



Club Development League (CDL) Rules

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SECTION 1 Introduction

1.0 Name

The name of the League is the Club Development League hereafter referred to as “CDL” or “League.”

1.1 Purpose

CDL is a competitive state-wide player development league for U13 – U19 players. The league is by membership only based upon satisfying league club standards.

CDL will strive to provide an enjoyable and financially conscientious platform for all players at an appropriate competitive level.

1.2 League’s Association with Iowa Soccer

The League is sanctioned by Iowa Soccer which allows players participation in the Iowa Soccer Championship Series (State Cup and Presidents Cup).

1.3 Goals

The League will:

- Be developmentally appropriate
- Provide meaningful competition
- Provide improved competition formats for players to enjoy and develop
- Provide coaching education standards and resources
 - Take a common-sense approach to matters to best support an enjoyable and developmentally appropriate playing environment

1.4 League Management and Guiding Principles

The League is managed and operated by CDL Board of Directors with a designated League Administrator.

The League is guided by the following:

- US Soccer Player Development Initiatives: These initiatives include:
 1. Calendar alignment (i.e., set play dates)
 2. Consistent schedules (i.e., 4-10 games based upon request)
 3. Developmentally appropriate matchups
 4. Appropriate training-to-game ratios
 5. Appropriate number of games per day and per season
- Player Development: The League is player-centered and focuses on what is in the best interest of long-term player development.
- Club Development: Clubs are critical to the player development process. Therefore, CDL is working to support club development and to help clubs create environments that facilitate the player development process.
- Tournament Participation: The League calendar includes BYE weekends on which teams may choose to participate in existing Iowa Member Club Tournaments.

1.5 Authority

Participating clubs will be responsible for teams entering the League and ultimately will be responsible for team (player, coach, and parent/supporter) actions.

The League is under the authority of the CDL and its Board of Directors. Direct authority for management and operations of the League rests solely with the CDL Board of Directors and League Administrator.

CDL Board of Directors reserves the right to make certain decisions regarding the League, as it deems necessary, for the good of the game, to improve the game and/or to protect the participants. Such decisions shall include but are not limited to postponement or cancellation of games; rescheduling of games; changing of fields; changing of sites; fair play and unsporting behavior.

All teams submitting an entry to compete in the League thereby agree to abide by and accept the jurisdiction of the bylaws, policies, rules and regulations of the Iowa Soccer Association, the Club Development League, US Youth Soccer, US Soccer and FIFA. No official, coach, club,

referee, player, team, or their representatives may invoke the aid of the Courts without first exhausting all available remedies within the appropriate affiliated soccer organizations noted above.

1.6 Website

The League website will serve as the informational and promotional hub for participants and fans alike. It can be found on <http://www.clubdevelopmentleague.com/index.html>

1.7 Rules changes

Rules may be updated/revised at any time. Please make it a point to review the rules prior to the opening weekend of competition for your team, and to review them regularly. A plea of ignorance to all rules and regulations governing this competition is not sufficient grounds for not following them, or to serve as the basis for a protest.

SECTION 2 Entry and eligibility criteria

2.0 Eligibility

Entry is accepted on a club basis as well as individual teams. Teams and players must be currently registered with Iowa Soccer in 13U-19U age groups.

2.0.1 Each club and participant must be a current member of and in good standing with Iowa Soccer.

2.1 Club application procedure

2.1.1 Clubs need to be recommended by two Allied Members of the Corporation in good standing.

2.1.2 The applicant must attend two consecutive meetings before the Corporation votes on their application form. Two-thirds votes of the Allied Members Committee present and entitled to vote must approve the membership.

- Club is accepted with full status (does not guarantee voting privileges)
- Club is accepted with provisional status with documentation of a plan to work towards satisfying missing Club Standards (this will include a timeline to complete)
- Club is denied application

- Clubs will have the ability to appeal the decision OR
- Clubs will be given reasons for decision and can apply again no sooner than the next season

2.2 Team entry procedure

Team's "Actual Age Group" Designation Clubs should only enter a team into the League knowing it will be able to field that team and field it in the age group selected at the time of team entry. All team entries must be completed using the League's online entry tool.

2.2.1 During team entry into the League, teams are required to enter the age group that corresponds with the age group designation assigned by Demosphere player and team registration software.

2.3 Determination of team's "Playing Age Group"

The goal of the CDL is to create an environment that is player development centered. During the team entry process, a team enters a division based on its age group designation (see 2.1.1). Organizing teams by their corresponding age groups helps to serve the developmental process for most teams. However, there is occasion to consider a team may need to be placed differently to better facilitate player development. Final determination of a team's "playing age group", also known as "divisional placement", is based upon two factors: age and ability

{We know clubs sometimes must place an "older" player or two on the only team available in the age group, and which happens to be a "younger" team, in order for the older kid(s) to have a place to play. By way of doing that, the team then must be designated as an "older" team - for example, you have a true 13U team but must place one or two true 14U players on the "younger" team's roster. This results in the team's official designation as a 14U team. (see 2.1)}

- Age: the first criteria in creating divisions is by age group (i.e. birth year). In 13U-14U there will likely be single year divisions. In the older age groups, 15U-19U, ages at which players are becoming more physically mature, the League will consider the number of teams within an age group and the playing level of teams within an age group and from there decide whether to have single birth year divisions or to combine multiple birth years.
- Ability: If a team has demonstrated that it is at a higher or lower level of development than its age group peers, the League will consider allowing the team to play up or down as outlined below.

2.3.1 Playing "Up"

13U Division: Due to not having Iowa Soccer Championship Series results, requests to play up will be reviewed by Committee of Directors. The coach and/or technical director will have an opportunity to present their case to the Committee of Directors but will not be involved in the final decision-making process.

14U – 19U Divisions: If a team has demonstrated that they are at a higher level of development than their age group peers (i.e., #1 or #2 team in the state) the League Administrator, in conjunction with the Committee of Directors, will consider the opportunity for those teams to play across age groups.

2.3.2 Playing “Down”

13U – 19U Divisions: Requests can be made during registration process. Teams will be asked to play within their division unless team formation requires an exception to be made. Exceptions will be highlighted on final divisional placement release.

2.3.3 Unacceptable use of this selection allowance

It is not acceptable for a team to intentionally select “play down” when the team’s developmental level supports playing in its own (or higher) playing age group. The League will monitor and track scores and address any questions or issues if they arise. Abuse of this common sense approach will not be tolerated.

2.4 Age Groups Offered

The ISL State League offers the following age groups.

- FALL SEASON: 13U, 14U, 15U, 16U, 17U, 18U, & 19U
- SPRING SEASON: 13U, 14U & 15U

Should there not be enough teams to form a single age group division, age divisions will be combined.

2.5 Roster Sizes

Maximum Roster Sizes

- 13U, 14U, 15U, 16U, 17U, 18U, 19U (11v11) maximum of 22, 18 “game active”
- 13U-19U playing 11v11 minimum of 9

2.6 Team Formation & Levels of Play

Both level 1, level 2, and level 3 teams are formed by a self-selection process.

- Level 1: Highest level of play available in the state
 - o Further defined by these competition opportunities:
 1. US Youth Soccer National League
 2. Midwest Regional League, Premier I, Premier II, or 1st Division (MRL)
 3. Elite Clubs National League (ECNL)
 4. National Premier Leagues (NPL)
- Level 2: More competitive than level 3, but either not strong enough to be level 1 or chooses NOT to compete in any of the leagues listed above
 - o Further defined by these competition opportunities:
 1. ISCS National Championship Series (State Cup)
 2. ISCS Presidents Cup Series
- Level 3: Teams that will not compete in the ISCS State Cup or Presidents Cup Series

2.7 Multiple rostering

Players may only play for one club in the CDL. Starting at the 13U age group, players may be registered to two Iowa Soccer sanctioned teams at any given time during the seasonal year; this is considered multiple rostering. The CDL team must be designated as the primary team and the other team will be designated as the secondary team.

- Each team is limited to three secondary rostered players.
 - Players multiple rostered to a CDL team and non-CDL team must have the CDL team designated as their primary team.

2.8 Entry Fee, Collection of

The team entry fee is per team, per season. Team entry fee is not due at the time of entry; CDL will invoice clubs for their total team entries in a playing season.

2.9 Additional Fees

- Assignor Fee
- Referee Fee
- Field Rental Fee

2.10 Withdrawal of team entry

Clubs should only enter a team into the League knowing it will be able to field that team and field it in the age group selected at the time of team entry.

2.10.1 Team entry checkpoints

There will be a minimum of three checkpoints prior to the release of the final schedule that a designated club official will be asked to verify its club's entries

1. In the days immediately following the close of team entry
2. In the days immediately following the divisional placement process
3. In the days immediately following the import of data by our League Administrator

2.10.2 Penalty for late withdraw from the League

If the League Director have completed the process of confirming team entries with the designated club official via the checkpoints per Section 2.10.1 and a club subsequently requests to withdraw a team, the club will be charged for the League entry fee and also be subject to a fine up to \$250, and further consideration may be made as to the eligibility of that team and/or club to compete in the League in the next playing season.

Section 3 League Standards and Expectations

3.0 Club Standards

Technical leader (league representative) with at least a USSF C License or UEFA equivalent License

Club has at least two staff members with a USSF C License or higher or equivalent license

License

Coaches on the sideline must have a minimum online 11 v 11 Grassroots

Clubs maintain at least six teams in the league in the U13-U19 age groups

Quality and enough game fields Or be prepared to play majority (if not all) games away

League representative who can attend day-time meetings

Designated referee assignor to organize referees for their home facility

a. Hosting referee courses-Every other year (or annually)

Commitment to ethical standards on game days towards all persons involved (coaches, players, parents, and referees)

Clubs have a Financial Assistance Program in place to address the need to subsidize costs for players to play

Technical leaders MUST serve on at least one sub-committee to continue to develop expertise in guiding the club's continued success

Independent teams will be considered on a case-by-case basis

a. Voted on by the Allied Members

Applications for new clubs are reviewed on a rolling basis for the following season. In certain cases, members may become "provisional" with the understanding that the applying club is accepted and is working towards satisfying specific criteria.

3.1 Meetings

The League committee will meet once a year.

- This meeting will review the fall season and set dates for the spring season and tryouts.

- At any time deemed necessary by the League director to resolve issues. A minimum one-week notice by confirmed communication is required. This meeting may take place virtually.

SECTION 4 Scheduling

4.0 Seasons

The CDL will offer a fall and a spring playing season for 11U, 12U, 13U, 14U, 15U and a fall playing season for 16U, 17U, 18U, & 19U divisions.

4.1 Number of games

The average number of League games will be 7-8 games, (minimum of 4 unless noted otherwise), played over a 9- or 10-week season determined by the calendar. Club officials may request a light or heavy schedule, although these requests cannot be guaranteed.

4.1.1 Light Schedule (4-6 Matches)

4.1.2 Heavy Schedule (9-11 Matches)

4.2 Play Dates

League games will be scheduled on Saturdays and Sundays with games starting at 11:00am, 1:00pm, 3:00pm or 5:00pm. Times may vary slightly based on daylight.

4.2.1 Play dates will be highlighted prior to opening League registration. Teams must be available to play on all play dates.

4.3 Divisional Placement/Group Formation

Teams will be placed/assembled in “playing age groups” (as per Section 2.6) and by division. The Premier division in each age group shall be made up of level 1 and level 2 teams. Division One in each age group shall be made up of level 3 teams.

4.3.1 Immediately after Groups have been formed there will be a short period of review by a designated club official to confirm or request a change to their team’s group placement.

4.4 Travel distances

Amount of travel will vary based on group makeup.

4.4.1 The use of neutral sites will be considered if a game match-up involves a significant travel distance.

4.4.2 While the League is working towards a 1 game per day model there has been an exception in the 13U-14U age groups. The League will attempt to provide a second match if a team is travelling 90 miles or more.

4.5 Scheduling Blocked Teams

4.5.1 Teams sharing coaches – The League will coordinate schedules for a head coach of (two teams) to the best of our ability, beyond that we cannot guarantee game coordination.

4.5.2 Teams sharing players – The League will coordinate schedules for two teams sharing players to the best of our ability, beyond that we cannot guarantee game coordination.

4.5.3 Player blocks will be given priority over coach's blocks

4.6 Published Schedule

Once the schedule is published in Demosphere all matches are to be played as scheduled. Teams not playing a scheduled match are subject to a \$400 forfeit fine and possible suspension from the CDL. Failure to adhere to this policy will render the offending team responsible for all referee fees and match expenses for the game.

4.6.1 In the event of weather, field closures, or an "Act of God" the League Administrator will work with clubs and verify the dates, locations, and matches that will be cancelled.

4.6.2 Only matches cancelled due to an "Act of God", field closures, or weather may be rescheduled with no additional penalties at the League and Club officials' discretion as per the following procedure.

- o Team Coaches or Coordinators must contact each other and agree upon a date and time
- o The agreed-upon date and time must be presented to the League Administrator via our League reschedule form (available on League website)
- Required 5-day minimum notice on all reschedule requests
 - o The League Administrator will confirm if fields and referees are available for the agreed upon time and if so, the rescheduled match will be entered into the CDL schedule
 - o In the event matches cannot be rescheduled, those matches will be posted as not played

4.6.3 Mutual Agreed Reschedule Requests after final schedule has been published

o Mutual agreed upon reschedule with less than a 5-day notice will result in a \$15 Admin Fee to the team requesting the schedule change.

o Reschedule requests that are not mutually approved will not be entertained

o Please understand all schedule changes impact assignor/referee schedules, any request may increase the difficulty to get your match assigned with a full crew.

SECTION 5 Specifications & Requirements: rosters, games, fields/equipment, offside

5.0 Comprehensive Chart of Standards and Requirements

| | 13U - 14U | 15U - 16U | 17U - 19U |
|------------------------|-----------------------------|-----------------------------|-----------------------------|
| Field: Length Range | 100 - 120 (yards) | 100 - 120 (yards) | 100 - 120 (yards) |
| Field: Width Range | 55 - 80 (yards) | 55 - 80 (yards) | 55 - 80 (yards) |
| Number of Players | 11 v 11 | 11 v 11 | 11 v 11 |
| Maximum Roster Size | 22 max, 18 "game active" | 22 max, 18 "game active" | 22 max, 18 "game active" |
| GK | Yes | Yes | Yes |
| Playing Time (Minutes) | 2 x 35 | 2 x 40 * | 2 x 45 * |
| Half Time (Minutes) | 10 | 10 | 10 |

| | | | |
|-----------|--------|--------|--------|
| Ball Size | 5 | 5 | 5 |
| Goal Size | 8 x 24 | 8 x 24 | 8 x 24 |
| Offside | Yes | Yes | Yes |

*if teams are playing double header then game length will be adjusted to 2 x 35-minute halves for both games

5.1 Field inventory

To provide requisite numbers of fields for League play, each club will submit one available field for every up to four of its team entries in an age group. For each age group in which the club has a team entered, it must provide a field of the corresponding size. If a club enters more than four teams in a single age group, it must provide a second field for League play.

5.1.1 Field inventory submission requirements, timeline

Club officials will be asked to complete a field inventory form as provided by the League Administrator. The deadline for field inventory collection will coincide with the deadline date for team entry confirmation.

5.2 Team benches and spectator sideline

Players and team officials will be positioned on one sideline that is opposite the spectator sideline. It is not permissible for spectators to be positioned behind the team benches.

SECTION 6 Referees

6.0 System for assigning

Each club will be responsible for coordinating with their appointed referee assignor to schedule referees for the games.

6.1 Certified referees required

Only certified referees will be assigned by registered League assignors and will use the diagonal system of control (3-person crew).

- A two-person system is not allowed.
 - If there is a referee no-show at the game, non-certified volunteers may be used so the game may be played.
 - Referees will officiate all matches in accordance with the FIFA Laws of the game unless noted otherwise. Number of referees assigned to a match, by age group/form of the game

Number of referees assigned to each match, by age group/form of the game

- 13U, 14U, 16U, 19U (playing 11v11) three referees

6.2 Pay scale

CDL will determine the fees to be paid to referees each seasonal year.

6.3 Method of payment

The referees will be paid after the match report has been completed. CDL will process referee payments as per CDL accounting procedures, at the end of each month or as advertised.

6.4 Referee No-shows

The expectation of referees is that they honor their game assignment. If a referee(s) does not show at the game, it will be noted in the match report. Teams will be refunded at the end of the season for missing assignments & referee No-shows.

- If the crew is missing a referee, volunteers may be used so the game may be played.
 - If the entire crew does not show, the coaches may discuss and if agreed, play the game as a friendly match.

6.5 Participant obligation to referees

Participants in a match - coaches/team officials, players, and parents/spectators - should read and be familiar with the rules governing the League. While there are many “gamesmanship” actions that are accepted as part of the soccer culture, all participants must keep at the forefront the understanding that this is a youth sport and that the adults in particular should be modeling respectful treatment of referees.

6.6 Referee obligation to participants

Referees should know which rules are to be applied to a CDL League match. We recognize most referees officiate games outside of this League, many of which are governed by different rules. No matter, the first obligation referees have to CDL League participants is to ensure he/she has prepared for the match by reviewing these rules.

6.7 A Referee's reporting requirements Send-offs, Forfeit, Abandoned game

- In the event of any of the above, the Referee must submit a report to the League Administrator by 10pm on the Sunday of the weekend of the game. Report available Demosphere.

SECTION 7 Required Game Credentials

7.0 Player and Coach Passes

All players, coaches, and team personnel must have a US Youth Soccer member pass or Iowa Soccer League Club Pass-issued soft pass. Prior to each match the Referee will conduct the pre-game check in with the players and coaches. Coaches must present to the Referee a pass for every individual who will be on the sideline with the team including but not limited to coaches, managers, trainers, and players.

7.0.1 US Youth Soccer member pass or Iowa Soccer League Club Pass-issued soft passes must be presented, laminated with photos, for each player or team official prior to the beginning of the match. In the event the coach cannot provide the player passes at pregame check-in or by the scheduled kick-off time, the Referee should adhere to the following

- Instruct the coach that if he/she can produce the player passes by the end of the match, the game will kick off as scheduled and will be played.
 - o If the player passes are not produced by the end of the game, the game will be recorded as a forfeit
 - o If the coach can produce most, but not all, player passes, the game will be recorded as a forfeit. All passes for the players participating in the game must be produced.
 - o The Referee must report the forfeit to the League Director by 10pm on the Sunday of the weekend of the game. The Referee report should include the reason given by the coach that he/she indicated passes would be produced by the end of the game but were not.
- If the coach indicates during the pregame check-in that the player passes cannot be produced the game shall be reported as a forfeit. The referee crew is

not obligated at this point to officiate the game. The coaches may discuss and if agreed, play the game as a friendly match.

- o The Referee must report the forfeit to the League Administrator by 10pm on the Sunday of the weekend of the game. The Referee report should include the reason given by the coach that the player passes could not be produced.

SECTION 8 Playing Rules

8.0 FIFA Laws of the Game except as noted herein

8.1 Game length (Refer to standards chart in Section 5.0)

8.2 Overtime

Overtime is not played if the game is tied at the end of regulation time, and the result of the game is recorded as a tie.

8.3 Forfeits

8.3.1 Failure to show

A minimum number of 9 players constitutes a team (see Section 2.5); a team with the minimum number of players present must start the game at the scheduled time. If the minimum number of players are not available, a 15-minute grace period will be extended beyond the scheduled kick-off time. If at the end of the 15-minute grace period the team does not have the minimum number of players, the Referee will suspend the game and report it as a forfeit to the League Administrator. For the purposes of score reporting, the match will be recorded as a 1-0 (forfeit). (See 4.6, all forfeited matches will result in a \$400 fine)

8.3.2 Ineligible player, coach, or team official If it is determined that an ineligible player or coach participates in a CDL league match, the match will be forfeited. Any team, coach and/or team official found guilty of knowingly using an ineligible player or having an ineligible coach on the sideline will be subject to strict disciplinary action that could include additional sanctions for the club.

8.4 Completed game

Any game that has started the second half of play is considered a completed game, so if suspended for any reason it will stand as such and not be rescheduled. If the game is suspended prior to the start of the second half, it may be rescheduled (See section 4.6.2)

8.5 Substitutions

Substitutions may occur for either team a maximum of four times per half.

- Injured players may re-enter at the discretion of the referee
- In the case of a head injury, a team may sub a player out even if it exceeds four times per half.

8.6 Game ball

Each team should have a properly inflated game ball provided to the Referee prior to the start of the match. The Referee will decide which ball to put into play.

8.7 Game Credentials

During pregame of the match, the Referee will conduct the team check-in at which time the credentials must be presented. (See section 7 regarding game credentials)

8.8 Team Uniforms and Player Equipment

Each player of a team is required to wear “like” uniforms within a team (jerseys and socks especially).

8.8.1 Uniforms Each uniform should have a visible number that is different from the number of every other player on the team. Goalkeepers must wear colors that distinguish them from any other players and game officials; numbers for GK jerseys are optional. The home team (listed first in schedule) shall wear their light-colored uniform kit and the away team shall wear their dark colored uniform kit. The Referee will be the final authority on uniform colors. Should a change of jerseys be directed, the team failing to adhere to the above policy should change. If an issue still presents itself the home team shall change.

8.8.2 Equipment Wearing age- and size-appropriate shin guards will be enforced by referees, and goalkeepers are encouraged to wear gloves to help ensure their safety. Casts are allowed if properly padded, keeping in mind the safety not only of the player wearing the cast, but of the other players. Referees will be the final authority of properly sized guards and properly padded casts. If a Referee points out non-compliance, the player will be given the opportunity to comply before any final decision is made regarding his/her ineligibility to play in the game.

8.9 Heading Restrictions and Limitations

As per the Iowa Soccer Concussion Management Policy

8.9.1 13U, 14U age groups

Heading is allowed in games. Heading is limited at practices to 15-20 headers per player, per week

8.9.2 15U and older age groups

There are no limitations or restrictions at practices or in games.

8.10 Concussions, possible head injuries and returning to play

Refer to the Iowa Soccer Concussion Management Policy for requirements on returning to play

8.11 Cautions, send-offs

Players who are sent off should remain on the team bench under the supervision of the coach. If the player continues to act up or is deemed to be a distraction, he/she will be requested to leave the field and the match. He/she must leave it in a timely manner and must be out of sight and out of sound of the match. He/she may receive additional suspension or sanctioning if he/she does not comply or is found to have returned within sight and/or sound of the match.

Coaches/team officials who are sent off must immediately leave the field and the match. He/she may not remain at the match, must leave it in a timely manner, and must be out of sight and out of sound of the match. He/she may receive additional suspension or sanctioning if he/she does not comply or is found to have returned within sight and/or sound of the match. A referee's decision regarding a send-off is final and may not be protested.

8.11.1 A team may not substitute for a player who is sent off, and the team will play down a player for the remainder of that match.

8.11.2 As per FIFA Laws of the Game, a team official guilty of misconduct will be shown a yellow card (caution) or a red card (sending-off); if the offender cannot be identified, the senior coach who is in the technical area at the time will receive the card.

8.11.3 Teams and coaches will take one side of the field and parents/spectators will be on the opposite side of the field. Any other individuals who may be reasonably construed as being associated with a team -- such as relatives and spectators -- will also be subject to the jurisdiction and authority of the CDL League rules, associated Iowa Soccer rules and policies, and to the authority of League officials and game referees. Any coach or team official will be responsible for the actions of any individual(s) at any match that in the opinion of League officials or game referees is a supporter of that team.

8.11.3.1 Coaches or team officials who are sent off for the action(s) of any such individual(s) at a match are subject to the same penalties as detailed in these rules.

8.11.4 A send-off in a match carries with it the ineligibility for the player or coach/team official to participate in the next immediately following League match with that team

8.11.4.1 The one game suspension follows the team within League play, therefore if the player or coach/team official plays or coaches with a different

team in the League, the suspension is not in effect for that other team, nor does it follow if the next scheduled match for the team with which the send-off was issued is outside the League schedule (a tournament, for example).

8.11.4.2 If the send-off occurs in the last game of the League season, the suspension will follow the player or coach/team official to the immediately following season's first League match.

8.11.5 At the discretion of the League Administrator, the suspension may be increased and a player or coach/team official may receive a more than one game suspension.

8.11.6 The Referee must submit a report, including the name of the player or coach/team official that was sent off, to the League Administrator by 10pm on the Sunday following the game.

8.12 Referee Authority

From the time the Referee enters the playing field or its vicinity and until such time as the Referee leave the playing field or the next game begins, the Referee will have the authority to caution or send off any player, coach/team official or spectator. This authority extends to before, during and after game play, and the entire vicinity of the game field, including the entire location of the field, the Entire Park, facility or complex, and parking lots. The Referee is further given the authority to order off the field or its entire vicinity and parking areas any player, coach/team official or spectator who, in the Referee's judgment, is acting in a manner that is detrimental to the game.

SECTION 9 Scores and standings

9.0 Reporting

- A designated club representative will send the League Administrator a score report (including verification of referees at games) by Tuesday 10 p.m. following the weekend games.

SECTION 10 Conduct and Discipline

10.0 Sportsmanship expectations

Expectations of players, coaches, referees, and parents/supporters are high and reflected throughout these rules as "practicing better sportsmanship". Developing the culture of good sportsmanship is a vital part of the League.

10.1 Send-offs

Refer to Section 8.11

10.2 Disciplinary Committee Any player or coach/team official found to violate any League, Iowa Soccer Association, US Youth Soccer, or US Soccer Bylaws, Rules or Policies, or the FIFA Laws of the Game, may be subject to a hearing in front of a disciplinary committee.

If necessary, the League director will convene a disciplinary committee comprised of the following members:

- The CDL Board of Directors will appoint a three member committee; designees may not have any affiliation with those brought before the committee.

10.3 Disciplinary Committee procedures

- The committee may call any witness to document the case
- The alleged violator may call any witness to document the case
 - After hearing all evidence presented, the disciplinary committee will decide on the discipline to be handed out.
 - Unless the violated rules have a specific punishment the disciplinary committee will determine the punishment, which may be any of the following:
 - o Verbal/Written Warning
 - o Suspension
 - o Removal from the League

SECTION 11 Protests and Appeals

11.0 Investigation

It is the responsibility of the CDL Board of Directors to investigate a properly lodged protest within the timetable as laid out herein. Failure of the parties involved to cooperate with such investigation will result in disciplinary action up to and including suspension.

11.1 Decision

All questions relating to the qualifications of competitors, to interpretation of the rules, or any dispute or protest concerning an CDL League game will be referred to the CDL Board of

Directors. Decisions will be made by the CDL Board of Directors and will be binding on all parties.

11.1.1 A plea of ignorance to all rules and regulations governing this League is not sufficient grounds for a protest.

11.1.2 A referee's judgment will not be a basis for protests and a referee's decision will be final. This includes, but is not limited to, cautions or send-offs for players, coaches/team officials or parents/spectators.

11.1.3 Misapplication of the Laws of the Game (LOTG) may be a valid basis for a protest. Misapplication of the LOTG is different from a referee's judgment call.

11.1.4 To be valid and eligible for consideration

- A protest relating to grounds, goal posts or bars, or other appurtenances of the game will be entertained only if a written objection has been lodged with the Referee and with the opposing coach prior to the start of the game by a coach/team official listed on the team's Iowa Soccer-approved roster from the involved game.
- In any other instances, a protest must be verbally lodged by a coach/team official listed on the team's Iowa Soccer-approved roster from the involved game with the Referee and with the opposing coach at the game site before entering the field of play, or before leaving the game site at the conclusion of the match.

11.2 Filing a protest

- CDL Board of Directors must be notified, in writing or verbally, of the intent to lodge a protest by 10 pm on the date of the match.
- Protest may be filed only by a coach/team official listed on the team's Iowa Soccer-approved roster
- The protest must be filed with the CDL Board of Directors within 24 hours after the completion of the game being protested and include:
 - o A fee in the amount of \$250.00
 - o A written protest which must clearly articulate the disputed matter and include the grounds on which the protest is lodged
 - o A written copy of any information to be presented by witnesses.
- After having received a properly lodged protest, the CDL Board of Directors will notify the team/party against which such protest is made, who will have the right to defend its case. A copy of the written protest will be provided to the other involved team/party.

- A lawyer will not represent a team/party at a hearing unless he or she is a bona fide member of one of the teams/parties concerned.

SECTION 12 Recruiting & Tryouts

12.0 CDL Recruiting Policy

Recruiting: Defined as any action initiated by a club member (coach, assistant coach, team manager, coordinator, trainer, parent, or any person representing a team or club) who seeks to enlist the services of a player.

Recruiting Violation: Defined as any action initiated by a club member (coach, assistant coach, team manager, coordinator, trainer, parent, or any person representing a team or club) who directly contacts a player who is registered to another CDL League or ISL League participating club at any time throughout the seasonal year (August 1 – July 31). There must be documentation of the direct contact in order to allege a recruiting violation has occurred.

12.0.1 Permitted Contact: Contact with a player for limited purpose of participating as a guest player with prior documented approval from the player's current club director.

12.0.2 Social Media and Texting: Clicking on a social media post is permissible (i.e., retweeting or likes) and thus is not considered a recruiting violation. If, however, a club member contacts a player directly via one of those social media platforms or by SMS text message then this is considered a violation.

12.0.3 Camps and Clinics: A player is eligible to attend a camp or clinic from another soccer organization should they choose to do so by their own accord. However, a soccer organization cannot directly contact a player from another organization and invite them to participate in a soccer program as this would violate the recruiting rule.

12.1 Club Promotion

There is a difference between club marketing/promoting and recruiting. Clubs may generally promote their programs and try-outs publicly in the following places.

- Club Websites
- Public Media
- Social Media
- Schools • Libraries
- Sports Stores

- Public Bulletin Boards
- Club Newsletters (Electronic / Mailed)

12.1.1 Public Events Prior to distributing any promotional material at another club's event, you must have written permission from that club/organization.

12.2 Tryouts

All tryouts for team formation must be unrestricted.

12.2.1 Unrestricted Tryouts

- The tryout calendar will be posted on CDL League website.
- Registered or unregistered players may participate in unrestricted tryouts.
 - Any currently registered player who accepts a spot on a team of a different club for the next seasonal year may not train or participate with their new club until the next seasonal year begins (August 1), or the player receives a written release by the current registered club's Coaching Director or designated team official.

12.3 Invitation to join a club

Invites to join a club may only be sent once during a 12-hour window on a date published on the CDL League Webpage. Invites may be sent using email and one of the following methods.

- Phone Call
- Official Letter
- Web Publication

12.3.1 Player Response

A player and his/her family have 12 hours to respond to invite/offer. CDL will provide helpful information to families to prepare for this exciting opportunity.

12.3.2 Becoming a member

A player is considered registered to a club the moment the player, parent, or guardian personally or electronically signs club's form.

12.4 Guest Players

Before approaching a player(s) who is registered with another club, and/or the player's parents, regarding an opportunity to guest play or dual participate, the Director of Coaching or

designated club official from that club must ask for permission to contact the player and/or parents. The "loaning" Club Director has the right to refuse permission.

12.5 Recruiting Violations

Allegations of recruiting violations (1 violation = 1 player) must be based on fact. A written report detailing the alleged violation, including the rules or policies violated and all documents and witnesses supporting the allegation must be submitted to the League director for review and determination. If the allegation proves to be true, the following sanctions will be applied.

- Violation 1: Automatic \$500 fine plus any further action by the disciplinary committee
- Violation 2: Automatic \$1000 fine plus any further action by the disciplinary committee
- Violation 3: The club will be suspended from the League for a minimum of one year and is subject to additional sanctions as determined by the disciplinary committee.