

LEAGUE CUP RULES

Coast Soccer League



League Cup Competition Rules

- A. Rosters are frozen on the Friday night before the first scheduled game of the age group.
- B. **NO LOAN PLAYERS.** All players in good standing are permitted to participate in the CSL League Cup for one team only. All yellow and red cards infractions during the regular circuit season will not carry over to the League Cup competition **unless the CSL Competition Committee determines** that the foul or fouls were so serious as to require additional penalties during the League Cup.
- C. A SEND-OFF (red card or double yellow) in the League Cup Competition will result in a minimum one (1) game suspension in the current League Cup Competition and that player or coach may be brought before the CSL Competition Committee and/or Trial Board for further disciplinary action and any penalty may be carried over to League Competition the following year.
- D. Scoring will be as follows; three (3) points for a win, one (1) point each team for a tie and zero (0) points to the losing team. A forfeited game in a pool play round may result in a forfeited score in all other pool games involving the forfeiting team regardless of the previous scores (i.e., forfeit one – forfeit all).
- E. Game Formats and Times:
- 1) Pools may consist of three (3) teams and play each other on one (1) day. Pool games may end in ties.
 - 2) The Round of 32, Sweet 16 and Quarter Finals will go directly to FIFA kicks from the penalty mark.
 - 3) Semi-finals played on a separate day will be regulation time, go to overtime if necessary and then on to FIFA kicks from the penalty mark, as necessary. Semi-finals played in a “two game” format will be shortened like a Quarterfinal match and, if tied, will go directly to FIFA kicks from the penalty mark, as necessary.
 - 4) Finals will be regulation time and go to overtime and FIFA kicks from the penalty mark, as necessary.
 - 5) Game Times:
 - a. 2017 through 2012.....50 minutes
 - b. 2011 and 2010.....60 minutes
 - c. 2009 through 2005.....70 minutes
 - 6) Overtime Periods:
 - a. 2017 through 2012.....two 7-minute halves
 - b. 2011 and 2010.....two 8-minute halves
 - c. 2009 through 2006.....two 10-minute halves

- F. Pool winners will advance to a round of 32, sweet sixteen or quarterfinals based on the number of brackets. There will be enough wild cards to balance out the round. The last Wild Card Winner will play the first (1st) seeded team.
- G. The top teams in each age division may receive a bye through the pool round depending on the number of teams playing in the age division.
- H. The OFFICIAL CSL **League Cup Tiebreakers** are as follows and will be used in the order set forth below:
 - 1) Head-to-Head.
 - 2) Least number of goals allowed.
 - 3) Goal differential.
 - 4) Most shut out wins.
 - 5) Least amount of penalty points. Send-off = three (3) points / Double Yellow = two (2) points / Caution = one (1) point.
 - 6) The team with the lowest CSL 4-digit team number in even years. and highest CSL 4-digit team number in odd years will be awarded the final tiebreaker.
- I. League Cup Competition allows for a five (5) minute grace period before the game will be forfeited. However, if the game is at a CSL Complex and a CSL Board Member is present at the field, he/she may extend the grace period based upon the prevailing circumstances present at the Complex.
- J. The CSL Gaming Circuit may make the following League Cup awards:
 - 1) An award to each player and a team representative for each CSL League Cup Competition age division championship team.
 - 2) 2. An award to each player and a team representative for each CSL League Cup Competition age division finalist team.

Referee Fees:

	2017-2012	2011-2010	2009-2005
Game length	50 min	60 min	70 min
3 Ref	\$50	\$60	\$70
2 Ref	\$40	\$48	\$56
1 Ref	\$30	\$36	\$42