

# **Southeastern Clubs Champions League**

**2025-2026 Season**



***A US Club Soccer Sanctioned League***



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**SCCL Mission**

To provide a high quality game day environment allowing players to be students of the game for their growth and development. This environment stresses the values of sportsmanship and mutual respect among all players, coaches, officials and spectators.

### **SCCL Core Values**

#### ***Sportsmanship***

We respect all aspects of the game: facilities, teammates, opposing team, referees and spectators.

#### ***Culture***

We foster a culture of excellence, learning and respect-creating a high-quality game day environment where players become true students of the game. This culture values sportsmanship, mutual respect, and the shared commitment of players, coaches, officials, and spectators to the spirit of the game.

#### ***Competition***

We believe that healthy competition is essential to progress and development.

#### ***Love of Learning***

We are committed to players learning to love the game as they grow in the game.

Guided by our Mission and Core Values, the SCCL's purpose is to set the highest standards for soccer Clubs to develop Players to their fullest potential – physically, emotionally, socially, and ethically.

Membership in SCCL is considered to be an automatic acceptance of our rules, policies, and procedures. The SCCL competitions are governed by regulations approved by the League Office. The League Office shall rule on all disputes and issues pertaining to SCCL competitions. The League Office may overrule stated rules, policies, or procedures if it is determined to be for the good of the game. Additionally, all participants in SCCL events are members of US Club Soccer and, therefore, must adhere faithfully, both to the letter and to the spirit, of US Club Soccer's stated bylaws, rules, and policies.

### **Definitions**

As used herein, the following terms shall have the following definitions:

**Adult:** Any Coach, Director of Coaching, Trainer, Manager, Official, (Team) Parent, or other individual 18 years of age or older affiliated with a Club and having access to a Player, the Player's parents, or the Player's contact information that is not available publicly.

**Club:** Any entity (such as a Club or academy) admitted as a member of SCCL.

**Coach:** Any individual engaged in Coaching or training Players on behalf of a Club, whether in a paid or voluntary, permanent, or temporary capacity.

**Director of Coaching:** Any individual employed by or volunteering for a Club as a Director of Coaching, Executive Director, Technical Director, General Manager, or as an assistant to any of the above-listed roles and all Adults filling similar roles regardless of title. A Director of Coaching is responsible for having oversight of each team in their Club and for each team's involvement in SCCL competitions.

**Field or Facility:** Any Facility or Field used by a Club to conduct tryouts, Training Sessions, or games (other than tournament games).

**League Office:** Any individual employed by or volunteering in any capacity for SCCL, including, but not limited to, the Board of Directors, employees, staff, and committees.

**Player:** Any Player holding a valid Player pass from US Club Soccer and currently playing for a SCCL Club.

**Recruiting:**

- Outside the SCCL Tryout Window: "Recruiting" refers to making any contact or communication with a Player who is registered with another SCCL Club, in which the Player is asked or allowed to join a Club, attend a tryout or Club training session, or play or guest play for another Club, without first receiving permission from the Director of Coaching of the Player's Club.

**Referee:** Any Referee licensed by the United States Soccer Federation for the current year.

**Training Session:** Any Club sanctioned or private training session or practice.

### **Code of Ethics**

As a SCCL Member, your adherence to the Code of Ethics signals your commitment to adhering to the basic laws of the organization and thus upholding the basic moral standards of the soccer community at large.

### For All Members

- A. Know, respect, and follow the letter and spirit of the [Laws of the Game](#).
- B. Treat others with respect and courtesy.
- C. Treat all Match Officials with respect at all times - pre-game, during the game, and post-game.
- D. Adhere to the rules and policies of the SCCL, [US Club Soccer](#), and [US Soccer](#).
- E. Recognize the rights, dignity, and worth of all – regardless of gender, ability, cultural background, or religion.
- F. Adult participants – coaches and parents – are expected to be role models for the young players involved in this league and should exhibit good sporting behavior regardless of result.

### For Clubs

- A. Require sportsmanlike conduct at all times.
- B. Required to provide a safe playing environment.
- C. Address issues with other Clubs in a professional and timely manner.
- D. Ensure that all Adults and Players in your Club are familiar with the rules and expectations of the SCCL.
- E. Respect the Facilities used by other Clubs.
- F. Actively uphold the Recruiting, Tryouts, and Player Transfer Policies (see Section 4)

### For Coaches

- A. Place your Players' physical, mental, and emotional development and well-being ahead of all else.
- B. Continuously seek education on sound Coaching techniques.
- C. Model and teach good sporting behavior.
- D. Coaches are held responsible for the actions of their team's spectators.

### For Players

- A. Participate for your own enjoyment and development.
- B. Take responsibility for your sportsmanship and conduct.

## Section 1 - Club Policies and Administration

### 1.1 - Club Definition

In order for a Club to be considered a member of the SCCL, the following conditions must be satisfied:

1. All teams participating in SCCL events must belong to a single legal entity with a single leadership, financial, and governance structure.
2. All teams participating in SCCL events must have a common Club name, logo, and uniform (which should be unique to their Club) and should practice/play games in the same geographical area of operation.
3. All teams participating in SCCL events must operate under a single technical structure/plan and report to a single Director of Coaching.

4. All Players participating in SCCL events must be registered under a single US Club Soccer sanctioned Club.

### **1.2 - Required Club Contacts**

Each Club's GotSport account must be kept up to date with the correct contact information. Please remember that this is the primary method by which SCCL communicates with your Club. Failing to have the correct contact information may result in your Club missing vital league communication. Each Club shall maintain the following contacts with a current email address:

1. Coaching/Technical Director (also known as a DOC) AND/OR Executive Director
2. Registrar
3. President
4. Referee Assignor (USSF Certified)

### **1.3 - Club Registration**

1. All teams must be registered with the Southeastern Clubs Champions League to participate.
2. Coaches, players, and administrators must have proof of US Club Soccer passes/registrations with them at any participating event.
  - a. On a match day, a team needs to bring their Match Card (standard & photo) for check-in purposes.
3. Registration is open to all players, coaches, and administrators irrespective of race, nationality, color or religious affiliation or non-affiliation
4. Information on players, coaches, and administrators, must be kept current in the US Club Soccer database.
5. Player participation is limited to age eligible youth players.
  - a. All players must be **registered with US Club Soccer**.
  - b. Players are registered with only one club and may not participate with any other club for league play. Guest players, defined as players from an outside club, are NOT permitted in any divisions of SCCL league play.
  - c. Players are permitted to play with any age-appropriate team from within their own club. (see [Club Pass description](#) for details of this provision)
  - d. A copy of each player's birth certificate must be uploaded to US Club Soccer prior to the distribution of a player pass.
6. Rosters for SCCL league play are limited to 26 players, only eighteen players may be listed on a game day roster. The minimum number of players on a roster of any age is 9 players.
7. Players are only allowed to transfer once per soccer year (August-July), this can either be a transfer within the same club or to a new club.
8. The minimum age of a registered coach is 18 years old for 11U – 15U games and 21 years old for 16U + age groups. A coach's pass will not be issued if these requirements have not been met.

9. U11/12 Regional League series: clubs that withdraw or cannot make the full commitment after placing their U11/12 teams in the Champions League Division are subject to:
- Removal from the Champions League Division
  - Forfeit fines
  - Placement on probation

## **1.4 - Club Pass Rule**

### **1.3.1 Champions League Division**

Club pass may be used to assign up to five (5) players to an older team. Champion league level players may not be passed onto any level of premier play.

U11 players are considered Champion league level players and therefore can only be club-passed to U12 Champion Level play. No U11 player may pass to any premier division team.

### **1.3.2 Premier Divisions**

Club pass may be used to assign up to five (5) players for ALL age groups, following the guidelines below:

- A higher-level team at the same age group (SCCL Champions level is considered a higher-level team than any SCCL Premier Level team.)
- Either the same or higher-level team at an older age group.
- Under no circumstances, may players ever be utilized on a lower or younger level team.
- Players may play a maximum of two games in one day.
- Players can not club pass within the same division - for example if there are 2 x U19 teams playing P2, players can not be shared between these teams

## **1.5 - Club Fines**

The SCCL League Office may impose the following fines:

1. \$200 - if a team is withdrawn or added, once the dec. deadline / bracket sheet deadline has past
2. \$500 - if a team is withdrawn or added, once the schedule has been created in GotSport for clubs to enter home games
3. \$1,000 - if a team is withdrawn or added, once the season has started
4. Illegal Player: \$500
5. No-show/Forfeit within 96 hours of a scheduled game: \$400
6. Failure to report a red card within 48 hours of the match: \$150
7. Illegal Recruiting: A fine of \$250 will be assessed to the club where training and/or communication with a registered player of another club prior to May 1st is reported and verified by the SCCL. See [section 7](#) for more details.
8. Any Club that does not complete payment within 60 days will be subject to a late fee of 15% (club payment only)



## Section 2 - Scheduling of Games and Match Day

### 2.1 Scheduling of Games

1. Schedules for SCCL League play are created by the League using the dates agreed upon by the SCCL league member clubs. Field locations and times are provided by SCCL member clubs and provided to the League Director prior to the published seasonal deadline.
2. Changes **MUST** to be approved by both teams (either via email or the GotSport chat) before being updated online
3. Minimum of 8 days to request changes or update games (unless weather related)
4. Should a change be made without approval and coordination of both teams and SCCL, the game will be forfeit by the team(s) found to be at fault and the game will be charged as a forfeit against the team(s). The team at fault will be assessed a \$250 fine. If both teams are deemed at fault, they will share in the cost of the referee crew and assignor fees.

### 2.2 Match Day

#### 2.2.1 Pre-Game Responsibilities

##### **Home Team Responsibilities:**

1. Schedule and post-game time/location on the website
2. Provide a quality Field equipped with goals, nets, flags, and proper lines. Recommended - provide benches, tents, and water/ice/cups for both teams. An SCCL A-Frame will be present at the mid-field sideline between team benches.
3. Assign qualified current-year licensed Referees
4. Provide a copy of the Game Card to the center Referee
5. Provide a US Club Soccer Player pass (or proof) for each Player and nonPlayer in the technical area
6. Change jersey colors if there is a color conflict (SCCL encourages home teams to wear their light colors, while away teams wear dark colors)
7. Provide game balls. The host team must provide at least three (3) balls for each game, the two spare soccer balls should be placed as directed by the referee crew.

##### **Visiting Team Responsibilities:**

1. Respond to any communication requests from the home team in regard to match scheduling within 24 hours
2. Have a copy of the Game Card in case it is needed
3. Provide a US Club Soccer Player pass for each Player and nonPlayer in the technical area

### 2.2.2 Fields

1. Spectators must be positioned on the opposite side of the field from players. Spectators may not sit behind either goal.
2. Fields must be appropriately lined with corner flags by scheduled match time. Should the referee determine that the field is not appropriately lined and set up within 15 minutes of the scheduled game time (weather notwithstanding), the home team shall be charged with a forfeit and will be solely responsible for paying the referee crew, field rental and assignor fees (see "Sanctions" for penalty assessments.)

### 2.2.3 Referees

1. Match officials must be current-year USSF licensed Referees. The match officials shall consist of the Referee and two assistant Referees, except 7v7 of play may be played with one Referee. U13-U16 age groups may use one Referee and two Club Linesmen, or one Referee, one Assistant Referee, and one Club Linesman. 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 offside or fouls. If one or more of the assigned Match Officials are missing, the game may be played with a Referee and up to two Club Linesmen. Clubs should not use the dual referee system if Match Officials are missing.
2. Match officials shall be assigned and paid by the home Club for each match. Each Club is required to have a current year certified USSF Referee Assignor active in the assignment of Referees for all SCCL games in their Club and listed in their GotSport account. Failure to do so will result in Club sanctions from SCCL, which may include a review of a Club's membership.
3. Referee rates are set by each home club working with their referee assignor.

### 2.2.4 Required Game Day Paperwork

- Official / Approved US Club Roster with player head shots
  - Adding Club Pass Players - [click here](#) for instructions on this process
- Match Card - [click here](#) for instructions on how to print
- No guest Players (Players with a Player pass from another Club) are allowed to play in SCCL League competitions.
- All players (Rostered & Club Pass) **MUST** be added to the match card via GotSport - NO PLAYERS CAN BE WRITTEN ON THE ROSTER
- If players are written onto the roster, then the game will result in a forfeit
- Have all US Club passes for players and staff available if asked for by the referee

### 2.2.5 Game Management

1. 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.
2. Incomplete Games: In the event the game cannot be completed (by any other reason than misconduct) the following will determine the outcome:
  - a. Games suspended after the first half will stand as scored at the termination of the game.
  - b. If a game is tied prior to half time and the game is terminated, the game shall be replayed in its entirety. The league must agree upon a time, date, and location of the rescheduled match.
3. Incomplete Games due to misconduct
  - a. Any game that is abandoned due to misconduct will be reviewed by the SCCL board of directors to determine if it is a forfeit or not after receiving reports from all parties: home head coach, visiting head coach and referee.
4. Personnel on the bench: A maximum of 4 team officials are allowed in each team's technical area. Team officials must have a US Club pass in order to sit in the technical area. It is highly recommended that teams have several credentialed Coaches or managers with passes for the team just in case something happens to the Head Coach. A US Club pass makes a person eligible to Coach any team in the Club for which that Coach or manager is credentialed.

### 2.2.6 Substitution Rules: All Levels

1. Unlimited substitutions at all age groups and all levels
2. Substitutions can occur at any stoppage for either team with the referee's consent
3. Substitutions should be made at the middle of the field and the player should not enter the field until the player he/she is replacing has stepped off the field of play and that the referee has indicated that the player may enter the field. Players coming off the field shall do so at the nearest exit point of the field
  - a. *Referees will be instructed not to allow substitutions that are deemed "excessive" or of a "time-wasting" nature. Please respect the integrity of the game and do not use the free substitution rules to disrupt the match.*
4. **Head Injury:** Any player suspected of suffering a head injury must be evaluated by a licensed medical professional prior to returning to play

### **2.2.7 Failure of Referee or Team to Appear**

1. If the Referee fails to appear for a scheduled match, both coaches will be required to agree upon a substitute.
  - a. If one of the AR's assigned to the game is a grade 8, he/she will become the Referee with the other AR acting in the capacity of an AR and a club volunteer acting as a second AR.
  - b. Grade 9 referees are not permitted to perform the duties of a Referee in an SCCL game.
  - c. If no appropriate certified referee is available to officiate the game, the home team will be charged with a forfeit.
2. No-Shows/Forfeits: A forfeit is charged when a team willfully does not show up for a scheduled game (see "League Discipline" for penalty assessments).
3. A team unable to attend a scheduled game due to an accident, weather conditions, or an act of God, should immediately notify the opponent and the league office. A written statement must be submitted to the League Director within 48 hours of the game scheduled (holidays excluded.) A decision regarding a reschedule will be provided within seven days of the receipt of the statement.

### **2.2.8 Coach and Player Presence and Roles at Games**

1. Each game must have a registered coach or administrator (with a current pass) from within the same club at all scheduled and played matches for the entirety of the game.
2. All players, administrators and coaches on the team sideline must have a valid pass for the team or club.
3. Failure to have a coach or administrator with a valid pass will cause the game to be terminated and forfeit by the offending team. Referee, assignor fee and field rental fees will be paid by the team at fault.
4. A maximum of four credentialed coaches or administrators per team will be on the sideline of any game.

### **2.2.9 Protocol for Weather or Poor Field Conditions**

1. Inspection of Playing Site: It shall be the home team Coach or Administrator with the Club's designated authority to inspect the field prior to a match. Player safety should always be paramount. It is the home team's decision as to whether or not a game is to be canceled based upon their field conditions.

- a. The weather across the Southeast can be very random, therefore it will be the HOME team's coach or manager that makes the call.
2. In the event of bad weather, the Home Team's Club Official, after inspection of the field, must notify the SCCL and the opposing club/team as early as possible prior to the scheduled starting time of the match that field conditions may require a postponement of the match.
  - a. If weather forecasts are bad for the day then it will be down to the HOME team's coach/club to take this into consideration when making their decision. Player safety should always be paramount.
  - b. If the decision is made to cancel a game CALL the coach of the opposing team as soon as possible and receive confirmation
3. The status of Regional Series events when the weather comes into question will be communicated by the league.
4. The Referee holds the responsibility to cancel a game due to either poor weather or dangerous field conditions while at the field.
5. A game terminated by the Referee, prior to the start of the game, due to weather/poor field conditions/darkness will be rescheduled by the SCCL. If the match is terminated after the conclusion of the first half, the score at the time of the termination will be the final score.
6. Make up dates/times/locations should be confirmed within 72 hours of the game being canceled.

#### 2.2.10 Reporting Game Scores

Following the game, a representative from each team and the referee should gather to review and sign the game card. Additionally, each representative should take a photo of the signed game card for their records.

- **The WINNING (home team if the score is tied)** teams MUST report the score and any yellow or red cards issued within 24 hours of each game into the GotSport system:
- Coach/Manager please report [via these instructions](#)

### 2.3 Game Day Standards

#### 2.3.1 Uniform Requirements

1. All player uniforms are required to have the SCCL logo affixed either on a sleeve (left preferred) or on the back either above or below the number.
2. All teams within a club should have the logo displayed in the same location.
3. Home teams wear WHITE/LIGHT uniforms and visitors wear DARK uniforms

Click [here](#) to order SCCL Patches.

### 2.3.2 Field Set Up

The SCCL believes in a high game standard for every match. The following is strongly encouraged but not required.

- The host club will provide a tent at each bench
- Each field should have either an SCCL A-Frame or a SCCL Tear-Drop banner
- Athletic trainers on site for all SCCL games.

### 2.3.3 Game Details

	U11	U12	U12-11v11 & U13-U14	U15-U16	U17-U19
Field Size (yds)	70/80 L 45/55 W	70/80 L 45/55 W *	100/120 L 50/80 W	100/120 L 50/80 W	100/120 L  55/80 W
Number of Players	9v9	9v9	11v11	11v11	11v11
Minimum # of Players	6	7	7	7	7
Goalkeeper	Yes	Yes	Yes	Yes	Yes
Playing Time	2x30	2x30	2x35	2x40	2x45
Half-Time	10 mins	10 mins	10 mins	10 mins	10 mins
Ball Size	4	4	5	5	5
Goal Size (ft)	6.5x18.5- 7x21	6.5x18.5- 7x21	8x24	8x24	8x24
Offside	Yes	Yes	Yes	Yes	Yes
Substitutions	At Any Stoppage				
Fouls (free kicks)	Indirect & Direct Free Kicks				
Free Kick clearance	8 yd	8 yd	10 yd	10 yd	10 yd
Throw-in	Normal	Normal	Normal	Normal	Normal
Penalty Kicks	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)	14x36	14x36	18 x 44	18 x 44	18 x 44

<b>Goal Area (yards)</b>	5x16	5x16	6 x 20	6 x 20	6 x 20
<b>Heading</b>	No Heading	As per the Laws of the Game			

### Section 3: Rules of Play

#### 3.1 Modifications to Laws of the Game:

All US Club 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 the SCCL Board. It is the responsibility of all coaches, administrators, and referees to be thoroughly familiar with and abide by the [FIFA Laws of the Game](#) (LOTG) and the modifications below.

#### Law 1: The Field of Play

- The SCCL allows each club to designate the appropriate size for all 7v7, 9v9 and 11v11 games within the minimum and maximum measurements outlined in the game details.
- No Club official, club member, administrator, player, or spectator may enter the field of play regardless of the circumstances, unless the Referee has given them permission. Disregarding this law may result in disciplinary action.

#### Law 2: The Ball

- 11U & 12U and younger teams utilize a size 4 ball.
- 12U 11v11 (Spring Only) teams utilize a size 5 ball.
- 13U and older teams utilize a size 5 ball.

#### Law 3: The Players

- Roster size = Maximum 26 players for all age groups, Minimum 9 players for all age groups
- 11U/12U play 9v9 with a maximum of 14 players declared/dressed for the game. Teams must maintain a minimum of seven on the field at any given time.
- 12U 11v11 (Spring Only) and 13U and older play 11v11 with a maximum of 18 declared/dressed for the game. Teams must maintain a minimum of seven players on the field at any given time. Teams must have a minimum of eight players to start the match.
- Two teams shall play a match with no more than the listed number of players on the field at one time, one of whom must be a goalkeeper.

#### Law 4: The Players' Equipment

- Home teams will wear LIGHT uniforms. Away teams will wear DARK uniforms.
- The Goalkeeper is permitted to wear a tracksuit or similar trousers and leggings, or other type of clothing in all League sanctioned events. The Goalkeeper is also permitted to wear a FIFA approved vinyl foam soft soccer helmet.

- Team Captain(s) may wear an armband for identification purposes, which is to be displayed on the arm.
- 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.
- Hair control devices with any hard or sharp parts will not be permitted.
- Earrings or any other jewelry, regardless of covering, will not be permitted.
- Soft foam headgear, approved by FIFA, for goalkeepers or players, are approved provided that the Referee has determined that it is not a danger to themselves or another player.
- In the event of severe weather conditions, players will be permitted to wear additional clothing (leggings, stockings, track suit, etc.) UNDER their team uniform. Any additional clothing must match the color of the team uniform. No portion of the additional clothing is permitted to have metal snaps, buckles, buttons, or any other item considered by the Referee to be dangerous to others.
- **Eyewear, Braces, Splints and Casts**
  - A soft splint or soft cast is permitted, provided that the Referee has determined that it is not a danger to themselves or another player.
  - A hard cast may be permitted, provided it is wrapped and the Referee has determined that it is not a danger to themselves or another player.
  - A brace, joint or prosthetic device is permitted provided that the Referee has determined that it is not a danger to themselves or another player.
  - Protective sports spectacles or plastic prescription frame sports glasses with the lenses fully contained within the frame and held on by an elastic strap are permitted. Any eyewear containing glass, metal or sharp edges are prohibited.

#### **Law 5: The Referee**

- The Referee has the authority vested under the FIFA Laws of the Game with approved SCCL Modifications to the Laws of the Game.
- The Referee is required to submit an official Referee Report for each match within 48 hours (holidays excluded) after the match. The Referee report must include all player, coach, administrator, spectator misconduct and include cautions, ejections, terminations, forfeits, injuries, or any other issue that pertains with the game.
- Referees DO NOT retain player or administrator passes for ejected participants.
- Referees have the authority to rule on all player equipment.
- The Referee has the authority to display cards and eject players, coaches, administrators, and spectators from the game.

#### **Law 6: The Other Match Officials**

- 7v7 games are recommended to have two Assistant Referees but are not required to do so.
- 9v9 and 11v11 games are required to have certified two Assistant Referees on each game.

#### **Law 7: The Duration of the Match**

- 11U-12U (9v9) games consist of two 30-minute halves and a 5-minute half time.
- 12U 11v11 (Spring Only) consists of two 35-minute halves and a 10-minute half time.
- 13U-14U games consist of two 35-minute halves and a 10-minute half time.
- 15U-16U games consist of two 40-minute halves and a 10-minute half time.



- 17U-19U games consist of two 45-minute halves and a 10-minute half time.
- There is no overtime in regular season SCCL competition.

### **Law 8: The Start and Restart of Play**

In 7v7 games, all opposition players must retreat behind the buildout line which is equidistant from the midfield line and the top of the opponent's penalty area

### **Law 9: The Ball In and Out of Play**

There are no current modifications for Law 9.

### **Law 10: Determining the Outcome of the Match**

There is no overtime played in regular season SCCL matches.

### **Law 11: Offside**

Offside is played in all age groups of SCCL.

### **Law 12: Fouls and Misconduct**

Fouls and misconduct before, during and immediately after a game are determined and acted upon by the Referee. There are seven cautionable offenses that prescribe the display of a yellow card. Two yellow cards in one game = a red card. All red card offenses are punishable by immediate removal from the field of play.

Coaches, players, administrators, and spectators who are ejected, must immediately leave sight and sound of the field, and must serve a minimum of a one-game suspension in the next scheduled and played game. The SCCL will provide information on further sanctions should the SCCL Disciplinary Committee elect to assess further penalties.

Refusal to leave the fields immediately after the red card is issued will result in an additional one game (minimum) added to your suspension

Please see the section on LEAGUE DISCIPLINE for more precise information.

## **Section 4: Scores, Standings, Tie Breakers, Team Withdrawals**

### **4.1 Standings**

**Standings are kept for all 11U-19U SCCL games and are determined by the following point system:**

**Win:** 3 points

**Tie:** 1 point

**Loss:** 0 points

#### **4.1.1 Tiebreakers**

**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
- Goal differential (max of +4/game)
- Most goals overall (max of 4/game)
- Fewest goals allowed
- Number of shutouts

#### **4.1.2 Playoff**

Should two teams be tied after all tiebreakers they will play each other to determine the winner. A neutral field will be provided by the SCCL.

#### **4.1.3 Withdrawals**

- If a team withdraws from competition prior to having completed 1/2 of the originally scheduled games, all results of these games will be deleted from the records.
- If a team withdraws from competition after 1/2 of the originally scheduled games, all game results will be recorded as played and the remainder of the games will be charged as 4-0 forfeits

### **4.2 Promotion & Relegation**

- There will be promotion and relegation across all divisions (Champions League and Premier levels) in an age group. In divisions of more than eight teams, two teams will be promoted, and two teams will be relegated each season. In groups of eight or less, there will be only one team promoted and one team relegated each season. The SCCL Board of Directors reserve the right to adjust and ensure appropriately competitive divisions.
- For 13U - 14U there are two seasons/year --- fall and spring. Promotion and Relegation will occur between the two seasons.
- For 15U and older, the fall season is the only official season of the year.

## Section 5: SCCL Heading Protocol

US Club Soccer is clarifying the following implementation guidelines for U.S. Soccer's Recognize to Recover Player Safety Campaign, specifically as it relates to concussion initiatives and heading for youth players:

- The Federation is recommending, and US Club Soccer is requiring immediately, new rules as it relates to heading, as follows:
  - Players in U-11 programs and younger shall not engage in heading, either in practices or in games.
  - Limited heading in practice for players in U-12 and U-13 programs. More specifically, these players shall be limited to a maximum of 30 minutes of heading training per week, with no more than 15-20 headers per player, per week.
  - Clubs should be aware of circumstances in which individual consideration is needed. For example:
    - A 10 year old playing at U-12 or older should not head the ball at all.
    - An 11 or 12 year old playing at U-14 or older should abide by the heading restrictions in practice.
  - Referees should enforce these restrictions by age group according to the specified rules. Referees will not be assessing the age of individual players on the field; they will enforce the rules for the age group.
- Leagues and organizations are free to set their own standards, as long as the minimum requirements outlined above are met.
- In adherence to these new requirements, referees have been instructed by US Soccer of the following rule addition: When a player deliberately heads the ball in a game, an indirect free kick (IFK) should be awarded to the opposing team from the spot of the offense. If the deliberate header occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred.
- **Modified substitution rules also took effect Jan. 1, 2016, as follows:** Any player suspected of suffering a head injury may be substituted for evaluation without the substitution counting against the team's total number of allowed substitutions during the game.
- US Club Soccer strongly recommends that all coaches, staff members, parents and players watch [US Soccer's concussions in soccer overview video](#).

## Resources

As previously communicated, other player safety guidelines and mandates have been implemented by U.S. Soccer, such as guidelines regarding the number of healthcare professionals at major tournaments. For more details, please review the resources linked below.

- [Recognize to Recover web page](#)
- [US Soccer Player Safety Campaign FAQs](#)

## Concussion Information

- [US Soccer Concussion Initiatives](#)
- [HEADS UP to Youth Sports: Online Training](#)
- [NFHS Learning Center](#)

### 5.1 - Heading Game Rule

For U11 and below, when a Player deliberately heads the ball in a game, an indirect free kick should be awarded to the opposing team from the spot of the offense. Exceptions: a) if the deliberate header is committed by a Player within their own goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred, b) if the deliberate header is committed by a Player within the opponents' goal area, the indirect free kick should be taken from anywhere in that goal area. *This rule shall apply to the age groups of U11 and below. Players who are playing up will play according to the rules of their own age group. Meaning a U11 player playing up should still follow the no heading rule.* It is the Club's responsibility to understand the effects of this rule on Players playing up.

### 5.2 - No Re-Entry Protocol (for Head Injury and SCA)

In accordance with the US Club Soccer return to play guidelines, any Player removed from the Field for a suspected head injury or SCA (sudden cardiac arrest) will not be allowed to return to the Field of play for the remainder of that same day, and must be cleared by a Licensed Healthcare Provider before returning to play in the future. If a Licensed Healthcare Provider is present at the game for the purposes of the evaluation and management of concussion or cardiac conditions (they must be identified to the Referee prior to the start of the game), they may clear a player to return to the Field of Play in the same game, if a concussion or SCA is no longer suspected by the Licensed Healthcare Provider.

A Licensed Healthcare Provider is defined by GA Return to Play Act of 2013 as an individual:

“'Health care provider' means a licensed physician or another licensed individual under the supervision of a licensed physician, such as a nurse practitioner, physician assistant, or certified athletic trainer who has received training in concussion evaluation and management”

## Section 6 - League Discipline

### 6.1 - Violation of League Rules

The SCCL shall have the authority to suspend, fine, disqualify or otherwise impose sanctions on Players, team officials, or competing Clubs for violating SCCL Rules, Policies & Code of Ethics, or for any action or conduct not in the best interest of soccer or the SCCL..

### 6.2 - Red Cards

#### DISCIPLINE MATRIX



Offense	Player Minimum	Coach Minimum	Spectator Minimum
<b>Physical Assault (Major)</b> Any intentional or attempted act or threat of physical violence, including but not limited to the following: hitting, kicking, punching, choking, spitting on, grabbing or bodily running into a person; head butting; the act of kicking or throwing any object that could inflict injury; damaging personal property, i.e., car, equipment, etc., putting hands on a referee, player, coach, spectator. <b>Spectator:</b> All of the above in addition to entering the field of play during/after a match. *See policy 531-9 for misconduct towards game officials. All referee assault and abuse must be sent to US Club Soccer.	<b>3 games</b> Any acts committed outside of game play are subject to a minimum suspension of <b>5 games</b> . Handled at league level unless serious injury occurs. US Club Soccer to be notified of suspensions for physical assault.	<b>3 months</b> Report to US Club Soccer Suspended from all soccer activities pending US Club Soccer hearing.	<b>1 year</b> <b>*Enforced by club and league</b>
<b>Physical Assault (Minor)</b> Includes but is not limited to pushing, physical intimidation (i.e. nose to nose), instigating mass confrontation, spewing any beverage on personal property, spitting at (but not on) another player, coach, referee, or spectator.	<b>1 game</b> Any acts committed outside of game play are subject to a minimum suspension of <b>2 games</b> .	<b>6 games</b> (first infraction) Report to US Club Soccer Suspended from all soccer activities pending US Club Soccer hearing.	<b>1 year</b> <b>*Enforced by club and league</b>
<b>Verbal Abuse (Major)</b> Using foul, abusive, profane, derogatory, or insulting language including but not limited to language based on age, religion, marital status, sex, ancestry, national origin, citizenship, veteran's status, pregnancy, disability, or sexual orientation.	<b>2 games</b>	<b>6 games</b>	<b>6 games</b> <b>*Enforced by club and league</b>
<b>Verbal Abuse (Minor)</b> Using foul, abusive, profane, derogatory, or insulting language towards opposition (player, coach, spectator). *See policy 531-9 for misconduct towards game officials	<b>1 game</b>	<b>2 games</b>	<b>6 games</b> <b>*Enforced by club and league</b>
<b>Verbal Dissent</b> Excessive arguing with opposition (player, coach, spectator).	<b>1 game</b>	<b>2 games</b>	<b>1 game</b> <b>*Enforced by club and league</b>
<b>Racial Abuse</b> Abusive and/or bigoted language or physical gestures based on race.	<b>3 months</b> Report to US Club Soccer Suspended from all soccer activities pending US Club Soccer hearing.	<b>6 months</b> Report to US Club Soccer Suspended from all soccer activities pending US Club Soccer hearing.	<b>6 months</b> <b>*Enforced by club and league</b>

- Allegation of referee assault results in an immediate ban from all USSF soccer activities. This includes practice and game participation, until a hearing is scheduled and conducted and findings of the hearing shared with the team.

#### 6.2.2 Player Red Card Suspension Protocol

Suspensions are served in the following manner:

- Suspension must be fulfilled immediately in the upcoming SCCL matches.
- Player IS NOT permitted at the game in any fashion while serving a suspension.
- Player is not eligible for club pass until the suspension is served. Players may not compete for another team in their Club in SCCL competitions until their suspension is served in full.
- A red card earned as a club pass player requires the suspension be served with the player's team of record.

### **6.2.3 Red Card Accumulations for Individual Players:**

- Red Card #1: As outlined above in US Club Soccer Discipline Matrix
- Red Card #2: An additional one-game suspension added.
- Red Card #3: A ban for the remainder of the seasonal year.

### **6.3 Yellow Card Accumulations:**

- After the fifth yellow card in a season, a player is suspended for one game.
- Three additional yellow cards will result in a two-game suspension.

### **6.4 Coach Misconduct**

1. Should a coach be ejected from a game (shown a red card), the coach is required to immediately leave the premises (must leave sight and sound of the field).
2. The coach may coach other games on the day of his/her ejection.
3. The coach and league will be apprised if the suspension is for greater than one game.
4. A second red card will be automatically assessed with a two-game suspension for all teams, starting the day after the ejection.
5. Any coach who is ejected three times (accumulation from all teams) in a seasonal year is immediately banned from all participation in the SCCL for the remainder of the seasonal year.

#### **6.4.1 - Coach Suspension protocol**

Suspensions for both minor and major offenses, shall be served immediately in upcoming SCCL games. The Coach shall serve the suspension with the team with which the violation occurred. However, Coaches may Coach another team in their Club during their suspension but must serve their suspension in full with the team with whom the violation occurred only if the suspension is a fixed amount of games (as opposed to a period of time). A suspended Coach may not have any contact with their team for 1 hour prior to kick-off and until after the game is completed.

### **6.5 - Suspension Appeals**

Clubs may appeal the suspension length for any suspension given to a Coach or Player.

1. Coach and Player suspensions may be put on hold pending a correctly-filed appeal.
2. Suspension appeals must be received before 10 am on Wednesday.

#### **6.5.1 - Pending Legal Action**

For any matter with an open criminal investigation or a pending civil lawsuit, the SCCL will stay any ruling until the criminal and/or civil cases are resolved. However, SCCL retains the right to suspend an individual indefinitely if the SCCL Board of Directors believes that an indefinite suspension is in the best interests of the game and or the safety of the participants.

### **6.5.2 - Use of Video in Disciplinary Proceedings**

The standard when using video as evidence in SCCL Disciplinary Committee investigations or appeals is that the evidence is clear and convincing. When sending the SCCL Disciplinary Committee video for an appeal, the entire video and time marks for the incident in question will be required. If the video is edited in any way, it will not be reviewed.

### **6.6 Game Forfeiture**

A \$250 fine and a loss recorded as 4-0 will be assessed for any game forfeiture. This fine will be charged against the club's SCCL Bond.

### **6.7 Recruiting Violations**

1. A fine of \$250 will be assessed to the club where training and/or communication with a registered player of another club prior to May 1st is reported and verified by the SCCL.
2. A five-game suspension will be assessed to any player who trains with another club's team without written permission of his/her coach of record.
3. Any Club in repeated violation of the recruiting rules, may be considered in poor standing with the league and removed.

### **6.8 - Illegal Players**

Any Player who does not appear on the official SCCL Game Card, have a valid US Club Soccer Player Pass issued by the same Club at the time of the match or is suspended from SCCL competitions at the time of the match shall be considered an illegal Player. Any team using, or attempting to use, an illegal Player shall forfeit the game, the Coach of the team using the illegal Player may be suspended from all SCCL competitions for up to one year, and the Club will incur a \$500 fine.

### **6.9 - Protests**

Protests regarding using illegal Players may be made before or after the match and be clearly written on the game card. Specific Referee decisions cannot be protested. No match condition protests will be allowed at SCCL-hosted events.

Game protests must be submitted by Tuesday at 5:00 pm following the game. A payment of \$100 must be received by the SCCL prior to consideration of the protest. If the protest is upheld, the protest fee will be refunded. Protests should be submitted to [tom@southeasternccl.com](mailto:tom@southeasternccl.com) and checks sent to:

Southeastern Clubs Champions League  
860 Johnson Ferry Rd  
Suite 140-166  
Atlanta, GA 30342

Money can also be sent via zelle. Contact league admin for instructions.

## **Section 7 - Recruiting, Tryouts, and Player Transfers**

### **7.1 - Open Tryout Window**

1. The period when any Player, regardless of Club affiliation, may try out with any SCCL Club without requiring permission from their current Club DOC. The SCCL Tryout Window applies to all teams within all SCCL member Clubs.
2. The official league date to contact a player to try out shall start May 1.

### **7.2 - Recruiting**

1. All SCCL rules pertaining to Recruiting shall be strictly observed by all Adults as well as all official and unofficial team representatives. Unofficial team representatives include all parents of Players.
2. Adults must never encourage Players or other Adults to violate SCCL recruitment, eligibility, or other rules and policies.
3. Adults shall not attempt to entice a team or Player to leave a Club to come to another Club.
4. It is unethical for a Team or groups of Players to be Recruited from one Club to another Club by an Adult working in the Team's present Club, an Adult from another Club, or any Adult or representative from inside or outside the Club.
5. Inviting a Player to guest play without first submitting the proper US Club Guest Player Form shall be considered Recruiting.
6. It is unethical for a Player to be recruited from any outside program, including but not limited to PDP, IDP, ODP, High School, or the US Soccer Training Center, either by a Coach working for such program or any other Adult, Player, parent, or Official present at said event.
7. No Club will hire an Adult from another Club and, within one (1) year, allow this individual to work with any Players he or she Coached in his/her previous Club in the previous year without the written permission of their former Club. A Club's lack of knowledge regarding an Adult's previous association with another Club is not an excuse from sanction for violating this provision. Notwithstanding the foregoing, serving as a Director of Coaching, Age Group Coordinator, or another similar role shall not constitute Coaching for the purpose of this rule.
8. It is inappropriate to Recruit Player(s) unless the Director of Coaching of the Player's current Club provides written permission in advance of the initial approach to the Player. If a Player or parent of a Player initiates contact with any Adults of another Club expressing intent to move to that Adult's Club, it is the responsibility of that Adult or the Adult's Director of Coaching to inform the Director of Coaching of the Player's current Club.
9. When discussing the advantages of his/her Club with a Player or a Player's parent, the Adult has an obligation to be forthright and refrain from making derogatory remarks regarding other Adults, Teams, and Clubs.



10. It is unethical for any Adult to make a statement to a prospective Player which cannot be fulfilled, illegal to promise any kind of compensation or inducement for play, and immoral to deliver the same.
11. It is unethical for Adults to attend Tryouts for other Clubs for the purpose of promotion or recruitment unless invited by the Club conducting the Tryout in writing or to have Players attend Tryouts at other Clubs to Recruit Players from the Club conducting the Tryout.
12. Clubs will not accept any Player from any other Club if that Player has outstanding fees with another Club. Unpaid fees shall include fees for services already rendered and shall not include, by way of illustration, fees for services not rendered, reimbursement for scholarships given, or penalties.
13. In accordance with US Club Soccer policy, Clubs will release Players who request their release from the Club.
14. Discipline:
  - A fine of \$250 will be assessed to the club where training and/or communication with a registered player of another club prior to May 1st is reported and verified by the SCCL.
  - A five-game suspension will be assessed to any player who trains with another club's team without written permission of his/her coach of record.