

# LCSL Game Day Procedures

## **Game Rosters will be in the from of the computer generated Game Report:**

- 1) Team roster limits -LSA roster limits are as follows:

	Min. No.	Max. No.
Under 11 - 12 (Competitive)	7	18
Under 13-19 (Competitive)	7	22

- 2) Games roster for Competitive Teams that allow more than 18 players on their roster:

- a. Competitive I (State Wide) League Games (level of play will be shown on game report):

Game rosters for U13-U19 teams shall be limited to 18.

The names of the players who will not be participating in the game shall be marked through on the official Game Report and submitted to the referee prior to the start of each game. All players listed on the Game Report shall have a jersey number printed on the Game Report. Any changes to the jersey number must be written in on the Game Report prior to the start of the game.

Players serving a suspension must be identified and the game report and the roster DO NOT have to be reduced accordingly. The manager shall indicate on the game report that suspension is being server and the referee should note/sign that the specific player did not participate in the game.

- b. Competitive II (Regional) League Games (level of play will be shown on game report):

All players listed on the LSA roster are eligible to play unless there is a player serving a suspension.

3. Teams will surrender Players Passes and a copy of the Game Report generated by the Software Package designated by LSA, which includes the Team Roster to the Referee prior to the beginning of the game. The referee shall check the players against the Game Report and Player Passes prior to the start of the game. If the referee does not perform the above check as they are required to, the coaches must perform the above verification before the start of the game.

If a team does not have their USYS player passes and a copy of the Game Report at the start of the game, the game may be started but they must be present and checked by the end of the match. If the team is unable to present passes and the Game Report by

the end of the match the opposing team will be awarded a 4-0 win. Note an electronic copy of the Game Report and/or player passes (shown on an electronic device such as IPAD) will be sufficient at the game. If only one of the team's has a copy of the Game Report, that Game Report can also be used to check the other team's players to their player passes but the players are limited to those shown on the Game Report.

4. Club Pass Players may be used in LCSL games as detailed below:
- a) A team wanting to utilize a Club Pass player for a LCSL game will need to have the completed and LSA approved from presented and attached to the game report. The Club pass players names should be written on the game report.
  - b) Each team will be limited to three Club Pass players per game and the team's game report roster maximum must still comply with the rule of the competition.

The names of the players who will not be participating in the game shall be marked through on the official LSA Game Report and submitted to the referee prior to the start of each game. All players listed on the Game Report shall have a jersey number printed on the Game Report. Any changes to the jersey number must be written in on the Game Report prior to the start of the game.

**Payment of Referees:**

Payment of referees will be "CASH-IN-HAND" at the field by the team managers prior to the games. Each team will contribute one-half the total referee fees for that age group.

Age Group	Game Length	FEES		
		Referee	AR	AR
<b>U11-U12</b>	60 minutes	30	20	20
<b>U13-U14</b>	70 minutes	35	25	25
<b>U15-U16</b>	80 minutes	40	30	30
<b>U17-U18</b>	90 minutes	50	40	40

**Rules of Play:**

- 1) Game Length & Ball Size

U19(U18/U17)	2-45 min halves	#5
U16(U15)	2-40 min halves	#5

U14(U13)	2-35 min halves	#5
U12 (U11)	2-30 min halves	#4

- 2) Grace Periods: Teams not ready to play at the scheduled start time of any match shall be granted a ten (10) minute grace period. For 11 v 11 games, a minimum of seven (7) players is needed to start a game. For 8 v 8 games, a minimum of five (5) players is needed to start a game.
- 3) Games may end in a tie (no overtimes, etc).
- 4) If a Louisiana Competitive League Game does not have 3 referees, the game can be played as long as both coaches agree. Every effort should be made to contact the assignor to see if referees can be obtained in a reasonable time.
- 5) Home Team: The team listed first in each pairing shall be designated as the home team. The home team shall:
  - a. If in the opinion of the referee there is a conflict, change into a light jersey.
  - b. Select its side of the field (halfway line), if there is a choice.
- 6) Substitutions: Substitutions shall be unlimited. Substitutions may be made with the consent of the referee, at the following times:
  - a. Prior to a throw-in in your favor.
  - b. Prior to a goal kick by either team.
  - c. After a goal by either team.
  - d. After an injury by either team when the referee stops play.
  - e. At half time.
  - f. When the referee stops play to caution a player, only the cautioned player may be substituted prior to the restart of the game.
- 7) Game Terminated due to Inclement Weather: At the referee's discretion, if a game must be terminated due to inclement weather and/or unsafe field conditions and one half of the game has been completed prior to termination, the results of the match at the time of termination will stand. The game will not be replayed.
- 8) Player Misconduct: Ejections (send-off): A player who is ejected (sent-off) from a game shall leave the playing area and team sideline under the supervision of a designated adult team representative  
  
If a player is sent-off during a game, the team manager shall retain possession of the player pass
- 9) Team Misconduct: A team shall forfeit a game if conduct by players, coaches or spectators causes a game to be prematurely terminated or abandoned. Any caution or send-off in the forfeited game is still subject to penalties and suspensions.
- 10) Coach Misconduct: A coach who is ejected (sent-off) shall leave the immediate

vicinity of the playing area and is prohibited from any further contact, direct or indirect, with the team during the remainder of that game. If a credentialed team official is not present, the game is terminated and the offending team shall forfeit the game

If a coach is sent-off during a game, the team manager shall retain possession of the player/coach pass.

- 11) Players serving a suspension may be at the game but he/she must sit on the spectator side of the field as a spectator. He/she cannot use a bench pass to sit with the team.
- 12) Coaches serving a suspension may not be at the complex during the game unless he/she is coaching another team.
- 13) Teams must have a credentialed coach/team official from their club to participate. If a credentialed team/official from their club is not present during the entire game, the game is terminated and will be deemed a forfeit.