost.

12. LEAGUE CHAMPIONSHIPS

- A. The winner of the round robin will be declared the League Champion.
- B. There shall be no playoff to determine the JV or freshman championships. The winners of the round robin in the JV and freshman leagues shall be declared champions. In the case

of ties for first place in either league, regardless of the number of teams involved in the tie, all teams shall be declared co-champions.

- C. For varsity only, in the event that two teams tie for the round robin championship and each team has defeated the other, both teams shall be declared co-champions. If one team has defeated the other team twice in round robin play, that team shall be designated the round robin champion, and shall receive all the benefits associated with being the round robin champion.
  - D. For varsity only, if three or more teams are tied for the round robin championship, the team with the greatest number of points within the tie shall be designated the first place team and declared the round robin champion. This team shall receive all the benefits associated with winning the round robin championship.
13. METHOD FOR BREAKING TIES IN LEAGUE STANDINGS AND ENTRIES INTO THE CCS
- A. Multiple ties in the double round standing shall be broken starting with the lowest teams tied, i.e., a tie for fifth place shall be broken before a tie for second place is broken.
  - B. The following procedure shall be used to break ties in the order as listed:
    - 1. Head to head competition involves only contests played within league schedule.
    - 2. If more than two teams are tied, the order shall be decided by the greatest number of points within the tie.
    - 3. Greatest number of points above the tie.
    - 4. Greatest number of points versus the highest-ranked team above the tie.
    - 5. Greatest number of points below the tie starting with the next-placed team below the tie and moving downward.
    - 6. If a tie still exists, then the Commissioner shall determine the tiebreaker by chance (coin flip or drawing).
  - C. Coin Flips or Drawings
    - 1. When a coin flip or drawing becomes the last option to break ties in team standings, whether for final round robin standings or representation to CCS playoffs, the Commissioner shall determine the time and place for such a drawing. The drawing shall be held regardless of whether the involved schools are present. If a school does not desire to participate in the drawing, the Commissioner shall be notified in writing 24 hours prior to the drawing.
    - 2. In determining the rank of at-large entries into the CCS playoffs, the team(s) with the highest total CCS points, when applicable, shall receive entry into the CCS playoffs before the other teams involved in the tie, regardless of which team(s) won the coin flip or drawing. If two or more teams involved in the tie have the same number of CCS points, then the results of the coin flip or drawing shall determine the rank of at-large entry into CCS.
14. CENTRAL COAST SECTION PLAYOFFS
- A. The winner and the second place teams in the regular season round robin shall receive the league's two automatic berths to the CCS playoffs.
  - B. In the event of ties within the round robin the seeding for CCS shall be determined by rules under Section 19. E. on page 19 of this Handbook.
  - C. Opting Out of the CCS Playoffs: A school shall not withdraw its team from such competition without prior notice to the Commissioner. In the event a team chooses not to participate in the CCS Playoffs or does not have enough CCS entry points to qualify for the CCS playoffs, each team below that team in the round robin standings moves up one place.
  - D. All teams applying to CCS as an at large team per CCS Soccer playoff bylaws may gain entrance into CCS playoffs regardless of final placement in league standings.

15. OFFICIALS

- A. Officials for all varsity, junior varsity, and freshman League games shall be obtained by the host school.
- B. There shall be three officials assigned for each League varsity game and two officials assigned for each League junior varsity or freshman game.
- C. The officials must be members of an association approved by the Central Coast Section.
- D. Officials for the varsity playoff games shall be assigned by the Commissioner.
- E. If the Required Number of Officials Are Not Present
  - 1. Varsity – A varsity team may refuse to play any game when less than the number of required officials are on hand.
  - 2. Lower Levels – Every effort shall be made to play any game below the varsity level when the required number of officials are not on hand. A person or persons, mutually agreed upon by both coaches, may officiate the game.
- F. For further details, refer to General By-Laws Article IV – Special Rulings “Forfeitures” and “Postponements.”

16. GAME CONDUCT

- A. Yellow Card Procedure — Any player who receives a yellow card (caution) shall be removed from the game immediately. This player may re-enter the game at the next available opportunity. If the offending player is not removed immediately, the opposing team has a basis for protest. (See General By-Laws, Article IX.)
- B. Red Card Procedure — Any player who receives a red card (ejection) shall not play in the next game. Repeat offenders shall be subject to suspension. Failure to report the ejection of any player shall result in League censure and possible forfeiture of future games. For all cases where the CCS commissioner, after review at the section level, determines no sit out period is warranted for the red card ejection or double yellow card scenario resulting in a red card ejection, the school’s athletic director of the ejected player may appeal to the league commissioner to have the league mandated 1 game suspension waived.
- C. Sideline Control — Teams shall be located on and share equally the same side of the field during the game, with the spectators and rooters located on the opposite sideline, across the field from the teams.
- D. While sitting out, the coach may not communicate during a game in any way, including all digital formats, with his/her coaching staff or players.

17. ALL-LEAGUE TEAM - BOYS

- A. There shall be 26 All-League players. Following is the procedure for all-League selection:
  - 1. Each coach shall nominate his/her players and shall be allowed three nominations plus one additional nomination for every three points earned in the final standings.
  - 2. From the nomination list, each coach shall vote for 12 players and one goalkeeper, with a mix of offensive and defensive players. A coach shall not vote for his/her own nominees. The 13 players receiving the highest point total shall constitute the first team All- League.
  - 3. After the first team is selected, the coaches shall vote for the Offensive Most Valuable Player and the Defensive Most Valuable Player. These players must come from the first team All-League. Finally, coaches may select a Player of the Year.
  - 4. All ties shall be broken by vote of the coaches.
  - 5. The second team shall consist of the 13 players with the next highest votes after

the first team has been determined.

6. All other nominees shall be listed as honorable mention.
7. The coaches shall review the results of the voting and tabulation before the All-League team is official. The purpose is to correct any possible omissions and/or inequities that might occur.
8. Each school must have at least two players on the All-League teams, of which at least one must be on the second team and one honorable mention.

18. ALL-LEAGUE TEAM - GIRLS

- A. Depending upon the number of teams participating in the league schedule there shall be 25 (for six team playoff), 27 (for seven team playoff) and 29 (for eight team playoff) players selected for the All-League Team. Each coach shall select their own players based upon how each team finished in the final league standings as follows:

	<b>First Team</b>	<b>Second Team</b>
1 <sup>st</sup> Place	4	2
2 <sup>nd</sup> Place	3	2
3 <sup>rd</sup> Place	2	2
4 <sup>th</sup> Place	2	2
5 <sup>th</sup> Place	1	2
6 <sup>th</sup> Place	1	2
7 <sup>th</sup> Place	0	2
8 <sup>th</sup> Place	0	2

The 7<sup>th</sup> and 8<sup>th</sup> placed teams may be given a player on the First Team if the coaches feel those teams deserve a First Team Player. However, if this occurs then the 7<sup>th</sup> or 8<sup>th</sup> Placed Teams will have only one player on the Second Team. In addition, one additional player from each league team may be designated Honorable Mention once the All-League Team is selected. Finally, coaches may select a Player of the Year.