



PRESIDIO SOCCER LEAGUE

SOUTHERN CALIFORNIA'S PREMIER SOURCE FOR COMPETITIVE YOUTH SOCCER

TEAM ADMINISTRATOR GUIDE

Presidio Soccer League And San Diego Development Academy

(Updated September, 2014)

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MISSION STATEMENT

The Mission of the Presidio Soccer League (PSL), which is comprised of teams playing in PSL and teams playing in the San Diego Development Academy (SDDA), is to provide scheduling for youth soccer teams in the Southern California area and to encourage wholesome athletic development for the youth of our communities through competition, sportsmanship, positive coaching and positive example from all of its participants and spectators.

BOARD MEMBERS RESPONSIBILITIES

Duties of the Executive Board

President

- Shall conduct and control all Presidio meetings.
- Shall act as chairman of PBOD meetings (non-voting except in the event of a tie).
- Shall approve payment of Presidio debts.
- Shall appoint the chair of the seeding committee with the ratification of the executive board.
- Shall have one vote at general Presidio meetings.
- Shall handle all other duties as assigned by the PBOD.
- Shall Act as Presidio Trial Board Chairman.

Vice-President

- Shall assume duties of President in his absence.
- Shall have one vote at PBOD meetings.
- Shall have one vote at general Presidio meetings.
- Shall handle all other duties as assigned by the PBOD.

Secretary

- Shall publish the general meeting minutes to the website within two (2) weeks of the meeting.
- Shall keep copies of PBOD correspondence.
- Shall have one vote at PBOD meetings.
- Shall have one vote at Presidio meetings.
- Shall have available a listing of authorized member league representatives.
- Shall handle all other duties as assigned by the PBOD.

Treasurer

- Shall keep an up-to-date accounting record of all funds and balances in accordance with GAAP.
- Shall contract an annual audit by an accredited Certified Public Accountant.
- Shall collect all funds.
- Shall disburse all approved Presidio obligations.
- Shall have one vote at PBOD meetings.
- Shall have one vote at Presidio Meetings.
- Shall handle all other duties as assigned by the PBOD.

Directors (Premier, SDDA Boys, SDDA Girls, AAA, North, South)

- Shall be responsible for the successful operation of their divisions of Presidio.
- Shall appoint other administrative aides as necessary.
- Shall administer the Penalty Code in their divisions.
- Shall adjudicate game protests within their divisions.
- Shall have one vote at PBOD meetings.
- Shall have one vote at Presidio Meetings.
- Shall handle all other duties as assigned by the PBOD.
- Premier Director administers all teams Boys & Girls in the Premier Circuits.
- SDDA Boys Director administers all boys teams in the SDDA Boys Circuit.
- AAA Director administers all teams Boys & Girls in the AAA Circuits.
- SDDA Girls Director administers all girls teams in the SDDA Girls Circuit.
- North Director administers all teams Boys & Girls in the North Circuits & Girls Only in the Central Circuits.*
- South Director administers all teams Boys & Girls in the North Circuits & Boys Only in the Central Circuits.*
- Central Circuits are ones that do not have Premier, AAA, North or South in the title.

Assistant Directors

- Shall assist the Directors as necessary.
- Shall assume duties of the Director in the Director's absence.
- Has the authority to resolve schedule conflicts and acts as a liaison between the teams and Presidio.
- Report to their Directors as required.
- If no Assistant Director is designated, the Director shall fulfill the functions of this position.
- Shall have responsibilities as delegated by the Director.
- Shall have one vote at PBOD meetings
- Shall have one vote at Presidio Meetings.
- Shall handle all other duties as assigned by the PBOD.

Directors for Game Sheets

Following is a list of the Circuits each Director is responsible for:

Circuits	Director	Asst. Director for Reschedules
Premier Boys & Girls & SDDA Boys	Kathy Stanton	Tim Loughran
AAA Boys & Girls & SDDA Girls	Rick LaSalle	Bj Kelly
North Brackets	Toni DeCarlo	Bj Kelly
Central Girls Brackets not in South	Toni DeCarlo	Bj Kelly
South Brackets	Mabel Martinez	Tim Loughran
Central Boys Brackets not in North	Mabel Martinez	Tim Loughran

ALL GAME SHEETS/ROSTERS SHOULD BE MAILED **OR** FAXED **OR** SCANNED BY EACH TEAM.

REPORT RESULTS ON LINE WITHIN 48 HOURS OF THE GAME BEING PLAYED (IF YOU FAX, SCAN OR EMAIL YOU DO NOT NEED TO MAIL).

YOU MUST REPORT ALL YELLOW & RED CARDS ISSUED

Premier& SDDA Boys Director – Kathy Stanton

FAX: 760-753-2252 Scan/Email: director directorpremier@presidiosoccer.com

Assistant Director – Tim Loughran; Email: asstdirectorsouth@presidiosoccer.com

AAA & SDDA Girls Director – Rick La Salle

FAX: 619-441-2727 Scan/Email: directoraaa@presidiosoccer.com

Assistant Director – Reschedules – BJ Kelly; Email: asstdirectornorth@presidiosoccer.com

North Director – Toni DeCarlo

FAX: 760-692-1153 Scan/Email: directornorth@presidiosoccer.com

Assistant Director – Reschedules – BJ Kelly; Email: asstdirectornorth@presidiosoccer.com

South Director – Mabel Martinez

FAX: 619-579-8229 Scan/Email: directorsouth@presidiosoccer.com

Assistant Director – Reschedules – Tim Loughran; Email: asstdirectorsouth@presidiosoccer.com

PRESIDIO INFORMATION

Presidio Web Site

www.presidiosoccer.com

San Diego Development Academy Website

www.sddasoccer.com

Presidio General Meeting Dates

Presidio General Meetings are held at 7:00pm on the 3rd Tuesday of each month with the exception of June, when there is no General Meeting. In June Leagues are requested to drop off League Fees at the office of the Presidio Treasurer. The March General Meeting is the President's Meeting.

Meetings are held at the San Diego Marriott which provides the meeting room and parking at a discount. The Marriott is located at:

San Diego Marriott - Del Mar

11966 El Camino Real
San Diego, CA 92130
858.523.1700

Please support the Marriott Hotels whenever possible.

Important Presidio Dates

Month	Description
January	General Meeting, Trophies for U8-U13 Teams
February	General Meeting
March	Presidents Meeting
April	General Meeting
May	General Meeting
June	Collect League and Team Registration Fees
July	General Meeting
August	General Meeting
September	General Meeting
October	General Meeting
November	General Meeting
December*	General Meeting, Trophies for U14–U19 Teams

* Second weekend of December

Presidio Minutes

All Presidio meeting minutes are posted online prior to the next General Meeting. They are located under the <News & Notices> navigation on the website.

Presidio Timeline

The annual Timeline for critical and important dates and events is available online. It is located under the <News & Notices> navigation on the website.

Referee Responsibilities, and Duties

A. Prior to assignment:

In order to be *assigned* any games in Presidio Soccer League (PSL) or San Diego Developmental Academy (SDDA) a referee must:

1. Be shown on Cal South's Registered Officials List, and marked APPROVED under RM Status.
2. Be shown on the Cal South Referee ID Card approved list of referees.
3. Have the current year Cal South Referee ID Card.

IMPORTANT: When registering online, referees must use the same name that they used when they registered with USSF.

How do I receive a Cal South Referee ID Card?

1. **New Referees**
 - a. Must register online at <http://cysa.affinitysoccer.com/home/calsouth/index.asp?sessionguid=>
 - b. **Download and Read** and retain the two documents below:
 1. Referee Responsibilities, Duties and Gaming Rules
 2. How to Score Games in Presidio/SDDA
2. **Returning Referees**
 - a. Must login in to their account with their Username and Password at www.presidiosoccer.com or www.sddasoccer.com
 - b. **Download and Read** and retain the two documents below:
 1. Referee Responsibilities, Duties and Gaming Rules
 2. How to Score Games in Presidio/SDDA

What happens if I forget my card?

If the center referee forgets to bring his Cal South Referee ID Card to the game, Presidio has instituted the following procedure before the start of the game:

1. One of team's manager or coach should call either of the individuals below to verify the referee's status:
 - a. Bob Turner – Presidio President at 619-864-2008 or
 - b. Jack Dobransky – Presidio Vice President at 619-733-8071

The most updated Cal South Referee ID Card List will be checked for the referee name and if verification is given the game is played. If referee cannot be verified the game should not be played and the game is to be rescheduled. Home field advantage is lost and home team is still responsible to pay the referees if/when the game is rescheduled.

2. Any Referee who forgets his card more than twice shall no longer be assigned to games unless he has agreed to bring his card with him to the field. If the referee forgets his card a third time the referee is suspended from doing any more games.

Center referee assigned must be qualified to referee the age group. It is suggested that the center referee be older than the age of the teams playing. It is the assignor's responsibility to properly assign the entire referee team.

B. After accepting assignment to a game and pre-game responsibilities:

1. Referees should be **dressed and ready to officiate** at least **(30) thirty minutes prior to the game.**
2. Referees shall before, during and immediately after the game wear the appropriate uniform, USSF badge and have their Cal South Referee ID Card with them.
3. **Before the game and when collecting the player cards** the referee or referee team **must show** their Cal South Referee ID Cards to whomever provided the player cards to the referee or referee team. The **Presidio/SDDA Official Match/Roster Game Report** is supplied by the home team. If home team does not have their **Presidio/SDDA Official Match/Roster Game Report** the visiting team can supply. Each team is to bring a **Presidio/SDDA Official Match/Roster Game Report** to each game.
4. Referees will check player's equipment (FIFA Law 4): cleats, shin guards, and other uniform requirements. Illegal equipment equals NO PLAY, SAFETY FIRST. Safety of all players is a vital concern of Presidio Soccer League/San Diego Developmental Academy.
5. When presented with the **Presidio/SDDA Official Match/Roster Game Report** make sure it is:
 - a. **SIGNING before the game by either the coach or the manager.** By signing the match/roster game report they are verifying the players they are ready to play the game. Do not accept if not completed and verified by signature.
 - b. Referees verify that each player on the **Presidio/SDDA Official Match/Roster Game Report** has a valid Cal South player pass/card and that :
 1. All player cards have the same club number on them,
 2. The coach is affiliated with the club,
 3. Player's jersey numbers and names are listed
 4. Players being checked-in must match the pictures on the cards and match/roster game report
 5. Handwritten player(s) are legal as long as they have a proper CalSouth Player Card matched to the club's ID.
 - c. Referees will check that each team has a coach in attendance **for the entire game** with a valid Cal South Coaching Pass. A minimum of an "E" License is mandatory for all competitive coaches. A licensed coach, affiliated with that club, must be present during the entire game. **If the coach leaves early and does not have a proper replacement, the game shall be terminated.**

- d. Referees shall be familiar with and understand all Presidio/SDDA Soccer League, Cal South and USSF Rules and Regulations. Referees shall know the length of the game, halftime and ball size, which is also shown on the **Presidio/SDDA Official Match/Roster Game Report**. Presidio/SDDA Soccer League expects referees to be neutral and impartial.
- e. Referees are required to **legibly print their name and enter the last four number of their USSF ID Card in the section at the bottom of the Presidio/SDDA Official Match/Roster Game Report**. Also they must complete any cash on the field form as provided by the club/league. All Player Cards are returned to the team at the conclusion of the game, except for assault on a referee.

C. After game responsibilities:

1. Referees **must submit** match/game report to Presidio/SDDA Soccer League within 48 hours and is part of the referee's duties under FIFA Law 5. All game reports **MUST BE INPUT ONLINE** and **MUST BE EMAILED, FAXED OR USPS MAIL** to the Presidio Director shown at the bottom right of the report.
2. To report games ONLINE go to www.presidiosoccer.com Click on the Quick Link "LOGIN & INFO" Then click either link – "PRESIDIO LOGIN" or "SDDA LOGIN"

Note this page has important documents regarding gaming and to help you report games.

3. Enter your Username and Password. Under the tab "My Account" you should see links under **Registration Applications**. Under your name select the link [2014 Presidio / SDDA Scoring](#) this will take you to the scoring page.
4. Enter the Game Number from the **Presidio/SDDA Official Match/Roster Game Report** and make sure the **DATE RANGE** is correct or within the game date. If your game doesn't come up re-check the number and date range again or call Technical Support Number.

Note: If the game report is not submitted online and promptly, **the referee's associations will be contacted and they will take the appropriate action**. A report indicating online reporting will be supplied weekly to each referee association.

5. Players or administrators/coach cautioned and/or ejected shall have their names recorded by the referee on the **Presidio/SDDA Official Match/Roster Game Report**. The **Presidio/SDDA Official Match/Roster Game Report** has listed the proper **caution or send-off codes** to use.

- All YELLOW CARDS **must be reported** on the online system for **player(s) or administrator/coach**.
 - All RED CARDS, ADMINISTRATOR/COACH DISMISSAL OR REFEREE ASSAULT, **must be reported** on the online system and the referee **must submit a supplemental report called Referee – Send Off Report** available on the Login page of the website. The report should be clearly written and sent to the designated Presidio/SDDA Soccer League Director within 48 hours. The Referee Send-off Report **must also be sent** to your referee’s association President and/or assignor.
 - Also a description of the Red Card can be placed in the comments section online but the referee must complete the supplemental report and sent the report to the Presidio/SDDA Director and their association within 48 hours. This would include any specific details of a red card infraction of USSF, Presidio/SDDA Soccer League or Cal South rules.
6. The Referee when completing the **Presidio/SDDA Official Match/Roster Game Report** will indicate on the roster and online in the scoring comment section any player that sat out a game for any suspension related cards.
 7. Referee’s agree that by accepting and refereeing any Presidio Soccer League/San Diego Developmental Academy game, when requested, will appear before any Trial Board Hearing. Failure to do so will result in said Referee being relieved of all Presidio Soccer League/San Diego Developmental Academy referee duties until the matter has been resolved.

Other Gaming Information

1. The length of break at halftime is **5 minutes**. Added time is at the referee’s discretion and is not mandatory. Presidio/SDDA allows for 15 minutes in-between games, which is ample to check in the teams for the next game. If the halftime limit is not enforced and the referee adds time then there is time crunch. Presidio/SDDA requires a proper and correct check-in of players. Allow or adjust appropriately.
2. **SUBSTITUTIONS:** Player Substitutions are according to FIFA with the exception that the number of substitutions is unlimited. Substitutions in Presidio uses the following guidelines:
 - a) All substitutions may be made by either team, with the consent of the referee, at any stoppage of play.
 - b) When a player injured on the field requires attention, they must be substituted off the field of play, except for the two players of the same team and goalkeeper. Only coach or trainer may attend to injured player unless approved by the referee.
 - c) Substitutions shall be made at midfield line. The substitute player shall not enter the field of play until the player substituted has left the field of play.

d) Excessive substitutions resulting in delay of game is unsporting and is discouraged. The referee has the power through the laws of the game to manage this type of behavior.

3. **GAMES:** The referee may **abandon a match:**

- a) if there are an insufficient number of players to meet the requirements of the Law of the competition,
- b) if a team does not appear or
- c) if the field or any of its equipment do not meet the requirement of the Laws and/or is otherwise unsafe.

An abandoned match will be treated as protested games which may be ruled complete, ordered re-played or continued from the point of stoppage.

The referee may **terminate a match:**

- a) for reasons of safety (bad weather or darkness),
- b) for any serious infringement of the Laws, or
- c) because of interference by spectators.

Terminated games before the commencement of the second half will be re-played in their entirety. Terminated games terminated during the second half will be considered complete. Only the competition authority, not the referee, has the authority to declare a winner, a forfeit, or a replay of the match in its entirety. The referee must report fully on the events.

Abandoned or terminated games may be ruled a forfeit, when the actions of that team's players, coaches or spectators is the cause for the abandonment or termination of the game.

4. **FIELDS:** Fields shall conform to FIFA (Law 1). The home league is responsible for marking and setup of the field. All fields **MUST HAVE** standing corner flags, and goals **MUST be anchored down. No corner flags or anchored goals, NO GAME** and the home team shall forfeit the game. The suitability of corner flags, goals safely anchored and playability of the field are the sole and final discretion of the Referee under the laws of the game.

5. **ADMINISTRATOR RED CARDS/FORFEITS:** If there is not a properly licensed coach affiliated with the club present during the entire game, that team will forfeit the game. All coaches must be currently licensed by Cal South. Any coach from the team's club may continue the game if the coach has a valid coach's card with that club. If the coach is sent off and no other coach affiliated with the club is available to continue as coach, the referee will terminate the match. Abandoned or terminated games may be ruled a forfeit, when

the actions of that team's players, coaches or spectators causing the abandonment or termination. Any coach sent off must be out of sight and sound prior to, during and after the game.

6. **LOAN PLAYERS:** No loan players are allowed.
7. **ILLEGAL PLAYER / FALSIFICATION OF DOCUMENTS:** A team shall forfeit each and every game of the team in which:
 - a. An unregistered player was with the team at the game in a (team) uniform;
or
 - b. A player was improperly entered on the team's roster.

Falsification of records, documents, player identification passes, or in any other matters or manner, shall be grounds for immediate suspension from further participation in Presidio Soccer League with any team or club and in addition can be subject to a Trial Board hearing.

8. **PENALTY FOR COACH'S EXPULSION AND/OR FALSIFYING DOCUMENTS:** If a coach is sent off for Irresponsible Behavior he is unable to coach any team until serving the suspension for the team for which the coach was sent off. If a coach is found to have falsified documents the coach is to sit out a minimum of the next five (5) Presidio/SDDA Soccer League games.* Appeal of this suspension will result in the recommendation to the Trial Board Hearing Committee of a ONE (1) YEAR suspension from date of incident.

*Games – In the case of a coach being sent off, the term games shall be considered as a game day. A coach shall not participate in any other Presidio/SDDA League games during the game day or days of suspension noted in the Presidio/SDDA Penalty Code document at the end of this document.

Example: The coach is expelled at a 9:00 a.m. game. In the event the infraction warrants a one game sit-out, the coach may not coach in any other Presidio/SDDA Soccer League game or games until the game(s) involving the team in which the coach was sent off, (requiring the coach's sit-out), has been completed. Specifically, a coach serving a sit-out may not work with another Presidio/SDDA Soccer League team until the sit-out (suspension) time has been served.

Note: If there are no more League games remaining for person(s) sent off, the penalty assessed shall apply to games in the following season. Failure to comply may result in further Trial Board action.

The Coach must be out of sight and sound prior to, during and after the game. Any Coach that is found guilty of coaching while on suspension will be subject to Trial Board, possible fine and additional period of suspension.

9. **SIDELINE BEHAVIOR:** Coaches are responsible for their sideline and all actions thereon. Coaches are expected to coach their teams in a positive and respectful manner. Presidio/SDDA Soccer League encourages referees to discipline any coach for irresponsible behavior if the coach, player, parent or spectator uses derogatory words or actions aimed at their players, the opposing team's players, coach, sideline or any of the referees.

10. **REFEREE FORGETS HIS CAL SOUTH REFEREE ID CARD:** If the center referee forgets to bring his Cal South Referee ID Card to the game, Presidio has instituted the following procedure before the start of the game:

1. One of team's manager or coach should call either of the individuals below to verify the referee's status:
 - a. Bob Turner – Presidio President at 619-864-2008 or
 - b. Jack Dobransky – Presidio Vice President at 619-733-8071

The most updated Cal South Referee ID Card List will be checked for the referee name and if verification is given the game is played. If referee cannot be verified the game should not be played and the game is to be rescheduled. Home field advantage is lost and home team is still responsible to pay the referees if/when the game is rescheduled.

2. Any Referee who forgets his card more than twice shall no longer be assigned to games unless he has agreed to bring his card with him to the field. If the referee forgets his card a third time the referee is suspended from doing any more games.

Center referee assigned must be qualified to referee the age group. It is suggested that the center referee be older than the age of the teams playing. It is the assignor's responsibility to properly assign the entire referee team.

11. **PROTESTS:** All protests shall be written and mailed to the respective Presidio/SDDA Soccer League Director within 48 hours of the incident with a \$50 fee (certified or league check only). The fee is refunded if the protest is upheld. Only protests based on violation of the Presidio/SDDA Soccer League or Cal South By-laws, the misapplication of a playing rule by a Referee or the use of an ineligible player will be considered. No protest will be considered involving a Referee's judgment.

12. **REFEREE AND TRIAL BOARDS:** The Referee agrees that by refereeing a Presidio/SDDA Soccer League game, when requested, to appear before Trial Board Hearing. Failure to do so will result in said Referee being relieved of all Presidio/SDDA Soccer League referee duties until the matter has been resolved.

13. Games under the “10 TO 4” Rule

Games that cross over the line established by Presidio/SDDA Soccer League shall not be scheduled before 10:00am or after 4:00pm with the following exceptions: (10am to 4pm Rule):

The following leagues are not subject to the 10 am to 4 pm rule. These leagues can schedule and be scheduled for games at any time:

1. Escondido Soccer League/FC Heat
2. San Marcos Youth Soccer
3. San Marcos Matrix
4. Vista Soccer Club
5. Tiffinys
6. Soccer Club of Oceanside
7. Valley Center Youth Soccer

The following leagues are subject to the 10 am to 4 pm rule, except when playing any of the leagues listed above:

1. Fallbrook
2. Arsenal-Ramona
3. United Premier Soccer Association-Menifee
4. Temecula United
5. Temecula Valley
6. Imperial Valley**

These games are mandatory reschedules but must be done within the reschedule timeline. Games can be played outside the 10-4 rule with a mutual agreement between clubs/teams. Mutual agreements should be done via email and sent to the Assistant Director for your circuit.

** The 10-4 Rule applied to all Imperial Valley games and are Mandatory Reschedules for all Presidio/SDDA Clubs but must be done within the reschedule period. The games can be rescheduled to any field in San Diego County.

Presidio/SDDA Soccer League Penalty Code

Contents

1.1 Objective and Scope

1.2 Players- Class of Infraction

1.3 Players – Penalties for Infractions

1.4 Coaches etc. – Class of Infraction

1.5 Coaches etc. – Penalties for Infractions

1.1 Objective and Scope

1.1.1 To establish a recommended, but not mandatory, set of guidelines for Presidio Soccer League and San Diego Developmental Academy (SDDA) Trial Boards for uniform enforcement of “Reported”* infractions by use of corrective penalties.

*Reported – defined as:

Caution – yellow card

Ejection – red card

Referee game report

Properly submitted and documented letter of information or charge made against any player, coach, administrator or other person by a member or members parent of CalSouth.

1.1.2 To eliminate or greatly reduce, the intolerable action, attitudes and activities of some soccer players, coaches, administrators, parents and others.

1.1.3 To place on notice- The Presidio/SDDA Membership (i.e. players, coaches, assistant coaches, trainers, team managers, administrators, parents and all other interested parties) that the infractions outlined in this guideline will no longer be tolerated without corrective action in the form of standardized penalties.

1.1.4 The objective of this guideline will not be realized unless reports of infractions and/or other improper activities from referees, coaches, players, administrators and parents reach the Presidio/SDDA Soccer League Board of Directors.

1.1.5 All yellow and red card infractions shall be reported within 48 hours to the appropriate Presidio/SDDA Director. Any charge of abuse or assault by a player, coach, parent or spectator against any other player, coach, parent or spectator shall be reported to the Presidio/SDDA Soccer League Board of Directors through it’s Vice President, where it will be forwarded to CalSouth for further actions.

Properly Reported matters shall include the following:

1. Report on game card by Referee mailed within the required FORTY-EIGHT (48) hours.

2. A letter from the Referee to the Presidio Soccer League detailing the nature of the offense, mailed within the required FORTY-EIGHT (48) hours.
3. A report made by any (CalSouth) registered player, coach or administrator detailing the nature of the offense, mailed within the required FORTY-EIGHT (48) hours.

1.2 Players – Class of Infraction:

1.2.1 Technical – Class 1

1. Swearing (profanity on the field)
2. Arguing (beyond dissent) with Referee or Linesman.
3. Harassing or criticizing Referee or Linesman.
4. Yelling at players, coaches or fans

1.2.2 Physical – Intentional – Class II

1. Continued tripping
2. Continued jumping
3. Continued kicking
4. Continued handballs
5. Continued pushing
6. Retaliation to above
7. Other

1.2.3 Physical – Violent (Intentional) – Class III

1. Violent conduct, includes violent trip, violent push, attempting to strike a player during play.
2. Spitting at opponent, coach, administrator or spectator.
3. Verbal threats not considered as assault.
4. Throwing or kicking the ball at an opponent during a stoppage of play or in retaliation.
5. Tackles from behind which endanger the safety of an opponent.
6. Retaliation “Beyond Defense” of his/her person.
7. Assault on any player, coach, administrator or spectator. (To be referred to CalSouth). Presidio/SDDA penalties will apply if CalSouth refers the case back to the Presidio/SDDA League for adjudication.

1.2.4 Assault – All Assaults – Class IV

1. Assault on player
2. Assault on coach

3. Assault on any other persons present

1.3 Players – Penalties for Infractions:

1.3.1 Class I

1. Yellow card: Referee may caution player.
2. Red card: (1st Report) – Referee’s removal of player during the reported game – plus player to sit out the next Presidio League game.
3. Red card: (2nd Report) player to sit out the next two (2) Presidio League games.
4. Red Card: (After 3rd Report) Player to sit out the next five (5) Presidio/SDDA games and Trial Board Hearing to be held. Recommendation to the Trial Board Hearing Committee is a ONE (1) YEAR suspension from date of incident.

Exception for any red card report received after 2nd report: Unusual circumstances may dictate a stronger or lighter penalty to be determined by trial board hearing.

1.3.2 Class II

1. Yellow Card: Referee may caution player.
2. Red card: (1st Report) – Referee’s removal of player during reported game – plus player to sit out the next Presidio/SDDA League game.
3. Red card: (2nd Report) player to sit out the next three (3) Presidio/SDDA League games.
4. Red card: (After 3rd Report) Player to sit out the next five (5) Presidio/SDDA League games and Trial Board Hearing to be held. Recommendation to the Trial Board Hearing Committee is a ONE (1) YEAR suspension from date of incident.

Exception for any red card report received after 2nd report: Unusual circumstances may dictate a stronger or lighter penalty to be determined by trial board hearing.

1.3.3 Class III

1. Red card: (1st Report) – Referee’s removal of player during reported game – plus player to sit out the next three (3) Presidio/SDDA League games.
2. Red Card: (2nd Report) Player to sit out the next five (5)
3. Red Card: (3rd Report) Player to sit out the next five games (5) Presidio/SDDA League games and Trial Board Hearing to be held. Recommendations to the Trial Board Hearing Committee is a ONE (1) YEAR suspension from date of incident.
4. Red card: (After 2nd Report-Same offense in preceding or Following season) Player to sit out the next five (5) Presidio/SDDA League games and Trial Board Hearing to be held. Recommendation to the Trial Board Hearing Committee is a LIFETIME SUSPENSION.

1.4 Coaches – Class Infraction (includes Assistant Coaches, Trainers, Team Managers, etc).

1.4.1 Technical – Class I

1. Swearing (profanity on or at the field).
2. Verbal insults or disparaging remarks directed at the Referee or Assistant Referees.
3. Verbal insults or disparaging remarks directed at Coaches, assistant coaches, team managers, player, Club officials, parents or other persons.
4. Allowing ineligible players to participate in Presidio/SDDA game.
5. Entering field of play without Referee's permission.
6. Removing team from field prior to conclusion of game.
7. Inciting or encouraging others to commit or engage in Items 1 through 6 above.
8. Other

1.4.2 Physical – Class 2

1. Coach assault on player (coaches team or opposing team).
2. Coach assault on other coaches, assistant coaches, team Managers, club officials, parents or any other persons.

1.5 Coaches – Penalties for infractions (includes Assistant Coach, trainers, Team manager etc.)

1.5.1 Technical – Class I

1. Yellow Card: Referee may caution coach.
2. Red Card: (1st Report) removal by Referee from reported game – plus coach may not coach in next consecutive Presidio/SDDA game*.

* Exception – IF the Referee report indicates that the coach's actions caused the players or spectators to become negatively involved, the coach may be referred to a Trial Board Hearing.

3. Red Card: (2nd Report) Coach to sit out the next three (3) Presidio/SDDA League games* and depending upon the circumstances may be referred to a Trial Board Hearing. Recommendation to the Trial Board Hearing Committee is suspension from the balance of the Presidio/SDDA Season.
4. Red Card: (3rd Report) Coach to sit out the next (5) five games Presidio/SDDA League games and Trial Board Hearing to be held. Recommendations to the Trial Board Hearing Committee is a ONE (1) YEAR suspension from date of incident.
5. Red Card: (After 2nd Report) Coach to sit out the next five (5) Presidio/SDDA League games* and Trial Board Hearing to be held. Recommendation to the Trial Board Hearing Committee is a ONE (1) YEAR suspension from date of incident.

* Exception: Unusual circumstances may dictate a stronger or lighter penalty to be determined by Trial Board Hearing.

1.5.2 Physical – Class II

1. Red Card: Referee removal of Coach from the reported game, Coach to sit out the next five (5) Presidio/SDDA games* and Coaches actions to be reported to CalSouth for disposition.
2. Full cooperation with police agencies and Courts with respect to any criminal actions brought as a result of infraction(s).

* Games – In the case of a coach receiving a red card, the term games shall be considered as a game day. A coach shall not participate in any other Presidio/SDDA League games during the game day or days noted in the class penalties described above.

Example: The coach receives a red card at a 9:00 a.m. game. In the event the infraction warrants a one game sit-out, the coach may not coach in any other Presidio/SDDA League game or games until the game involving the team in which the coach received the red card, (requiring the coach's sit-out), has been completed. Specifically, a coach serving a "sit-out" may not work with another Presidio/SDDA League team until the "sit-out" time has been served. Note: If no League games remain for persons assessed red card penalties, the penalty assessed shall apply to games in the following season. Failure to comply may result in further Trial

RULES, REGULATIONS AND GAMING INFORMATION

Updated Gaming Regulations are listed online. They are located under the <Gaming Information> navigation on the website.

Presidio Soccer League is sanctioned as a gaming league by Cal South. As such, we are required to abide by Cal South's Rules and Regulations, which are posted on the Cal South website under the <About Us> navigation.

The Cal South website is at <http://www.CalSouth.com>.

Coaches and Team Manager's Game Day Duties and Responsibilities

The game day rules and duties for coaches and team managers are designed to help the games start on time. Field spaces are limited and game times are set to where sometimes 6 to 8 games are played on the same field. There is by design only 15 minutes between each game. If a referee adds any time to a game then there is even less time between games. So come to the field **READY TO PLAY**.

The following rules are help keep games on time and help with referee check-in. Referees have been told what is expected of them and following these simple rules is what is expected of you to make it better for all. Here are the rules that must be followed **BEFORE and AFTER** the game to help keep the games on time.

BEFORE THE GAME

1. **Visiting Team** - When your team takes the field make sure they are in their game jersey that will be used for the game, and **not their practice tee-shirt**. This will expedite the check-in process and allows the home team to wear the appropriate contrasting color. Presidio /SDDA rule is players are in their game jerseys 15 minutes before the scheduled start of the game.
2. **Home Team** – Home team must change jersey color to contrast with the visiting team’s jersey. Ask your opponent as to what color they are going to wear. Then when your team takes the field they will be in the appropriate color. This will expedite the check-in process. Presidio /SDDA rule is players are in their game jerseys 15 minutes before the scheduled start of the game.
3. **Rosters** – Make sure your game rosters in the Affinity System have **player numbers assigned to each player**. If you don’t know how to do this contact Affinity Sports or read the Team Administrator’s Guide. No numbers on rosters slows the team check-in process and will make the games run late. Presidio/SDDA rule is that all jersey numbers are to be on the official roster prior to be handed to the referees for check-in.
4. **Cal South Referee ID Cards Verification** – This must be done prior to the start of the game. The best time to verify the Cal South Referee ID Card is when you hand your player cards to the referees. Referees have been instructed to show the cards prior to the game and not after the game. After the game they have to check-in the next teams, complete the game/roster sheet and get some water.
5. **Start Time and Halftime** – Have your players ready to go at the schedule start time of your game. Do any cheers or instructions before the start time. **Remember, halftime is 5 minutes**. Do not make the start of the second half late, referees have been told by Presidio/SDDA to report teams that abuse the 5 minute halftime to their assignors.

AFTER THE GAME

1. **Immediately after the Game** -Managers or coaches must immediately after the game walk over to where the referees are located to pick up the game/roster sheets and your player cards. **DON’T MAKE THE REFEREE COME TO YOU**. This will expedite the start of the next game. Please wait patiently and give the referee time to complete the game/roster sheet, then check the scoring and initial the sheet if correct. Don’t argue with the referee about calls since nothing can be done by the referee, and they have the next game to officiate. If you have a concern you can file a report with Presidio/SDDA to the appropriate Director for your circuit.

Game Rescheduling Instructions

If you have any technical problems with the scheduling system, **call Tech Support Number (800) 808-7195**.

The following chart summarizes the rescheduling responsibilities for the Assistant Directors. Please review carefully prior to contacting either Assistant Director regarding a reschedule.

Circuits of Responsibility for Rescheduling Assistance:

Assistant Director North: All AAA & SDDA Girls Circuits; All North AA-A; AA-B; AA-C; All Girls Non-south circuits

Assistant Director South: All SDDA Boys Circuits; All South AA-A; AA-B; AA-C; All Boys Non-North Circuits.

Summary Statement: Several years ago the Presidio General Membership formed a committee consisting of Presidio Reps and Board Members to review the Rescheduling rules. There was a growing concern about the amount of reschedule requests per season. The committee met several times and made recommendations to the General Membership regarding reschedules. It was voted on by the General Membership that there be no reschedules except for those that conflicted with SAT, PSAT and ACT testing dates. Check the Presidio Timeline (Presidio Home Page Quick Link) which shows a timeframe in which games can be rescheduled. Once the timeframe has ended, no reschedules can occur except for the above mentioned testing dates as well as a Same Day Reschedule (cost of \$50 is assessed) and reschedules due to venue losses.

These rules were originally agreed upon for the 2012-13 Presidio season and will remain in effect until the Membership votes to change them. While it seems odd that two teams can't reschedule when they both agree, the General Membership felt that too many teams were pressured into rescheduling and therefore put the rules outlined above into place.

There are two reschedule periods. 1st FREE Reschedule Period is used by Leagues to work with each other to eliminate conflicts. The 2nd Reschedule Period is to be able to complete any "open" reschedules created during the FREE Reschedule Period. If an "open" reschedule is not finalized during the 2nd Reschedule Period then the game must be played at the originally scheduled time.

The only other reasons for games to be rescheduled are as follows: rain reschedules; referee no-show reschedules; loss of field reschedules; Same Day Reschedules (for a \$50 Fee) and limited Presidio Board of Director approved reschedule needs. Reschedule of games in these categories must have the cooperation of both teams and each team must respond to a request within 48 hours of the opposing team's request.

Check the current Timeline online for actual dates. Each League will designate one contact person as their Reschedule Person, who must respond to a reschedule request within 72 hours (3 days). An alternate person will also be designated in case there is no response from the main Rescheduler. Only these individuals may contact the Presidio Soccer League Assistant Directors to request help with any reschedule issue.

1. There will be an open “Free” rescheduling period, dates shown on the timeline, which will allow for rescheduling games for any reason. Special attention should be given to SAT, PSAT, and ACT testing dates for U15 and above. This open “Free” rescheduling period will be closed for any new reschedules as shown on the timeline.
2. After the open “Free” reschedule is closed there is a limited timeframe “Grace Period” in which to complete any open (non-completed) reschedule request in the system. See Timeline for Dates. After this “Grace Period” the games will be played as shown on the schedule.
3. SAT, PSAT and ACT are only mandatory reschedule dates to be completed prior to the end of the Free Reschedule Period. Prom, dances, church or any other conflicts are not mandatory reschedules.
4. Pending assignment games are un-scheduled games which must be scheduled. Presidio will communicate any approaching deadline.
5. Field marked TBA is not an actual field location it indicates To Be Announced, it is an un-scheduled game until a field is assigned.
6. Instructions on rescheduling games due to rainouts or any other Act of God will be posted on the Presidio Soccer League website after the cause.
7. Same Day Reschedule Fee – team(s) wanting to move a game to a different time on the same day will pay \$50. Contact your Presidio Soccer League Assistant Director to move this game.
8. Teams within the same league playing each other will be allowed to reschedule without fee. Contact your Presidio Soccer League Assistant Director to move this game.
9. Lost field moved to different location should be scheduled within 30 minutes of original game time on the new field.
10. Games should be scheduled early by all clubs so that conflicts can be worked on.
11. Fines will be enforced as per the Presidio Timeline. In addition teams/leagues will be fined if found that any game is rescheduled after the close of the system, without consent of Presidio Soccer League.
12. All fields used for Presidio Soccer League games will be called their officially designated name as provided by the municipality or the city owning the field.

Presidio Rescheduling Procedures for Approved Game Reschedules:

Home Team is responsible for coordinating the reschedule.

Home Team contacts away team and comes to an agreement to a new game date/time/venue.

Only after the agreement has been reached, Home Team emails appropriate Assistant Director with the information shown below.

THE FOLLOWING INFORMATION MUST BE PROVIDED ONCE BOTH TEAMS AGREE TO A RESCHEDULE.

Game Number:

Game Date:

Game Time:

Venue:

Approval via email from both teams agree to the above

Game Number must be in email subject line.

Venue must be the exact same name and field number as shown in the Presidio venue listing

Game Scoring Instructions

Team Manager

To report scores you must have a Team Manager, Head Coach or Assistant Coach Account on the Cal South CORIS system.

To Setup Your Account

1. Log in using your Team Manager's or Head Coach Account established on the Cal South CORIS system.
2. If you do not have an account please contact your League Registrar to set up an account or use the Activate Your Account option from the Cal South CORIS logon page found at the following: <http://cysa/affinitysoccer.com>.
3. If you have problems please contact Kathy Stanton via email at cestkathy@aol.com.

Entering Game Information and Reporting Scores

1. Go to www.presidiosoccer.com.
2. Click the Enter button on the right hand side.
3. You can log in from this page by using the fields on the left hand side or Click on the Gaming Tab at the top of the page.
4. In the Tournament Applications/Gaming Scoring area for your respective team on the right hand side Click the Schedules/Game Scoring link.
5. The schedule will appear for the respective Team.
6. Find the game to be scored.
7. Click on the box under the Score label for your team and the following window will appear (see diagram on the next page).

8. The window displays the game date, time, field and team information.
9. Input the Score fields the game score.
10. If the game has been forfeited select the Special Code Section for the team that FORFEITED.
11. Provide the Cautions and Ejection for both Team by selecting
 - a. First the player and/or coach from the drop down fields,
 - b. Then selecting the Type and reason for the caution or ejection,
 - c. Then Click on the Add button to add the item to the list,
 - d. If more than one item repeat (a) through (c) above until all have been inputted, and
 - e. Repeat for both teams.
12. You may also write comments about the game at the bottom of the screen.
13. Remember Click to Save Stats at the bottom of the screen once you have finished entering the results.
14. If you need to edit the information you can make changes and Save Stats again.
15. If you need to edit the information then use the Clear Stats Button at the bottom of the screen.
16. Once a Team Manager, enters the scores and the cards, the system will show the information on the standings.
17. If the Opposing Team managers enter different information then the system will display
 - a. Scores and/or the cards (cautions or ejections) are contested,
 - b. The Contested item will be displayed with a red "S" for contested Score and a Red "C" for contested Card, and
 - c. When this happens you will need to have the Roster Game Report to confirm your input and you must contact your circuit director.
18. If by chance the Referee has report your game before you do, you will be locked out and will be unable to report your score. If the information entered by the Referee does not match your records, contact the circuit director for your game by email to make them aware of the discrepancy.

Reporting Scores – Additional Information

EVERY TEAM MUST REPORT SCORES, YELLOW CARDS AND RED CARDS WITHIN 48 HOURS OF THE GAME BEING PLAYED! THIS IS MANDATORY!

YOU ALSO MUST SEND A COPY OF YOUR GAME SHEET TO THE DIRECTOR THAT IS LISTED ON THE BOTTOM RIGHT SIDE OF THE GAME ROSTER. YOU MAY SCAN, EMAIL, FAX OR MAIL THE COMPLETED FORM.

Instructions for Scoring and Reporting Games (see the next page for image of Game Stat Entry form):

1. Enter Score for Each Team.
2. In the **Goals/Cautions/Ejections** section:
 - a. Use the drop down menu to select the player, administrator or coach, and
 - b. Do this for both teams, not just your own team.
3. From the **Item Type** drop down select the appropriate item type then select the reason, then click “Add”,
4. In the **Referees Assignment** section:
 - a. Select the appropriate Center Referee, then click “Add” in the Center Referee box,
 - b. Do the same for the Assistant Referee(s), and
5. In the **Comments** Section add any pertinent comments or additional information relating to the game.

Both teams **MUST** record the same information. The letter “C” (for Conflict) will appear in the standings if the entries from each team do not match. It may be due to the type of yellow or red card or the player’s name. It could be due to one team entering a yellow or red card and the other team not. **IF THE ENTRIES FROM EACH TEAM DO NOT MATCH EACH OTHER**, a “C” WILL SHOW in the standings and no score will show until corrected.

- A “C” following the initial conflict “C” results when there is a conflict with the **cards**
- An “S” following the initial conflict “C” results when there is a conflict with the **score**

The directors will correct this as soon as they receive the hard copy of the game sheet.

If the game is a forfeit then you must enter this under the Special Code Section. This is directly under the score.

Drop Down Menu

- Click on forfeit game on the team that forfeited
- Enter score as 1 – 0 for the team that won.
- After everything is entered click on the “Save Stats & Comment” button.

Game Stat Entry Form

Game Stats Update - Windows Internet Explorer
http://presidio.affinitysoccer.com/tour/gamestats/gamestats.asp?sessionguid=8437D158-7834-47FC-ABC7-7268E589C544&tournamentguid={C588D6D8-7110-4819-...

Instructions:

The required fields are **Team Colors** and **Team Scores**. Team Colors cannot match.

In Goals/Cautions/Ejections section, Please select from the drop down to add goals, ejections, or cautions for a selected Admin or player.

Note: player numbers must match those that are in the roster. **Click on the Team Names to add Jerseys.**

- 2C - Second Caution
- AOL - Abusive / Offense Language
- DGF - Denies Goal scoring opportunity by impeding Foul
- DGH - Denies Goal scoring opportunity Handling
- DIS - Dissent
- DR - Delay Restart
- EFI - Enter field improperly
- FRD - Fails to Respect Distance
- IRB - Irresponsible Behaviour
- LFI - Leave field improperly
- PIL - Persistently Infringing Laws of the Game
- SFP - Serious Foul Play
- SPT - Spitting
- USB - Unsporting Behavior
- VC - Violent Conduct

1 or more referees can be assigned to a game. To add referees simply scroll through the names on the "Available Referees" list and click "Add/Remove" to add/Remove the referee to this game. If the referee is not already in the system, you can add him/her by clicking "Create New Referee".

Game Stat Entry

Game Number: 41908	Date: 9/8/2012	Time: 03:50 PM	Field: 1
Home: Nado - B16		Visitor: Rebels Soccer Club - B16 Fernando	
Colors: <input type="radio"/> None <input checked="" type="radio"/> None	Colors: <input type="radio"/> None <input checked="" type="radio"/> None		
Score: 0	Score: 0		
Special Code --	Special Code --		

Goals/Cautions/Ejections		Goals/Cautions/Ejections	
--Select Admin/Player--	--Select Admin/Player--	--Select Admin/Player--	--Select Admin/Player--
Item Type	Reason	Item Type	Reason
--	--	--	--
<input type="button" value="Add"/>	<input type="button" value="Remove"/>	<input type="button" value="Add"/>	<input type="button" value="Remove"/>

Referees Assignment (click name to rate referee performance)

Select Available Referees: Acevedo, Alexander

Center Referees	Assistant Referees	Club Linesman
<input type="button" value="Add"/> <input type="button" value="Remove"/>	<input type="button" value="Add"/> <input type="button" value="Remove"/>	<input type="button" value="Add"/> <input type="button" value="Remove"/>

Comments

Add Comment:

125%

Penalty Point System

Point Deductions for Yellow/Red Cards

Coaches

Card	Penalty
Red Card	5 points
Yellow Card	1 point

Players

Card	Penalty
Red Card	4 points
Yellow Card	1 point

ANY 4 YELLOW CARDS ISSUED TO ONE PLAYER AT ANYTIME DURING THE CURRENT SEASON WILL RESULT IN THE PLAYER SITTING OUT THEIR NEXT SCHEDULED GAME AS IF IT WERE A RED CARD.

THERE WILL BE NO EXTRA POINTS ADDED.

Earned Points

Game with NO (0) Cards will result in a 2 point credit to the team

There will be a running total throughout the year. Penalties will be assessed to teams at the end of year.

Penalty Points

When a Team Reaches	The team and/or coach will be penalized by:
15 Points	2 point deduction from standings
25 Points	Coach will be suspended for 1 game
30 Points	Additional 2 Point Deduction from standings
35 Points	Coach will be suspended for 2 games
	Coach will be required to attend referee class

Additional 2 Point deduction from standings

40 Points Team & Coach will be summoned to Trial Board

Team & Coach will not be accepted into Presidio the following year

Teams will not be penalized twice for the same points

Example:

- Team receives 15 points
- Team plays 2 games with no cards and earns 4 points
- Team drops down to 11 points
- Team receives points to bring them back up to 15 points
- Penalty will not be assessed a second time

Jersey Numbers

JERSEY NUMBERS MUST BE ADDED TO ROSTER BEFORE YOUR FIRST GAME.

This can be completed by the Team Manager via the Presidio website/admin login screen.

To add player jersey numbers to the game rosters/sheets, please **follow these instructions:**

- Log-in with your user name and password. Please contact your League registrar for login information.
- Click on "My Account" screen and scroll to the bottom where team Id # is listed and click on the "edit link". This brings you to the team roster page.
- Scroll to the bottom and click on "edit player info" put in jersey numbers and click on save changes..
- Both Home and Away columns should be completed even if both home and away jersey numbers are the same.

Please note that it may take about 20 minutes for the system to update the information.

Venue Information

There are two areas on the web site that you can obtain this information.

www.presidiosoccer.com

Left side click on "Gaming Information"

- Click on "Venue Information"

This will bring up all the Venues and directions to the fields.

It is best to go directly to the schedules:

- Left side click on “Gaming Information”
- Click “Schedules & Scores”
- Click on the field name under “Venues”

Presidio Field Dimensions

Age Group	Length (yards)	Width (yards)	Goal Box (yards)	Penalty Box (yards)	Center Circle (yards)	Goals (feet)
U08 – U10	70 – 80	40 – 50	6 yards from each goal post and 6 yards into the field of play	14 yards from each goal post and 14 yards into the field of play	8 yard radius	7’ high x 21’ wide
U11 & Older	100 – 130	55 – 100	6 yards from each goal post and 6 yards into the field of play	18 yards from each goal post and 18 yards into the field of play	10 yard radius	8’ high x 24’ wide

Game Inspection Request

You can request a Game Inspection at any time.

The form is located on the Presidio web site at www.presidiosoccer.com

- Click on: “Resources” (left side)
- Click on: “Presidio Forms”
- Click on: “Game Inspection Request”

Follow Instructions (sample on next page)

- Complete all above fields
- Submit by E-mail (use submit button)
- Print the Form and sign it
- Mail Form along with \$100 Game Inspection Fee to:

Presidio Soccer League
839 Woodley Place
Encinitas, CA 92024

Reasons for requesting

- Red cards issued first game you played
- Both teams are tied for 1st or 2nd place
- Problem parents
- Problem coach
- Problem referees



Request for Game Inspection

Requesting Team Information

Requestor Name Requestor Club Name

Position with Club Other Position (if not listed at left)

email Address Phone Number

Team Circuit Team Gender/Age

Opposing Club Team

Requested Game to Inspect

Game Number Game Date Game Time

Game Venue Field Number

Reason for Request

_____/_____/_____
Requestor Signature Date

Instructions:

1. Complete all above fields.
 2. Submit the Form by E-mail (use the submit button below).
 3. Print the Form and sign it.
 4. Mail Form along with \$100 Game Inspection Fee to: Presidio Soccer League, 839 Woodley Place, Encinitas, CA 92024.
- Note:** Submittal of this Request Form does not guarantee that the game will be inspected, especially on short notice. If game is unable to be inspected, fees will be returned promptly.

Submit Form

Print Form

PSL V0708

Player Transfer Waiver Form

THIS IS TO BE COMPLETED USING THE CALSOUTH TRANSFER RULES. GO TO THE CALSOUTH WEBSITE FOR THE LATEST INFORMATION.

This can be obtained on the Cal-South web site at www.calsouth.com. The Transfer information can be found through this link at www.calsouth.com/en/release-transfer.

To find it manually to go www.calsouth.com and

1. Click Resources at the top of the page
2. Transfer Link is 6th down the list
3. Follow the Instructions
4. Any questions – contact your League’s Registrar

Yellow and Red Card Offenses

Cautionable Offenses or Yellow Cards

- UB – Unsporting Behavior
- DT – Dissent
- PI – Persistent Infringement of Laws
- DR – Delay Restart
- FRD – Fails to Respect Distance
- E – Enter Field Improperly
- L – Leave Field Improperly

Sending Off or Red Cards

- SFP – Serious Foul Play
- VC – Violent Conduct
- S – Spitting
- DGH – Denies Goal Opportunity Handling
- DGF -Denies Goal Opportunity Foul
- AL – Abusive/Offensive Language
- 2CT – Second Caution

Anyone receiving a red card automatically needs to sit out the next scheduled game. DO NOT wait to be notified by your Director. Once the Presidio Director receives the referee report and your game sheet they will assess the situation and let your team contacts know if there are any additional games that the player needs to sit out. If you are not sure of the suspension length, please email the director for your circuit.

Player Red Cards (Send Offs)

It is the duty of the Team Coach and/or Team Manager to ensure that suspended players sit out any games for which they are suspended and also to document the sit out. This may be done one of two ways as follows. **Please check with your circuit director for his or her preferred method.**

- 1) Removing the player from the active player team list in the Presidio system.
 - a. Removing the player from the game roster is one method of proving that a suspended player did not participate in a game because if the player is not listed on the roster it is assumed the player did not participate.
 - b. Remove the player by going to your player roster tab. Uncheck the active box on the right side and then click on the set active player button. This will remove the check mark for the player which will remove their name from the roster. After the player has sat out the appropriate games you will need to go back into the system and reactivate the player.
- 2) Crossing his/her name off the game sheet roster for the game(s) in which they are suspended and having the referee initial that the player did sit out.

When scoring the game in the online system, document the players' names that served suspensions.

In either case, proof must be submitted to the appropriate Presidio Director so the red card may be cleared in the system.

Coaches Send Offs (Red Card)

This is very important especially for coaches having more than one team. If you are sent off or receive a red card then you **CANNOT COACH ANY OTHER TEAM UNTIL YOU HAVE COMPLETELY SAT OUT THE ENTIRE SUSPENSION FOR THE TEAM IN WHICH YOU RECEIVED THE SEND OFF.**

Example: If you have a Sat. 8:00 am game and you get sent off or red carded

- But you also have a Sat 1:00 game for another team.
- **YOU CAN NOT COACH THE 1:00 GAME.**

If the following week your 2nd team has an 8:00 am game and the team that you got red carded has a 1:00 game. **YOU STILL CAN NOT COACH THE 8:00 ARE GAME.** If you do coach then the number of games that you get suspended for will be increased.

IMPORTANT

Only players are shown the red or yellow card.

Coaches are not shown red or yellow cards. If a coach is sent off it is considered a red card. Coaches are responsible for the sideline behavior so if your parents get out of hand your coach may be sent off.

PARENTS CAN NOT BE RED CARDED BUT THEY CAN BE REMOVED FROM SIGHT AND SOUND OF THE GAME.

End of Year Red Card Carryovers

It is very important that your player and coaches know that if they receive a red card at the end of the season and they have **NOT** served their suspension it will be carried over to the following year. If the player or coach switches clubs the suspensions will follow them wherever they go.

Suspensions MUST be served in the Presidio Season. Presidio Cup or tournaments do NOT COUNT as serving the suspension.

SEEDING CRITERIA

Presidio Seeding Rules - Presidio Seeding Criteria and Procedures

For purposes of forming balanced circuits, teams petitioning to play up or return to their own-age entitlement must be approved by the Presidio Board of Directors (PBOD). The request must be in writing and submitted at the time of application. In addition a separate request must be provided to the PBOD.

Purpose

This document provides to the Seeding Committee the criteria and the methodology for the formulation of balanced playing circuits.

Circuit Size

U-8 and U-9 Circuits

Shall be organized by the Seeding Committee and approved by the PBOD. The designation of AAA shall not be assigned to U-8 or U-9 circuits. All U-8 and U-9 circuits shall have eight (8) teams whenever possible. If after the circuits are set at eight (8) teams and a higher number of teams apply, then the number of teams in each circuit will be adjusted to create the best balanced playing circuit as possible, starting with adding to the lowest level first and then to the next higher level until all teams are seeded. If after the circuits are set at eight (8) teams and a lower number of teams apply, then the number of teams in each circuit will be adjusted to create the best balancing of playing circuits starting with the lowest level first then to the next higher level.

U-10 through U-11 circuits

The AAA circuit shall have eight (8) teams, whenever possible. The AA circuits shall have eight (8) teams, whenever possible. If after the circuits are set at eight (8) teams and a higher number of teams apply, then the number of teams in each circuit will be adjusted to create the best balanced playing circuit possible, starting with adding to the lowest level first and then to the next higher level until all teams are seeded. If after the circuits are set at eight (8) teams and a lower number of teams apply, then the number of teams in each circuit will be adjusted to create the best balanced playing circuits starting with the lowest level first then to the next higher level.

U-12 through U-16 circuits

The Premier and AAA circuits shall have eight (8) teams, whenever possible. The AA circuits shall have eight (8) teams, whenever possible. If after the circuits are set at eight (8) teams and a higher number of teams apply, then the number of teams in each circuit will be adjusted to create the best balanced playing circuit possible, starting with adding to the lowest level first and then to the next higher level until all teams are seeded. If after the circuits are set at eight (8) teams and a lower number of teams apply, then the number of teams in each circuit will be adjusted to

create the best balanced playing circuits starting with the lowest level first then to the next higher level.

U-17, U-18 and U-19 circuits

The Premier and AAA circuit shall have eight (8) teams, whenever possible. The AA circuits shall have eight (8) teams, whenever possible. If after the circuits are set at eight (8) teams and a higher number of teams apply, then the number of teams in each circuit will be adjusted to create the best balanced playing circuit possible, starting with adding to the lowest level first and then to the next higher level until all teams are seeded. If after the circuits are set at eight (8) teams and a lower number of teams apply, then the number of teams in each circuit will be adjusted to create the best balancing of playing circuits starting with the lowest level first then to the next higher level.

Games

All scheduled games count in the standings.

In circuits where teams do not play each other the same number of times, the game schedule is randomly assigned.

If teams do not play the same number of games in a circuit, the team(s) that play less than the maximum scheduled games may have their point total adjusted by their per game average to simulate playing the additional games. Any adjusted points awarded are at the discretion of the PBOD.

Example: Team-A played 14 games with 12-1-1 for a total of 37 points.
Team-B played 13 games with 12-1-0 for a total of 36 points.
Since Team B played one less game their point total is adjusted.
 $36/14 = 2.57$ per game, so their total points are $34 + 2.57 = 38.57$
Team-B finishes in 1st place because of the adjustment.

Entitlement Criteria

General Rules

Qualifying steps are in rank order of importance; i.e., teams qualifying under step #1 shall be ranked ahead of teams qualifying under step #2, etc. All steps above "Any team deemed best capable" are mandatory slots and teams shall play at their mandated level. An exception is provided as follows: Where a team has been reorganized and the level of the players has been reduced, the Seeding Committee, at its discretion, may allow the team to compete at a level other than its mandated level. For purposes of forming balanced circuits, teams petitioning to play up or return to their on-age entitlement must be approved by the PBOD. The request must be in writing and submitted at the time of application. In addition a separate request must be provided to the PBOD.

The PBOD reserves the right to require a PLAYOFF for seeding purposes if and when it chooses. Teams not wishing to participate will automatically be placed at the lower level. Teams must notify the PBOD within 72 hours of notification that they will not be playing in the game or they will pay a fine of \$200 plus the referee fees for the game. The game(s) will be played one of the first two weekends in July at the discretion of the PBOD. All decisions made by the PBOD are final.

Teams eligible for entry into the PQT (BU13 - BU16 and GU13 - GU15)

The PQT is the last opportunity for teams to earn Premier entitlements for the following season. Per Premier rules, places 1-6 in Premier are guaranteed a spot in next year's Premier bracket, if Not-Ageing Out (NAO). These are the only ways a team will be accepted into the PQT tournament.

1. The 7th place is guaranteed a spot in the PQT and 8th place is relegated to AAA.
2. The second place AAA team is guaranteed a spot in the PQT.
3. Any other AAA team that finishes within two points of 2nd place will be guaranteed a spot in the PQT.
4. Any younger team that has won their Premier circuit two years in a row is guaranteed entry into the PQT for the older age group.
5. The Premier Committee will look at any AA team or a team from a different gaming league to see if they are worthy of trying to qualify for Premier.
6. The winner of the PQT tournament is guaranteed a spot in Premier.
7. Should any other spots open up in Premier for the following season, those spots will be filled by team(s) deemed best capable. PQT teams shall be seeded in order of finish.
8. The PBOD has the final decision on if, when, and who will participate in the PQT.

Premier Entitlements: U12 (8 teams)

1. Top 5 AAA teams from the previous season.
2. 1st place AA-A North and 1st place AA-A South U11 circuits.
3. 1st and 2nd place AA-A (countywide) if no North/South Circuits.
4. Presidio Cup U11 AAA Champion. Group must have at least five (5) AAA teams participating.
5. Presidents State Cup Semi Finalist.
6. 6th place U11 AAA team from previous season.
7. 7th and/or 8th place AAA teams with six (6) losses or less in previous season.
8. Any team deemed best capable by Seeding Committee and/or PBOD.

The 2013 BU12 Premier Circuit entitlements will be the top 3 AAA from both North and South. The 1st place teams from AA-A North and South will play a playoff game unless the PBOD decides

both teams will be given a AAA spot. Any open positions will be filled by PBOD on a Team deemed best capable basis.

* Please see below-Entitlements and Team Transfers/Movement.

** Please see below – False Team Rosters.

Premier Entitlements U13 – U15 Girls and U13 - U16 for Boys (8 team circuit)

1. Places 1-6 in Premier the previous season keep their entitlement to Premier.
2. 1st Place AAA team from the previous season is entitled to Premier.
3. Winner of the PQT gains an entitlement to Premier.
4. Any team/teams deemed best capable by Seeding Committee and/or PBOD. PQT teams shall be seeded by order of finish in the PQT.
5. The last team moves down unless there are seven (7) or fewer teams.
6. Teams that have eight (8) returning players or less can reapply for the circuit, but are subject to availability.
7. Any team/teams deemed best capable by Seeding Committee and/or PBOD.

* Please see below-Entitlements and Team Transfers/Movement.

Premier Entitlements U19 - Premier Elite (PE) - Girls

1. 1st through six (6) place teams from prior year's PE standings that are NAO.
2. 1st and 2nd place teams from P1 if NAO.
3. Any circuit shall have a play-off tournament at the discretion of the Premier Committee.
4. Returning teams are guaranteed entitlement earned with nine (9) or more returning players.
5. Teams that have eight (8) returning players or less can reapply for the circuit, but are subject to availability.
6. Any team/teams deemed best capable by Seeding Committee and/or PBOD.

* Please see below-Entitlements and Team Transfers/Movement.

** Please see below – False Team Rosters.

Premier Entitlements U19 - Premier 1 (P1) - Girls

1. 3rd through 6th place teams in prior years P1 that are NAO.
2. 7th and 8th place teams from Premier Elite that are not aging out (NAO).
3. 1st place team from Premier 2 if NAO.

4. 1st place team from Girls 15 Premier.
5. Returning teams are guaranteed entitlement earned with nine (9) or more returning players.
6. Teams that have eight (8) returning players or less can reapply for the circuit, but are subject to availability.
7. Any team/teams deemed best capable by Seeding Committee and/or PBOD.
 - * Please see below-Entitlements and Team Transfers/Movement.
 - ** Please see below – False Team Rosters.

Premier Entitlements U19 - Premier 2 (P2) - Girls

1. 2nd through 6th place teams in prior years P2 circuit that are NAO.
2. 7th and 8th place teams from P1 that are NAO.
3. 1st place P3 that are NAO.
4. 2nd place team G15 Premier.
5. Returning teams are guaranteed entitlement earned with nine (9) or more returning players.
6. Teams that have eight (8) returning players or less can reapply for the circuit, but are subject to availability.
7. Any team/teams deemed best capable by Seeding Committee and/or PBOD.
 - * Please see below-Entitlements and Team Transfers/Movement.
 - ** Please see below – False Team Rosters.

Premier Entitlements U19 - Premier 3 (P3) - Girls

1. 2nd through 6th place teams in prior years P3 circuit that are NAO.
2. 7th and 8th place teams from P2 that are NAO.
3. 3rd and 4th place teams G15 Premier.
4. 5th and 6th place teams G15 Premier
5. G15, G16, G17 AAA winners if NAO.
6. G15 PQT winner.
7. Returning teams are guaranteed entitlement earned with nine (9) or more returning players.
8. Teams that have eight (8) returning players or less can reapply for the circuit, but are subject to availability.
9. Team/Teams deemed best capable by Seeding Committee and/or PBOD.
 - * Please see below-Entitlements and Team Transfers/Movement.

** Please see below – False Team Rosters.

Premier Entitlements U19 - Premier Elite - Boys

1. 1st through six (6) teams from prior year's PE Standings that are NAO.
2. 1st and 2nd place teams from P1 if not aging out.
3. 1st from B16 Premier.
4. Any circuit shall have a play-off tournament at the discretion of the Premier Committee.
5. Returning teams are guaranteed entitlement earned with nine (9) or more returning players.
6. Teams that have eight (8) returning players or less can reapply for the circuit, but are subject to availability.
7. Team/Teams deemed best capable by seeding Committee and/or PBOD.

* Please see below-Entitlements and Team Transfers/Movement.

** Please see below – False Team Rosters.

Premier Entitlements U19 - Premier 1 - Boys

1. 3rd through 6th place teams in prior years P1 that are NAO.
2. 7th and 8th place teams from Premier Elite that are NAO.
3. 1st place team from Premier 2 if NAO.
4. 1st place team from B16 Premier.
5. Returning teams are guaranteed entitlement earned with nine (9) or more returning players.
6. Teams that have eight (8) returning players or less can reapply for the circuit, but are subject to availability.
7. Any team/teams deemed best capable by Seeding Committee and/or PBOD.

* Please see below-Entitlements and Team Transfers/Movement.

** Please see below – False Team Rosters.

Premier Entitlements U19 - Premier 2 - Boys

1. 2nd through 6th place teams from prior years P2.
2. 7th and 8th place teams from prior years P1.
3. 2nd place team from B16 Premier.
4. 3rd through 6th place teams from B16 Premier.

5. AAA winners from B16 and B17 if NAO.
6. BU16 PQT winner.
7. Returning teams are guaranteed entitlement earned with nine (9) or more returning players.
8. Teams that have eight (8) returning players or less can reapply for the circuit, but are subject to availability.
9. Any team/teams deemed best capable by Seeding Committee and/or PBOD.
 - * Please see below-Entitlements and Team Transfers/Movement.
 - ** Please see below – False Team Rosters.

AAA Entitlement: U10 (8 teams)

1. 1st and 2nd place from the Blue North and Blue South circuits.
2. If only one (1) Blue circuit then the top four (4) teams qualify.
3. 1st place from Red North and Red South.
4. If only one (1) circuit of Red then 1st and 2nd place teams qualify.
5. Winner Presidio Cup U9 Upper.
6. Presidents State Cup semi-finalist.
7. Returning teams are guaranteed entitlement earned with six (6) or more returning players.
8. Teams that have five (5) returning players or less can reapply for the circuit, but are subject to availability.
9. Any team/teams deemed best capable by Seeding Committee and/or PBOD.

AAA Entitlement: U11 (8 teams)

1. 1st – 5th place AAA teams from the prior season.
2. 1st place AA-A North and South.
3. If only Countywide AA-A circuit then 1st and 2nd place teams qualify.
4. Winner Presidio Cup AAA with five (5) or more teams from prior season AAA participating.
5. Presidents State Cup semi-finalist.
6. 6th place AAA team with six loses or less in previous season.
7. Returning teams are guaranteed entitlement earned with nine (9) or more returning players.
8. Teams that have eight (8) returning players or less can reapply for the circuit but are subject to availability.

9. Any team/teams deemed best capable by Seeding Committee and/or PBOD.

AAA Entitlement: U12 (8 teams)

1. Bottom 6, 7, 8, AAA teams from U11 AAA previous season.
2. 1st place AA-B North and South circuits. If Central circuit the 1st of North, South and Central.
3. If only Countywide AA-B circuit the 1st and 2nd place teams qualify.
4. If Central circuit the 2nd place AA-A North and South and Central.
5. Finalist Presidio Cup AAA with five (5) or more teams from prior season AAA participating.
6. Presidents State Cup semi-finalist.
7. Returning teams are guaranteed entitlement earned with nine (9) or more returning players.
8. Teams returning that have eight (8) players or less can reapply for the circuit, but are subject to availability.
9. Any team deemed best capable by Seeding Committee and/or PBOD.

AAA Entitlements: U13, U14, U15, U16, U17, U18, U19 (8 teams)

1. Premier teams dropping down (8th place Premier and possible 7th Premier – if not winner of PQT).
2. 2nd-5th AAA from previous season.
3. 1st place AA-A teams North and South.
4. If only a Countywide AA-A circuit then 1st and 2nd place teams qualify.
5. Presidio Cup – League Cup Division Finalist if held in age group. Group must have at least 5 AAA/Premier teams from prior season participating.
6. Presidents State Cup semi-finalist.
7. 6th place AAA team with six (6) losses or less in previous season.
8. Returning teams are guaranteed entitlement earned with nine (9) or more returning players.
9. Teams that have eight (8) returning players or less can reapply for the circuit, but are subject to availability.
10. Any team deemed best capable by Seeding Committee and/or PBOD.

AA-A/AA-B Entitlements: U10 (8 teams)

1. AA-A circuits shall be comprised of the remaining teams in order of previous season's finish in Blue, Red and Green to make eight (8) teams in North and South and if needed Central.
2. AA-B circuits shall be comprised with the remaining teams from the prior season not placed in AA-A.

3. Returning teams are guaranteed entitlement earned with six (6) or more returning players.
4. Teams that have five (5) returning players or less can reapply for circuit, but are subject to availability.
5. Any team/teams deemed best capable by Seeding Committee and/or PBOD.

AA-A Entitlements: U11, U13, U14, U15, U16, U17, U18, U19 (8 teams)

1. AAA teams dropping down.
2. 1st place AA-B teams North and South. If Central circuit then 1st place North, South and Central.
3. If only a Countywide AA-B circuit then 1st and 2nd place teams qualify.
4. AA-A teams with .500 or better record.
5. AA-A Presidio Cup Winner.
6. Returning teams are guaranteed entitlement earned with nine (9) or more returning players.
7. Teams that have eight (8) returning players or less can reapply for the circuit, but are subject to availability.
8. Any team deemed best capable by Seeding Committee and/or PBOD

AA-A Entitlement: U12 (8 teams)

1. AA-A teams not qualified for AAA with .500 or better record (due to creation of Premier at this age group).
2. 2nd place AA-B North and South.
3. If only a Countywide AA-B circuit then 2nd and 3rd place teams qualify.
4. Presidio Cup AA-A Winner.
5. Returning teams are guaranteed entitlement earned with nine (9) or more returning players.
6. Teams that have eight (8) returning players or less can reapply for the circuit, but are subject to availability.
7. Any team deemed best capable by Seeding Committee and/or PBOD.

AA-B Entitlements: U11, U12, U13, U14, U15, U16, U17

1. Teams dropping from AA-A.
2. 1st place AA-C teams North and South. If Central then 1st place North, South and Central.
3. If only a Countywide AA-C circuit then 1st and 2nd place teams qualify.
4. Same level teams with .500 or better records not moving up.
5. Returning teams are guaranteed entitlement earned with nine (9) or more returning players.

6. Teams that have eight (8) returning players or less can reapply for the circuit, but are subject to availability.
7. Any team deemed best capable by Seeding Committee and/or PBOD.

AA-C Entitlements: U10, U11, U12, U13, U14, U15

1. All teams not qualified for AA-B.
2. Returning teams are guaranteed entitlement earned six (6) or more returning players.
3. Teams that have five (5) returning players or less can reapply for the circuit, but are subject to availability.
4. Any team/teams deemed best capable by Seeding Committee and/or PBOD.

Under 8 and Under 9 Circuits

1. Circuits shall be compromised of teams which are seeded according to level of play.
2. They shall be placed in three (3) levels of play: Blue (highest), Red (middle) and Green (lowest).
3. If there are enough teams to have North and South Circuits in some colors then there will be a geographical split. It is also possible to have a Central circuit in Red and Green circuits.

Rank Ordering of Teams

Teams shall be ranked by order of finish within their prior circuit for seeding. Ties shall be broken as follows:

1. Regular season head to head points.
2. Regular season head to head goal differential.
3. Regular season goal differential (goals scored minus goals allowed to a maximum differential of four (4) per game) within the circuit.
4. Repeat steps 1 through 3 for post season play. (Post-season defined as Presidio, State and National Cups only).
5. Coin toss. NOTE: with three (3) or more teams, when a team is eliminated under this procedure, revert back to step 1 and reevaluate the remaining teams.
6. For Awards:
 - a. Regular season head to head points.
 - b. Regular season head to head goal differential.

Comparison Criteria (Team Vs Team In Order Of Importance)

AAA versus AA-A (for inclusion into AAA circuit).

1. Record versus common opponents (including head to head).
2. AAA Presidio Cup and State Cup results.
3. Results in common tournaments.
4. Strength of Program (league reputation/tournaments, etc.).
5. AAA team wins if all else judged equal.
6. AA teams wanting to move up to AAA must participate in the AAA Presidio Cup and/or State Cup so that valid comparisons may be made (unless entitled as AA-A champion or insufficient number of AAA teams re-apply).
7. The final decision will be made by the PBOD based on team deemed best capable.

AA versus AA (In order of importance from above steps 2, 4, 5 and 7)

1. Different circuits: A. Order of finish; B. Head-To-Head (all); C. If still tied use the steps below:
2. AA Presidio Cup results.
3. Record versus common opponents.
4. Results in common tournaments.
5. Strength of program.
6. New teams are teams that hold no entitlement privileges from the prior season.
7. They are to be judged on verifiable data only.
8. Known player and coaching ability.
9. Game results compiled by the new team (not its players on their former teams) i.e., pre-season tourneys.
10. They are considered for inclusion into circuits ONLY when the step "any team deemed best capable" is reached.
11. The final decision will be made by the PBOD based on Team deemed best capable.

Seeding Committee(s) AAA and Lower

Committee(s) appointed by the President with general membership ratification prior to application due date. There will be two Seeding Committees: Younger Boys & Girls; and Older Boys and Girls. Committees may be combined to meet scheduling requirements.

Each Committee shall have no less than ten (10) or more than one-half of voting members plus a non-voting Chairperson, who shall vote only to break a tie. All member leagues with eight (8) or

more teams and in good standing shall be eligible for the positions on the committees. The Chairperson does not count in this allocation. Each member league, meeting the criteria will have one (1) position represented on one of the committees.

Any voting member league that misses three (3) consecutive general meetings shall not serve on any Seeding Committee or Appeal Board for the next season.

A Chairperson will be appointed by the President, they will ensure criteria / procedures are followed. Direct the committee. Only votes to break ties. Simple majority of those present is required to set draft circuits.

Draft Circuits / Appeal Of Placement / Finalizing Of Circuits

Draft circuits shall be issued as specified by the PBOD. Leagues have 7 DAYS to review and file written appeals with the Presidio Soccer League President. The PBOD will be the Appeal Board and shall consider all appeals.

No one who was on the Seeding Committee whose decision is being appealed may vote on the Appeal Board. The Appeal Board must have at least three members present. The President may select replacements for ineligible PBOD members (with PBOD approval).

Hearings will be informal and only consider the written content of the appeal. Witnesses or any other oral or written testimony will be heard only at the pleasure of the Appeal Board. Simple majority of board members present decides appeal.

If an appeal is granted and it forces another team to change circuits, then that affected team may appeal within 48 hours of its Presidio Representative, League President, or official team contact receiving notification of the decision from the Appeal Board. Decisions arising from appeals are FINAL for ALL teams. A team that was appealed against and lost cannot re appeal against the same team. If appealing against another team they must adhere to the appeal rules stated above. NO SUBSEQUENT APPEALS ARE ALLOWED. Circuits are final on the announced date or when appeals (as allowed above) are completed, whichever is later.

The PBOD will have final say in Circuit and Team selection. Any and all decisions will be made on a good of the game and individual basis.

Moving Teams Due to Drops or Adds / Rescheduling

The Presidio Soccer League President should consult with the appropriate Circuit Director prior to assigning or moving teams within their circuits; however, the President's decision shall be final subject to override provisions in the Presidio Soccer League's By-Laws.

Realignment decision (including moving teams up or down) due to drops, adds, and/or insufficient teams in a level of play will be made by the PBOD.

Drops resulting in an odd number of teams in a circuit can have the following consequences: (1) Leave schedule with byes, or (2) offer open slot too next highest/lowest level, or (3) Assign any team desiring that level.

Drops resulting in less than minimum number of teams can have the following consequences: (1) Reschedule remaining teams, (2) Proffer to adjacent levels of play, or (3) Assign and team desiring that level.

Fines for teams DROPPING out or ADDING in after the circuits are finalized; shall be fixed by PBOD. Dropping after the first game date of the circuit may or may not result in the rescheduling of the circuit. Dropped team's games are 1-0 forfeit wins or not counted in the standings at all. In some cases the circuit could be rescheduled. Fines will apply as stated in the Presidio Soccer League's Yearly Timeline.

** Entitlements and Team Transfers/Movement*

Teams gaming within the Presidio Soccer League are typically considered to be obligated to the league/club registering their players/administrators to Cal South. It is the purpose of the Presidio Soccer League to protect its member leagues/clubs from frivolous or monetarily motivated movement of teams to any other member league/club. Therefore, the Presidio League has established rules and by-laws governing the entitlements of teams that transfer/move from the league where those entitlements were earned.

It is the position of Presidio Soccer League that under the situations outlined in the preceding paragraph, the member league/club to which a team was registered when that team earned its' entitlement will retain that entitlement if and when said team should move to any other Presidio member league/club with the following exceptions.

In order to preserve the integrity of the Presidio gaming circuits, Presidio Soccer League shall establish an "Entitlement Committee". This committee will consider team or league/club entitlements, which may have a detrimental impact on Presidio circuits. The "Entitlement Committee" will be comprised of not less than three (3) members appointed by the Presidio President. Each member league/club shall submit names of potential committee members. The committee members shall be rotated to provide unbiased decisions. The committee's decisions can be appealed to the Presidio Board of Directors.

A request may be referred to the "Entitlement Committee" by any member of the Presidio Board or "Seeding Committee" when the integrity or quality of a Presidio circuit is jeopardized by the substitution of an allegedly unqualified team by a league/club retaining an "Entitlement" after an entitled team leaves that league/club. An unqualified or sub-par team may not be substituted for a qualified team.

As voted on by Presidio member leagues/clubs, any team(s) transferring leagues/clubs will automatically be relegated down one level of play. Clubs/leagues merging are not included in this rule.

When transferring "clubs/leagues" teams must retain a minimum of 5 players in order to be considered an existing team and not be considered a new team.

Completed and legible medical releases for the returning players must accompany the application.

**** False Team Rosters**

A \$2,000 penalty will be imposed on any teams that falsify team rosters based on the present guidelines:

- You need to have nine (9) returning players who were registered on that team from the previous Presidio Premier League season, these players need to be able to participate in the Presidio Premier League playing season.
- Identify all non-High School players on their roster and what schools, colleges, these players are attending.
- Penalty for non-compliance of the above will be \$2,000 fee and loss of entitlement.
- Each appeal case can be brought before the Premier Committee for discussion, and the Premier committee will make the final decision.

Appeals must be received within twenty-four (24) hours of the committee's notification to the parties. Appeals must be e-mailed or faxed to the Presidio League secretary or president using the contact information provided on the league's web site.

All circuits are formed in strict order of ranking.

If more teams hold entitlements to a level than there are positions, teams are assigned in order of qualification, and those left over are automatically assigned to the next lowest level of play.

If a league holding an entitlement fails to field a team or refuses to play at its mandated level, then the slot is open and may be filled by the seeding committee per the seeding rules. Any team subsequently formed by the club in question at the specific age shall be considered a new team and placed as such.

Any club that registered with Cal South with its own club number within a league is recognized as a club under the seeding criteria and is allowed to take its entitlements with it if it leaves a league.

All seeding related decisions made by the PBOD after the appeal process period has concluded, are final.

Updated February 23, 2011, Updated October 1st 2011 - Approved January 18, 2011 by Membership

Updated February 9, 2010 and March 16, 2010 - Approved January 19, 2010 by Membership

TOURNAMENT – Presidio Cup

Presidio Cup

Go to www.presidiosoccer.com

1. Click on Tournaments from the Drop Down Menu
2. Click on Presidio Cup
3. Read all about Current Year Information.
4. Below is a summary only

Presidio Cup Team Check-In

- Mandatory: Yes
- Team Check in Date: See Website
- Check in Time: 6:30 – 9:00 pm
- Check in Location: Marriott Del Mar

Play Dates

- See Website
- RAIN DATES TBD

Presidio Cup Fees

- See Website
- All teams pay ½ referee fees per game in cash on field. (TBD)

Application Period Opens

Please check Presidio Website at www.presidiosoccer.com

Application Deadline

Please check Presidio Website at www.presidiosoccer.com

Instructions for Applying to Presidio Cup

Log into Presidio site with Presidio log in and then click on “Apply to Tournament” next to the team and then follow directions.

www.presidiosoccer.com

Please make notes in the application if you would like to play up or down and the reason. For example: We have played in the AA-A bracket all year and have lost all games. We scored only 4 goals and had 64 goals against. We would like to play in the AA-B bracket. This is NOT guaranteed but will be taken into consideration.

All teams will start play the first weekend and may play the 2nd weekend based on entries and advancement to Semi’s and Finals

Tournament Director - Kathy Stanton cestkathy@aol.com

Presidio Cup Rules

www.presidiosoccer.com/presidio_cup.htm

Rules

FIFA RULES AS MODIFIED BY USYSA, CAL SOUTH WILL APPLY AND AS MODIFIED HEREIN.

3 GAME MINIMUM GUARANTEED

Protests

- NO PROTESTS WILL BE ALLOWED
- All Disputes shall be settled by the Tournament Directors

Credentials

- Laminated USYSA player cards.
- Current USYSA cards are required

Medical Release

- All players must have signed medical release forms at check in.

Eligible Players

- NO LOANED OR BORROWED PLAYERS WILL BE ALLOWED TO PARTICIPATE.
- Only currently registered players
- You must TRANSFER or Register new players to your team.
- See transfer documents in this guide

Shin Guards

- ALL PLAYERS ARE REQUIRED TO USE SHIN GUARDS. NO SHIN GUARDS, NO PLAY.

Check-In

- Teams shall check in at the mandatory registration pursuant to application and notifications.
- Failure to check in will result in automatic forfeiture of all games.

Games

- All coaches have total responsibility for the conduct of their players, bench, friends & spectators at all times.

Home Team

- Home team is listed first.
- The home team is responsible for providing a suitable game ball.
- The home team has a choice of sideline for the team and spectators.
- In the event of a uniform color conflict, the home team must change to an alternate jersey.

Visitor Team

- Visitor team is listed second.
- The team and spectators must occupy the sideline opposite the home team.

Tournament Points

- 6 points for a win
- 3 points for a tie
- 0 points for a loss
- 1 point for each goal scored (maximum of 3 points)
- 1 point for each shutout
- -1 point for each player or coach ejected

NOTE: A 0-0 TIE WILL BE SCORED AS 4 PTS

A forfeited game will be considered a 1-0 loss for the forfeiting team. All games scheduled for that team will be declared forfeited, whether they have played or not.

Each opposing team will be awarded 8 points.

Tie Breakers

In the event of a tie in points at the end of circuit or division play. The winner for advancement will be determined as follows:

- Head to head
- Fewest goals allowed
- Most goals scored
- Most total wins
- Most shutouts
- If still tied, kicks from the penalty mark

Substitutions

- Cal South Substitute rules shall apply.

Cautions and Ejections

- Presidio rules shall apply.
- All ejections shall be reviewed by Tournament Director

Playing Times

- All 8v8 bracket games and semi-final games will be 2x 20 (40)
- All 11v11 brackets games and semi-final games will be 2x25 (50)
- All finals shall be regulation times

Overtime in semi-finals and Finals will be (2x5) minute's period's non-sudden death. Then penalty kicks per FIFA rules.

Rain

- In case of rain check the schedule on the Presidio Site at www.presidiosoccer.com

Wild Card

To determine a Wild Card in a Circuit where some Brackets play 1 more game the teams playing the lesser amount of games shall have their total points earned divided by the number of games played and that total shall be added to their point totals.

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QUESTIONS & ANSWERS

Team Administrator/Manager

FREQUENTLY ASKED QUESTIONS (FAQ'S)

Q: When I arrived at my game, I realized that I forgot to print my game sheets. What now?

A: Both teams should print the game sheets. If neither team brings games sheets then the Home Team is scored with a forfeit loss. Game sheets must be completely filled out including jersey number. The sheets must also be signed by the Head Coach and/or Team Manager for both teams.

Q: When I arrived at my game, I realized that I forgot my teams' player cards, what now?

A: Team forfeits game. The game gets scored as a 1-0 loss. **DO NOT PLAY GAME!**

Q: When I arrived at my game, I realized before the game that there are no corner flags set up on the field we are about to play on.

Q: When I arrive at my game, I realized before the game that the goals were not properly anchored on the field we are about to play on.

A: BEFORE the game starts, approach the referee and let him or her know your observation. At that time, the referee can ask the other team to put up the flags or properly anchor the goals. If they do not, the game is forfeited by the home team. The game is scored as a 1-0 win for the visiting team on the game sheet.

Q: When I arrived at my game, I realized before the game that the field is not marked up (drawn) for a game.

A: This game is a mandatory reschedule at the away teams venue, with the home team paying for the referees at the away teams' location. The game must be rescheduled by using the Presidio rescheduling process. When scoring the game note as a "game not played" due to lack of field set up.

Q: When we arrived at the game, we waited and no referee ever showed up. What now?

A: If within 15 minutes of the scheduled game start time referees do not arrive, at the discretion of the visiting team, this game can be rescheduled at the visiting teams' venue, with the home team paying for the referees at the visiting team's location. The game must be rescheduled by using the Presidio rescheduling process and noted as a "game not played". This is not a forfeit. DO NOT PLAY ANY GAMES WITHOUT AN APPROVED REFEREE! If the referee arrives after the 15 minutes, then the visiting team may elect to play the game, but please note that due to other scheduled games on this particular field, the game time may be shortened by equally reducing the time for each half.

Q: My team shows up to play, but we only have six players. What now?

A" If within 15 minutes of scheduled game start time you do not have at least 7 (seven) eligible players, you forfeit the match. The game is scored as a 1-0 loss for your team on the game sheet and in the online game stats.

Q: My team shows up to play, and when I go to check them in with the referee, I notice that the referee does not have a current year referee patch on his/her shirt. What do I do?

A: All Referees officiating Presidio Soccer League games are required to have their Cal South issued Referee ID cards with name and picture in their possession. If the center referee forgets his or her CalSouth ID Card, The procedure before the start of the game is that one of the team managers should call either of the individuals listed below for verification of the referee's status:

Bob Turner – Presidio President at 619-864-2008, or
Jack Dobransky – Presidio Vice President at 619-733-8071.

The ID Card List will be checked and if verification is received the game is played. If not the game is able to be rescheduled and home field advantage is lost. Home team is still responsible to pay the referees if the game is rescheduled.

Q: My team arrives to play a game but my coach doesn't show up within 15 minutes after the scheduled game time. What now?

A: First check to see if your team has a licensed coach on the sideline. Any coach with a valid Cal South "E" license or better can coach your team as long as he or she has his or her ID card with them. He or she does have to be part of your team or your Club. Present the card to the referee and play the match. If no licensed Coach is available within 15 minutes after scheduled game time, the match is scored as a 1-0 loss for your team on the game sheet.

Q: My team started playing a game and during the first half our Coach got ejected. What do I do? I am the Team Manager and I have been fingerprinted. Can I coach the game?

A: Ask your licensed Assistant Coach to take the game over. If you do not have one, ask your parents if any of them has a valid coaching license for your Club. If they do, present that to the referee. If no other licensed coach is available immediately to take over that game, your team forfeits that game. The game is scored as a 1-0 loss for your team on the game sheets. Although as a Manager you have been fingerprinted, without the valid coaching license you are unable to coach the game.

Q: Our team is going to be short players this weekend. Can we borrow players from another team in our Club as long as they are the right age for our team?

A: No. Players may NOT be loaned for play within Presidio matches. Any game that is played with an illegally “loaned or borrowed” player will be forfeited by Presidio, and Presidio may impose sanctions against the player, the coach and the club for such action.

Q: Do I always have to carry around the team binder with my teams’ birth certificates and player registration forms?

A: YES! These forms, especially the Cal South forms, provide vital player emergency information and proof of every player age.

Q: My team arrived at our game at our home field but we only have one set of jerseys and the other team has the same color jersey. They are asking us to change jerseys to avoid a conflict but we don’t have a second color jersey. What do we do?

A: Home team chooses sides, Away team choose color. In this case, since you are the home team, you must change your jersey color. Failure to change into a different jersey color will result in a forfeit for your team and the match will be scored as a 1-0 loss against your team on the game sheet. However, one option is that you can number your practice shirts with a sharpie, electrical tape or anything that will make numbers visible for your players. This also includes wearing numbered bibs/pennies. These are all acceptable “alternate jerseys”. The numbers however, must match the game rosters.

Q: After my game has completed what do I do with the game sheet?

A: Refer to the Admin Guide on the Presidio Website. Send copy as instructed in the Guide.

Q: My game has completed. How is the score recorded?

A: Refer to the Admin Guide on the Presidio Website. Score game as instructed in the Guide.

Q: I can’t log into the Presidio system, can my Presidio Director assist me?

A: Please contact your League Registrar for this type of assistance. Directors cannot assist you.

Q: One of my players received a red card today, how long does he/she have to sit out?

A: This depends on the violation and the number of games assigned by the Circuit Director. At minimum, a player must sit out their teams’ very next scheduled match.

Q: My suspended player served his/her suspension. Now what?

A: Proof must be submitted to the appropriate Presidio Director so the red card may be cleared in the system. Refer to the Admin Guide for further information.

Q: One of our players just received their fourth yellow card of the season. What does that mean?

A: The fourth yellow card issued to a player during the same season is treated as a red card and the player must sit out their next game.

Q: One of our players received a red card the last game of the season. Does this suspension need to be served?

A: YES. The red card suspension is carried over to the next year and they MUST sit out the appropriate number of games. If a player or coach changes clubs then this red card/suspensions will follow him/her wherever they play or coach.

Q: Can a player serve his red card suspension during the Presidio Cup Tournament?

A: Presidio Cup Tournament cannot be used for serving a suspension obtained in a League game.