



Rules and Regulations For
CASA Soccer
2020/2021

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Casa Mission Statement



Founded in 2005, the CASA community consists of 8,000+ local soccer players growing into the largest independent amateur soccer community in the USA. We offer year-round soccer programs throughout Philadelphia for men and women. We strive to bring fully inclusive soccer to the Philadelphia area and support community efforts to increase the sports presence in all areas of the surrounding communities while offering a safe place for people to play and interact. We have a player diversity that spans more than 70 countries, and skill levels that range from first time players to former professional players.

Any rule or regulation not specifically addressed with the CASA rules is governed by the NCAA soccer rulebook.

Casa Rules and Regulations

Section 1. Referees

1. Referees will be assigned to games via Arbiter by the assigner.
2. All Referees will be certified.
3. Payment must be made at or prior to kick off. (Leagues may have different fees)
4. Roster checks should be performed prior to the kick off. If a team doesn't have a roster available, it should be noted in the comments of the game report.
5. Referee's decisions on the field are final.
 - a. Dissent or abuse towards referees will not be tolerated.
 - b. Captains may speak to referees involving calls in a respectful manner.
 - c. Appeals are to be made within 24 hours of a game.
6. Referees need to complete a game report within 24 hours of the game completion, with the report to contain the following information.
 - a. Score
 - b. Goal scorers from each team (last name and jersey #)
 - c. Yellow cards
 - d. Red cards (Use the following codes for reds)
 - i. (1) Second yellow
 - ii. (2) Violent conduct or intent to injure
 - iii. (3) Fighting
 - iv. (4) Verbal abuse
 - e. MOTM (Man of the Match)
 - f. Does the team provide a roster?
 - g. Team conduct
 - h. Fights during games are to be reported immediately after the game to the referee assignor. The assignor will then relay the information to the Communications Director and President, who will start the review process with the respective league commissioner.

Section 2. Player Eligibility

1. CASA is an adult based league
 - a. Players must be
 - i. Over the age of 18
 - ii. Registered on the site
 - iii. Have accepted the waiver as part of their registration
2. League Requirements
 - a. 11v11 is available to any player who would like to play as long as they are 18 years of age or older.
 - b. 7v7 and 8v8 leagues
 - i. Women's league are restricted to individuals identifying as a woman
 - ii. Co-ed leagues are required to have at least 2 women on the field
 - iii. Over-30 league has an age requirement of 30 years of age or older.
 - c. Futsal
 - i. Exceptions may be made for players under 18, but must be approved by the commissioner and BoD.
3. Roster Requirements
 - a. Players must be registered on a specific roster
 - i. Players cannot be registered on multiple rosters within the same league. (i.e a player can not be rostered on a Primera team and a Segunda team in the same season).
 1. Note: Coaches can be registered as staff on multiple teams. 2 staff members are allowed per team on LeagueApps.
 - ii. Guest player's are only allowed on teams that will not be able to field 15 rostered players.
 - iii. Guest players must be registered on the site to be eligible guests.
 1. In the event a guest player is not registered on the site, any resulting liability related to this guest player falls on the captain.
 - iv. Guest players must be from a division different than the one they are guesting in.
 1. If a player is guesting within their own division the opposing captain must agree to allow the guest player.

Section 3. Equipment

1. Players are required to wear the following equipment:
 - a. Shin guards
 - b. Jersey with a visible number that matches the roster
2. Fields will be provided by CASA and scheduled via the commissioners when they create the schedule.
3. Match balls are provided by CASA, referees should arrive at the game with a matchball. If not, any high quality match ball is acceptable.
4. No jewelry or watches are allowed to be worn during matches.

Section 4. 11v11 Leagues

1. League Format

- a. Games will be played with each team fielding 11 players per side.
 - i. The game may start with a team only having 7 players.
 1. If 7 players (5 players for 7v7 leagues) are not available the team who doesn't have enough players will forfeit.
 2. A team is required to finish a game with at least 7 players.
 - ii. If a player is ejected prior to the kick off, the team of the ejected player may still use 11 players.
 - iii. Players must be documented on a game roster.
- b. Games will be played in adherence to the rules that follow in this document.

2. Uniforms

- a. Players must have matching uniform jerseys.
 - i. Jerseys must have a visible number to identify the player
- b. Matching shorts and socks are not a requirement but are suggested.
- c. Teams must have a jersey that is noticeably different from an opponent.
- d. If two teams have the same color jersey, the team that is scheduled as the **HOME** team will be required to change to a different color.

3. Rosters

- a. Roster Deadlines
 - i. Minimum of 11 players rostered by game 1.
 - ii. Minimum of 15 players rostered by game 2.
 - iii. At the start of week 4 rosters are locked.
 1. New players need to go through commissioners
 2. Players not added to the roster by the start of week 4 will be ineligible for playoffs and finals.
 - a. Commissioners / Board judgement applies to this
 - iv. Penalties for missed deadlines
 1. \$50 fine is given out for each roster deadline that is not met.
- b. New Players
 - i. Create user name and sign up on the website.
 - ii. Need to be rostered by end of week 3.
 - iii. Can register as a free agent.
 - iv. Need to accept the waiver.
- c. Returning Players
 - i. Be invited to a team by a captain.

- ii. Can be copied over from an existing season to a new season.
- iii. Register as a free agent.

4. Pre-Game Check In

- a. Roster checks are not required for regular season games. However, every captain has the right to request a pre-game check in for both opponents before kickoff.
- b. Required items for pre-game check in are as follows:
 - i. Referee fees are to be paid no later than the coin toss.
 - ii. Rosters are required to be presented to the referee prior to the coin toss for check in.
 - 1. If you have guest players, they should be documented on the roster
 - a. All guest players need to abide by the Guest Player Rules. **See Section 2.3.ii to 2.3.iii**
 - 2. Players are required to show photo ID at check in to the officials that match their roster name.

5. Game Length, Extra Time, Shoot Outs

- a. Regular Season
 - i. Game length is two periods of 45 minutes with a 5 minute half time.
 - 1. All game lengths are subject to referee discretion based on field availability.
 - 2. Games will be considered complete if they are abandoned for any reason and 70 minutes have been played.
 - ii. Extra time is not played during regular season play. Games that are tied at the final whistle are considered a draw.
 - iii. Shoot outs are not used during regular season play.

Note: Play shall be extended beyond the expiration of any period, in regulation time or overtime, to permit a penalty kick to be taken
- b. Post-Season
 - i. Game length is two periods of 45 minutes with a 5 minute half time.
 - 1. The period between regular time and extra time will be 5 minutes.
 - 2. All times are subject to referee discretion based on field availability.
 - ii. Extra time will consist of one period of 10 minutes.
 - 1. Scoring is golden goal. First team to score in the extra time is the winner.
 - 2. If no goal is scored and the game is still tied, the game will be decided by a penalty shoot out.

Note: Play shall be extended beyond the expiration of any period, in regulation time or overtime, to permit a penalty kick to be taken

- iii. Penalty shoot-out will be used to decide any game that ends in a draw after extra time.
 1. The visiting team calls the coin toss. The winner of the coin toss elects to kick first or last.
 2. The referee decides which goal will be used.
 3. Only players listed on the roster are eligible to partake in the shoot out. Guest players are ineligible.
 4. Each team will select (10) players from the players currently on the field.
 - a. Teams will alternate shots.
 - b. The team with the most goals after 5 attempts by each team will be declared the winner.
 - i. If game is tied after 5 rounds, the shoot out enters the tie break.
 1. Each round will consist of a shooter from each team that has yet to shoot. After the 10th shooter you may shoot in any order.
 2. The tie break continues upon a goal scored by both teams.
 3. If a team misses in a round and the other team converts, the team that scored will be declared the winner.
 - c. If a player is ejected they can not be replaced, the team will continue with a reduced list of shooters.

6. Substitutions

- a. Unlimited substitutions are allowed during all 11v11 format games. You may sub up to 11 players at a time.
- b. Substitutes may enter the game under the following conditions:
 - i. On a goal kick
 - ii. On a team's own throw-in
 1. If a team in possession chooses to substitute, the opposing team may also substitute players.
 - iii. On a team's own corner kick.
 1. If a team in possession chooses to substitute, the opposing team may also substitute players.
 - iv. After a goal has been scored.

- v. Between halves
- vi. When a goalkeeper has been ejected.
- vii. Other substitutions are subject to referee's discretion.
- c. Players entering the field of play while their team is reduced below 11 players need to be acknowledged by the referee and waved onto the field. They may not enter the field of play prior to a referee's acknowledgment.
- d. A player who is being substituted must leave the field by the nearest point on the touchline/goal line (unless the referee indicates the player can leave quickly/immediately at the halfway line or a different point because of safety, injury etc.)

7. Off-Sides

- a. Offsides position: A player is in the offsides position if they are nearer to the opponent's end line than the ball unless:
 - i. The player is in their own half of the field of play
 - ii. The player is not closer to the opponent's end line than at least two players.
 - iii. This is judged based on any part of the player's head, body, or feet. Arms will not be a deciding factor.
- b. When offside: A player shall be declared offside and penalized only if, at the time the ball touches or is played by a teammate, the player is involved in active play and interferes with play or with an opponent, or gains an advantage by being in that position. An offsides call results in an indirect free kick from the point of the infraction.
 - i. Examples:
 - 1. Player is in an offside position and interferes with an opponent or hampers the opponent's movements or obstructs his or her sight of the ball. This is offsides.
 - 2. An offensive player steps off the field to avoid being offsides, No penalty will be assessed if the player left the field for the sole purpose of not being offsides. If, upon leaving the field, the player distracts and opponent or assists a teammate, the player is guilty of being offsides.
- c. When not offside: A player shall not be declared offsides by the referee under the following situations.
 - i. Because they are standing in an offsides position
 - ii. If the player receives the ball directly from a goal kick, corner kick or throw in.
 - iii. If the player receives the ball from a deliberate play for a defender (except a save)

1. A deliberate act is one in which a player chooses to act, regardless of the outcome of that action. This deliberate act is neither a reaction nor reflex. A deliberate action may result in the opponent benefiting directly from the action. (e.g. a deliberate, but misplayed ball that goes directly to an opponent.)
 - a. Example: An attacker in an offside position receives the ball from a misplayed clearance by a defender (e.g., the ball skims off the head of a defender or is “shanked” during a clearance). Should the attacker be penalized for offside? No, the attacker received the ball from a deliberate play by a defender and even though the attacker is in an offside position and gained an advantage from being in that position, he or she is not offside as it was last played by a defender in a deliberate manner.

8. Fouls

- a. Direct free-kick offenses, cards are at the referee’s discretion. All direct free kicks that are awarded to the offensive team in the penalty area will result in a penalty kick.
 - i. Spitting at an opponent.
 - ii. Kicking or attempting to kick an opponent.
 - iii. Striking or attempting to hit an opponent, including the use of a ball or piece of equipment.
 - iv. Tripping or attempting to trip an opponent.
 - v. Using blood on a uniform or from a bleeding or oozing injury to assault an opponent.
 1. A player has been injured, is bleeding from the nose, mouth or other parts of the body, and spits, flicks or uses blood to assault another person. Eject the player for violent behavior and award a direct free kick or a penalty kick if the offense took place in the penalty area.
 - vi. Jumping at an opponent.
 - vii. Holding an opponent or pulling the uniform or pushing an opponent.
 - viii. Charging an opponent violently.
 1. A fair charge consists of a nudge or a contact with the near shoulder, when both players are in an upright position, within playing distance of the ball, and have at least one foot on the ground and their arms are held close to the body.

- ix. Assaulting a referee or game official.
- b. Indirect free-kick offenses, cards are at the referee's discretion.
 - i. A player playing the ball a second time before it has been played or touched by another player, on a throw-in, on a free kick, on a corner kick, on a goal kick, or on a penalty kick.
 - ii. A goalkeeper taking more than 6 seconds to release the ball.
 - iii. A substitution or re-entry being made at an improper time or without being waved on by a referee.
 - iv. Persons other than players entering the field without the referee's permission.
 - v. Illegal or inappropriate coaching from the touch lines.
 - vi. Dissenting by word or action with the referee's decisions.
 - vii. Unsporting behavior
 - viii. Dangerous play, or any action likely to cause injury to oneself or an opponent. Such as playing while lying or kneeling on the ground.
 - ix. Offsides
 - x. Charging, when the ball is not within playing distance.
 - xi. Obstruction.
 - xii. A player leaving the field of play without the referee's consent.
 - xiii. When there is a 'wall' of three or more defenders, the attackers are not allowed within 1m (1 yd) of the wall. An attacker less than 1m (1yd) from the 'wall' when the kick is taken will be penalized with an indirect free kick.

9. Goalkeepers

- a. Goalkeeper Privileges
 - i. Handling. The goalkeeper may catch, carry, strike or propel the ball with the hands or arms while inside their penalty area.
 - ii. Goalkeepers are allowed to slide within the confines of their penalty area. Outside of their penalty area, normal CASA rules of no slide tackling apply.
 - iii. The goalkeeper will wear a distinct jersey color different from his own teammates and the opponents.

10. Slide Tackling

- a. CASA does not allow slide tackling.
 - i. Exception is made for a goalkeeper within their penalty area, sliding to make a play.

- b. No slide tackling or sliding is allowed within 3 yards of an opponent. If this offense occurs in the defending team's penalty box, a player will receive a yellow card for unsporting behavior.

11. Goal Kicks

- a. The ball is in play once the kick is taken; it can be played before leaving the penalty area.
- b. The same rule applies to a team taking a free kick in their own penalty area.

12. Drop Ball

- a. If play is stopped inside the penalty area, the ball will be dropped for the goalkeeper.
- b. If play is stopped outside the penalty area, the ball will be dropped for one player of the team that last touched the ball at the point of the last touch.
- c. In all cases, all the other players (of both teams) must be at least 4m (4.5yds) away.
- d. If the ball touches the referee (or another match official) and goes into the goal, team possession changes or a promising attack starts, a dropped ball is awarded.

13. Hand Balls

- a. Deliberately handling the ball, that is, carries, strikes or propels, it with his or her hands or arms. (This does not apply to a goalkeeper in within their own penalty area.)
 - i. Inadvertent touching will not be penalized even though the player or the player's team gains an advantage by such inadvertent touching.
- b. Deliberate handling by the goalkeeper outside their penalty area.

14. Discipline / Appeals / Suspensions

- a. Discipline will be at the discretion of the official. Certain actions will be cause for immediate cards and ejections.
 - i. Fighting will result in an immediate red for all parties involved.
 - ii. Being issued a second yellow card will result in a red card being shown.
 - iii. Players who have been issued a red card are required to leave the area of play, not just the field. (e.g if the game is in a stadium, the player is required to leave the stadium.)
- b. Card accumulation, suspensions and fines will be handled as follows:

- i. If a player accumulates 5 yellow cards in the first 10 games they will be suspended for 1 regular season game. Cards do not accumulate during playoffs.
 1. There will be no fine for accumulation.
 2. Accumulation suspensions will not carry over into the playoffs.
- ii. If a player is shown 2 yellows during a single game they will be issued a red card and are suspended for the remainder of that game. Their team will also be unable to replace the player.
 1. A team can only be reduced to 7 players. If they are reduced below 7 players, the game is ended and a forfeit by that team is recorded.
 2. There is no fine for a red card that is the result of a second yellow. There may also be a mandatory suspension for a future game.
 - a. This is at the referee's discretion as well as the disciplinary board. If the second yellow is for a violent, or bodily fluid based offense additional suspensions could apply.
- iii. If a straight red is shown to a player they will be required to leave the field of play and the area immediately. Their team will be required to play down a player. They will automatically receive a minimum 1 game suspension. If the red card is issued for violent conduct the following fines and suspensions apply.
 1. All fines, suspensions and bans go through a disciplinary panel that include, the officials of the game, the assigner, the commissioner for the division, head of communications and the vice president and president of the league. We take violent, racism, and hateful speech offenses very seriously.
 - a. Red cards issued for **violent conduct**, racism or hateful speech will follow the following discipline structure.
 - i. First offense will be a fine of \$100 and a minimum 2 game suspension.
 - ii. Second offense will be a fine of \$200 and a minimum 4 game suspension.
 - iii. Third offense will be a fine of \$300 and a minimum suspension of 1 season with a maximum penalty of lifetime ban.

- b. Red cards issued for reckless or dangerous play will be assessed the following discipline structure.
 - i. First offense - one game suspension, no fine.
 - ii. Second offense - minimum 1 game suspension, no fine.
 - iii. Third offense - minimum 2 game suspension, \$100.00 fine.
 - iv. Subsequent offenses after a third offense can result in a minimum ban of 1 season, up to a lifetime ban.
- c. These types of penalties are reviewed on a case by case basis **by the Gameday Disputes Committee.**

c. Appeals

- i. In the event of a disagreement with the issuance of a card follow the below procedure.
 - 1. Appeals must be filed within 24 hours of the final whistle of the game. After 24 hours appeals will not be heard. The ref's decision will stand.
 - 2. Email the division commissioner with the following information.
 - a. Name of the official
 - b. Game time, opponent, location
 - c. Brief description of the incident.
 - d. A good time to reach you and a valid phone number.
 - 3. Final say on the appeal will be administered within 5 days. After the decision has been made, and fines must be paid before that player can play again. They must also serve out their suspension before playing again for any team in CASA.

d. Suspensions

- i. A player who is issued a red card will be suspended immediately from participation in the league the card was issued from. They must serve their suspension before being allowed to participate in any games for the league the suspension was issued from.
 - 1. If any player receives a red card suspension they may not play in a different division while suspended.
- ii. A player with an appeal for a red card will have the following options.

1. If the appeal isn't met with a verdict within the 5 day window, the player may play under the knowledge they could still be suspended for a future game.
- iii. A suspended player who is found to be playing while under suspension will be assessed the following penalties.
 1. First offense - an additional 3 game suspension.
 2. Second offense - Minimum of 5 additional games up to a full season.
 3. Third offense - Multiple season ban, up to the discretion of the board.
- iv. A player will not be able to play after being suspended if there is an outstanding fine for their card.

15. Promotion and Relegation

- a. CASA's 11v11 format involves promotion and relegation as follows:
 - i. Promotion
 1. The first place team in all divisions below Primera are automatically promoted to the next division and enter into the Kelly Cup City Championship.
 2. The second through fifth place teams play in a promotion playoff.
 - a. 2nd plays 5th and 3rd plays 4th, the winners meet in the division final, the winner is promoted to the next division.
 3. The division promotion and playoff seedings can be altered based on roster violations found in section 4.3.iv
 - ii. Relegation
 1. The bottom 2 teams in each division will be moved to the next league below their current league at the end of the season.
 - iii. Tie Breakers
 1. All tie breakers are follow the following structure, with the winner being the higher seed.
 - a. Goal difference
 - b. Head to head
 - c. FIFA Fair Play Points
 - i. One point for each yellow card
 - ii. Three points for each secondary yellow that leads to a red card

- iii. Four points for a straight red
- iv. Five points for a yellow card and a straight red card.

16. Kelly Cup City Championship

- a. The Kelly Cup City Championship will be contested between the top 5 teams from Primera and the division champions of the 5 lower divisions (Segunda, Tercera, Cuarto, Quinto, and Sexto).
- b. The Champions of Tercera will play the champions of Sexto, and the champions of Cuarto will play the champions of Quinto in a play-in round.
- c. The winners of the play-in games and the remaining 6 teams will contest a knockout style tournament resulting in the Kelly Cup Final.

17. CASA League Cup

- a. Starting in Spring 2020, CASA will hold a FA Cup, knockout style tournament called the CASA League Cup, to be played on weeknights. More details on the CASA League Cup can be found in the 'CASA League Cup Rulebook.

18. Inclement Weather

- a. In the event that weather prohibits games from being played, team captains will be notified at the earliest time possible.
- b. The league tries to reschedule as many games as possible. Sometimes games do not get rescheduled.
 - i. These games are recorded as "0" point draws that don't change the standings.

19. Rescheduling / Forfeits

- a. Reschedules are unavoidable in an outdoor environment. We rent the fields we play on and sometimes we get bumped, or weather forces us to cancel games.
 - i. Rescheduled games can occur at any time during the week or weekend. This includes playing night games.
 - ii. We attempt to honor any requests that are made for reschedules but this isn't always possible.
 - iii. Rescheduled games must be played. If the game is not played by the rescheduled date, or the teams can't agree to a date other than one scheduled by the league, the game will be considered a "0" point draw that doesn't change the standings.

- b. Forfeits are issued when a team doesn't show up, can't play or can't agree to a reschedule with the opposing team, or are reduced below the minimum player's to be considered a full team (either by injury or ejection).
 - i. Request for postponement (avoiding a forfeit)
 - 1. Made more than 72 hours before kickoff will carry no fine, and both teams will follow the reschedule process listed in 14.b.i.2.a.
 - 2. Made 24-72 hours before kick off will carry no fine. This will be recorded as a 3-0 final score forfeit unless the opponent is able to agree to reschedule
 - a. Agreeing to reschedule
 - i. If the opposing team will agree to a reschedule, the following is taken into account:
 - 1. Field availability
 - 2. Team that accepted the reschedules preference
 - a. If the teams cannot agree to a time, the original forfeit will stand.
 - 3. Made 24 hours or less before kick off will carry a minimum fine of \$100 up to the full cost of the field rental for that game, as well as the referee fee for both teams of \$160. This will be recorded as a 3-0 final score forfeit with no opportunity for reschedule.