

# CDAА Soccer Rules & Policies

## Section 1. Equipment

### 1.1 Safety

A player must not use equipment or wear anything which is dangerous to themselves or others. If the referee deems it unsafe then it is not allowed to be worn during play.

### 1.2 Required Equipment

- Shin Guards - All players are required to wear shin guards during the entirety of the game. Socks must cover the shin guards and they should not be altered in any way.
- Uniforms - Players are required to wear the jerseys issued by CDAА soccer for the team one is participating on that season. These jerseys should be tucked into the shorts during play. Goal Tender are the only exceptions; They may wear a goalie jersey or shirt of an opposing color or cover their jerseys with a penny.
- Footwear – Shoes worn during play should be either soccer cleats or tennis shoes. No cleats on the toe (e.g. football/baseball cleats).

### 1.3 Jewelry

No Jewelry may be worn during play. This includes (but not limited to) rings, chains, watches, bracelets, and regular earrings. *The only exception is using flat clear plastic earrings and medical bracelets/necklaces. Medical bracelets/necklaces must be taped to decrease them as a source of injury.*

### 1.4 Eyeglasses

Players that wear eyeglasses are encouraged to wear sports goggles. If regular eyeglasses are worn, they should have a strap holding them in place. You are allowed to use tape to secure the eyeglasses prior to the match start.

### 1.5 Bandanas

Please refrain from wearing bandanas that have a knot. This is to help ensure safety of the player if they happen to fall.

## Section 2. Roster

### 2.1 Team Formation

Below are the considerations made when CDAА soccer committee creates teams:

- 1) Head/Assistant coach is selected for each team and if applicable their child(ren) is placed on the same team.
- 2) We then place the reciprocated friend request on the same team. *We do not honor multiple friend requests, specific coach requests, nor other requests for any other reason (i.e. carpooling).*
- 3) We place siblings on the same team if they are in the same division and if requested.
- 4) The remaining players are, then, dispersed as evenly as possible based on grade(if applicable), soccer skill level and other athleticism considerations indicated within the registration.

Please also know that, when possible, we have Committee Members build teams for divisions where they, themselves, do not have players playing in. These teams will then be review by the larger CDAА Committee to review for glaring issues.

## 2.2 Team Roster

All participating soccer players must be registered with CDAA Soccer to play on a CDAA soccer team. If a team uses any unregistered players, the games played using those players will be forfeited and the coach may be subject to disciplinary action.

- The rosters are first shared with the coaches of the teams to ensure there aren't glaring mistakes. Adjustments will be made at this time if approved by the Coaching Director.
- After the teams are posted on Sports Engine this is considered the final placement of currently registered players.

## 2.3 Switching Teams

- Re-arrangement of team rosters is not permitted after team rosters have been posted on Sports Engine without permission of the Coaching Director.
- A player cannot switch teams without approval from the Coaching Director. If a player does switch teams without the Coaching Director's approval, that player will be suspended from playing until he/she agrees to go back to their assigned team.
- If a player will not play on the assigned team, a registration refund can be obtained before the start of the season and less any withdrawal fees incurred by CDAA.
- The CDAA Soccer Committee will decide all the cases where a parent or player wants to switch teams, and requests a hearing on the matter. The committee's decision will be final.

## 2.4 Team Sizes

Below is a chart that the CDAA Soccer committee uses to build teams. This is more of a guideline as the committee has the authority to change the number of players on a team in relation to number of registrants. The number of players on the field will still follow division set guidelines, however with agreement of both acting head coaches and center referee prior to game start, less players may be played on the field. *For example, play 8v8 instead of 9v9.*

Division	Max Teams	Players Per Team	Players on fields
PreK/Kindergarten	16	10-13	5 players, 1 goalie
1 <sup>st</sup> Grade	8	12-15	6 players, 1 goalie
2 <sup>nd</sup> /3 <sup>rd</sup> Grade	12	12-15	7 players, 1 goalie
4 <sup>th</sup> /5 <sup>th</sup> Grade	8	15-17	8 players, 1 goalie
6 <sup>th</sup> /8 <sup>th</sup> Grade	8	17-18	10 players, 1 goalie
9 <sup>th</sup> /12 <sup>th</sup> Grade	8	17-18	10 players, 1 goalie

## Section 3. Fields

### 3.1 Game Fields

CDAA games will be played on the following game fields:

- Andrews Park – 7200 117<sup>th</sup> Ave N., Champlin MN, 55316
- Jerry Ruppel Athletic Complex (JRAC) – 10951 Elm Creek Pkwy, Champlin MN, 55316
- Pines Park – 6001 114<sup>th</sup> Ln N., Champlin MN, 55316
- Brianna Scurry Park / Central Park – 12260 South Diamond Lake Rd., Dayton MN, 55327

Division	Game Field
PreK/Kindergarten	Andrews (Fields 1-4)
1 <sup>st</sup> Grade	JRAC (Field 3)
2/3 <sup>rd</sup> Grade	Scurry (1-3 fields)
4/5 <sup>th</sup> Grade	JRAC (North & South fields)
6 <sup>th</sup> - 8 <sup>th</sup> Grade	Andrews (2 East & West fields – large fields)
9 <sup>th</sup> - 12 <sup>th</sup> Grade	Andrews (2 East & West fields – large fields)

## 3.2 Practice Field & Etiquette

Practices can be conducted at any Champlin and Dayton parks prior and during season.

For Coaches:

- There are a number of other sports (Lacrosse & Club soccer) playing prior and during our season. If any of these sports are playing a game, that takes priority and they have the right to the field.
- Share fields with other coaches that are conducting their own practices. You do not need the entire field to run a practice.
- Soccer nets may not be on game fields prior to season. They will be moved once the Club Soccer teams and Lacrosse is done with the nets/fields.
- Do not use Lacrosse nets during practices.
- If you need a popup net, please let the Coaching Director know.

## 3.3 Field Dimensions

All of the field dimensions are based on yards and are a range and not an exact measurement.

Division	Field (min/max) in Yards
PreK/Kindergarten	25/35 Length by 15/20 Width
1 <sup>st</sup>	50/60 Length by 30/40 Width
2 <sup>nd</sup> /3 <sup>rd</sup>	55/65 Length by 35/45 Width
4 <sup>th</sup> /5 <sup>th</sup>	70/80 Length by 45/55 Width
6 <sup>th</sup> /8 <sup>th</sup>	100/120 Length by 60/80 Width
9 <sup>th</sup> /12 <sup>th</sup>	100/120 Length by 60/80 Width

## 3.4 Team and Spectators Positions on Field

All players, coaches and spectators must be at least 5 feet from the sidelines. This gives players room for throw-ins and over running the sidelines safely without having to deal with obstacles on the sidelines. It also allows line referees to run up and down the field without obstruction and to see an 'out of bounds' ball more clearly.

All fans, need to sit on the opposite side of the team playing. Fans should not sit/stand behind the goals. The only exception is having a goalie coach for PreK and Kindergarten level.

## 3.5 Field Issues

If there are issues with the game fields, please bring it to the attention of the CDAA Soccer Director by emailing [Soccer@cdaasports.org](mailto:Soccer@cdaasports.org) and we will work with the applicable City to address.

## Section 4. Competition Rules

### 4.1 Division Game Details

	PreK/K	1st Grade	2nd/3rd Grade	4th/5th Grade	6th-8th Grade	9th-12th Grade
Number of Players	6 v 6	7v7	8v8	9v9	11v11	
Minimum # of Players	4	5	6	7	9	
Number of Referees	1			3*	3*	
Goalie Coach	Yes	No				
Playing Time	4 - 10 minute quarters	2 - 20 minutes halves		2 - 25 minutes halves		2 - 30 minute halves
Ball Size	3		4		5	
Offsides	No			Yes		
Fouls (type of kick)	Indirect			Indirect/Direct Free Kicks		
Free Kick clearance	5 yrds		8 yrds	10 yrds		
Penalty Kicks	No			Yes (mark 10 yrds)	Yes (mark 12 yrds)	
Punting	No				Yes	
Headers	No				Yes	
Build-Out Line **	Yes				None	
Half Time	2 minute break after each quarter	5 minutes				

\*May use 1 referee if needed

\*\*If build-out line isn't present then players must push back to the mid-field line (PreK/K) or halfway between the edge of the center circle and penalty area (1st - 4/5th).

### 4.2 Slide Tackling

Slide tackling is not allowed at any level of CDAA soccer. A slide tackle is defined as a maneuver in which one or both feet slide on the ground in an attempt to tackle the ball that is in possession of an opponent. Slide tackles results in a free

kick (direct for 4/5<sup>th</sup> & up). Persistent slide tackles by a player or team can and should result in yellow cards to the offending players. For malicious slide tackles the referee is required to immediately give the player a red card.

### 4.3 Playing Time

Please spread-out playing time as equally as possible amongst players. This is a recreational league, and every player (if able and willing) should be able to participate in play. The exception to this would be if there is an injury, health reasons or disciplinary action.

### 4.4 Substitutions

There are unlimited substitutions within a match. These substitutions will be made at the discretion of the referee when the team is ready for a substitution. Being ready for a substitution means that the players subbing in are standing by the midfield line. Each division has allowable times they can substitute players and they are listed below.

Lower Division (2/3<sup>rd</sup> Grade Division and under) – Substitutions are allowed at any stoppage of play.

Higher Divisions (4/5<sup>th</sup> Grade Division and up) – Substitutions are allowed at the following times:

- Own team throw-in
- Opposing team throw-in (if team in possession is substituting)
- Goal kick
- After a goal
- Halftime
- Injury (unlimited)

### 4.5 Rules of Conduct

Referees shall not be subject to abuse, criticism, or baiting by coaches, players or parents. It is the coach's responsibility to control the sideline comments and attitude of his or her team and its followers. The referee may stop the game and eject the offending player, coach or parent. In the most severe cases, the referee may terminate the game if the referee decides the situation is out of control. This decision is not subject to review; the referee's decision is final.

- Referees can discipline a player for abusing players and coaches of an opposing team.
- Any problems with referees should be reported to the CDAA Soccer Directors. We also welcome positive comments.
- Protests relative to a referee's decision will not alter the results of the game.
- No one can go out onto the field to argue with the referee or anyone else on the field during the game.
- A red card constitutes a dismissal from the game in which the violation occurred, plus suspension from the next scheduled league or tournament game. A player cannot be replaced during the game in which the dismissal occurred. The team will play short for the rest of that game.

### 4.6 Shortening/Calling Games Off

Games will be played rain or shine unless dangerous or extremely severe weather exists, as determined by the referees, the CDAA Soccer Directors, or the City. In the case where a game is called off or declared abandon (could not play more than half of the first half) then...

Lower Division (2/3<sup>rd</sup> Grade Division and under) –no make-up game will be rescheduled.

Higher Divisions (4/5<sup>th</sup> Grade Division and up) – The CDAA Soccer Committee reschedules the game. Make up games are started over from the beginning.

The referee has the option of shortening the game time to accommodate a late start or darkness with notification to coaches before the game starts. If a referee does not show up for a game, the game will be called off. The referee coordinator has to be notified to reschedule the game.

### 4.7 League Scoring

**Lower Division (2/3<sup>rd</sup> Grade Division and under)** – No scores are required to be reporting within Sports Engine.  
**Higher Divisions (4/5<sup>th</sup> Grade Division and up)** – Scores should be entered by the home of each game within Sports Engine. The only exception is if we are playing an outside league (i.e. BPAA) then the CDAA team will enter the score within Sports Engine regardless of whether listed as home or away.

Sports Engine will calculate the points each team has based on the teams record. Teams will receive three points for a win, 1 for a tie and zero for a loss. Teams are ordered by points, goal differential, and goals for. We will use these standings to build the brackets for the End of Season Tournaments.

In case of tie in standings at the end of the season, final standings will be determined by which tied teams:

- The most wins
- The most wins against each other
- The most wins against common opponents played 2 or more games during the season
- The most wins against common opponents played once during the season.
- By coin flip

## 4.8 Ties - League Play & Tournament

**League Play** – If a tie results in regular season game after regulation play, the tie stands and will be posted as such.  
**Tournaments** –

- **PreK – 2/3<sup>rd</sup> Grade Jamboree** - If a tie results after regulation play, the score stands.
- **4/5<sup>th</sup> & 6-8<sup>th</sup> Grade tournament** - If a tie results after regulation play, then there will be a shootout as described below
- **9<sup>th</sup> – 12<sup>th</sup> Grade tournament** - If a tie results after regulation play, then teams will play two 5-minute overtime periods. The two periods are not sudden death. If the two 5-minute overtime periods expire and the score remains a tie, then teams proceed to a shootout as described below.

## 4.9 Shootout: Kick from the Mark

Kicks from the mark is the procedure for determining a winner if a game is tied after the conclusion of regulation and overtime play (unless no overtime listed), as described by FIFA rules and used by CDAA Soccer with the following conditions:

- The center referee conducts all procedures unless scheduling problems require a CDAA Soccer Committee member to name an alternate referee to conduct the kicks from the mark.
- The referee chooses the goal at which the kicks will be taken, unless it is determined that it is too dark to proceed or field scheduling requires an alternate time and location to proceed. If a new location or time is required, it must be determined or approved by a Soccer Committee member.
- The referee tosses a coin and the team whose captain wins the toss decides whether to take the first or second kick.
- Each team must select the first five (5) players to participate from the players (including the goalie) that were on the field at the end of the game's second overtime period. The jersey numbers (required) and names (optional) of these players are given to the referee in the order the players will shoot.
- The goalie for the kicks from the mark must be the goalie at the conclusion of the game's second overtime period. The goalie may be substituted only if injured and unable to play.
- After the first five players of each team have been identified, with the exception of goalies, they are positioned in the half center circle closest to the shoot-out goal. The remaining team members and coaches may enter the field but must stay on the opposite half of the field from the selected goal and out of the center circle completely.
- One assistant referee stays with the gathered teams to ensure players and coaches remain in their proper places. The other assistant referee assists the referee with the kicks from the mark.
- The kicks are taken alternately by each team.
- If, when both teams have taken their five kicks, each team has scored the same number of goals, the kicks from the mark then become sudden death. Kicks are continued with each team alternating kicks in the same manner until one team has more goals than the other with the same number of kicks. For example, after a round of sudden death kicks, if one team has scored and the other did not, the team that scored the goal wins the game.
- All players are eligible to kick in sudden death; however, a different player must take each kick before a player on a team can take a second kick.

## 4.10 No Shows/Forfeits

A no show or forfeit will result in a 3-0 win to the team not at fault. A forfeit will be declared if a team is not ready to begin play within ten minutes of the scheduled game time. It will also be determined if your team does not have the minimum players to play the match (see 5.1 Division Game Details chart).

If a team is unable to attend a scheduled game they should notify the CDAA Soccer Directors as soon as possible to give ample notice to the opponents and referees.

At any point during the game a referee can use their discretion to declare a forfeit for disciplinary reasons.

## Section 5. Severe Weather Policy

### 5.1 Weather Guidelines

The safety of the players, coaches, referees and spectators are our primary concern during any weather event that occurs prior to or during a game. The referee has the final say over delaying a game due to weather during a match. Below is our heat and severe weather guidelines.

#### Heat index rules:

Heat Index	Recommended Guidelines
Up to 89 degrees Fahrenheit	Normal Play
90-99 degrees Fahrenheit	Mandatory 2 minute water break with running time
100 - 105 degrees Fahrenheit	Mandatory 2 minute water break with running time. Each half shortened by 5 minutes
106 degrees Fahrenheit +	Suspend Play

#### Severe Weather rules:

Severe Weather	Recommended Guidelines
Lightening Seen by Referee	Suspend Play
Tornado Watch	Referee to monitor weather
Tornado Warning	Suspend Play
Heavy Rain	Suspend play if fields are so soaked that damage to the fields is inevitable.

If games are canceled, due to weather, CDAA Soccer Directors will send an email out to the applicable teams and post on the CDAA soccer home page. Please note, CDAA soccer uses [accuweather](#) as the site to determine the weather to align with BPAA soccer as we team up in the higher division.

Rule Modification Log		
Date	Section	Description of Change
5/25/2023	2.4 , 3.1 , 4.3	Changed the count of players playing on the field. Made the update as the number of players on the teams are higher and the field sizes are remaining consistent from years past. Consulted Force and they agreed this was the adjustment to make. Took out specific language on the playing time expected. We can't have this language and teams that are larger.
6/16/2023	3.1 & 4.4	Updated the fields 1 <sup>st</sup> and 2/3 <sup>rd</sup> play at. Took away Scurry from 1 <sup>st</sup> grade level and added the third field to 2/3 <sup>rd</sup> grade division. Updated Substitution to clarify it is unlimited substitutions when a player is injured.
7/9/2023	4.1	Changed the Build-Out lines to 4/5 <sup>th</sup> grade and clarified if there is no actual build-out line present. The reason for adding in 4/5 <sup>th</sup> is because they are still unable to punt will put goalies at a clear disadvantage.