

Colorado Springs Soccer Club (CSSC) dba
Colorado Springs Adult Soccer League (COSASL)

Rules and Procedures

Revised and Adopted by Board Majority Vote July 17, 2025

I. GENERAL

Colorado Springs Soccer Club (CSSC), also known as and doing business as Colorado Springs Amateur Soccer League (COSASL), is a recreational adult soccer league for men and women aged 18 and above. The purpose of the league is to promote and support adult soccer play in a friendly and family-like environment in the Colorado Springs area. FIFA and USSF rules govern CSSC play, except as amended by these rules. All reference to CSSC herein is synonymous with COSASL and shall be deemed one in the same to include all references to “Club” and “League” being synonymous.

II. Authorities and Responsibilities

The rules contained herein shall govern Members of this association in all cases to which they are applicable and in which they are not inconsistent with the Constitution and/or Bylaws of this association. Members shall be defined as, “any player or manager who participates in the league activities in any capacity.”

III. COSASL WEBSITE

COSASL operates a website at <http://www.cosasl.com>. The web site provides information on schedules, scores, standings, teams, rules and it is updated as required. Additional information and correspondence from the league will be disseminated via emails and text messages according to league needs. Social Media is not deemed as official correspondence but shall function as outreach, community building, and additional communication.

4. PARTICIPATION

1. All players and coaches joining COSASL must follow any additional guidelines found within these Rules and Procedures.
2. Membership in the COSASL implies a waiver of all legal recourse against the COSASL Executive Board, Board of Directors, and all designated officials for bodily injuries sustained on the playing field, travel to and from the playing field, or while attending all authorized league activities to include but not limited to sanctioned games, above the provisions of any insurance provided by COSASL. The membership shall hold harmless and indemnify the League from and against any and all loss, damages, liabilities, claims, and costs of whatsoever to include and not limited to, death of any person, injury, loss or damage to any property occurring in connection with or in any way incident to participation in activities within the League, its Board of Directors or Officials performance.

3. Individual medical insurance is not available through COSASL. Secondary insurance is available for players through CASA and requires individual registration.
4. Anyone may enter a team in the League on approval of the COSASL. Exceptions may be invoked by the Board, or its designated agent(s).
5. **INCLUSION POLICY:** COSASL welcomes all players and no player shall be discriminated against solely upon the grounds of race, ethnicity, creed, religion, sexual preference or identity. The Executive Board reserves the right to approve or decline player acceptance based upon safety concerns, prior disciplinary problems, and any other reason that receives a 2/3 vote by the board of directors.
6. **PRE-SEASON MEETING:** COSASL will host a pre-season meeting roughly 1-2 months prior to an upcoming season. This meeting is mandatory for all managers. If the manager cannot attend, they may send a representative to this meeting. Teams that do not send a representative to the meeting are subject to the Board's acceptance for submitting a team the following season.
7. **REGISTRATION:** All teams and players must register with Colorado Adult Soccer Association (CASA) at <https://soccercasa.com>. There are separate fees for CASA registration. Teams are also required to register with COSASL through our website.
 1. A player must complete all necessary procedures at least one (1) day before his/her first game. In the event of technical challenges, a digital image showing proper registration may be used within the first week of the season or within the one-day requirement of registration for the team if a new player. (Date of registration can be seen on the CASA pass card in the upper left corner) No player shall be eligible to play without showing proper registration.
 2. A member team shall have at least eleven (11), and not more than twenty-five (25) properly registered players.
 3. No new registered players will be permitted to a team with two (2) or less games remaining on its regular season schedule.
8. **TRANSFERS:** Transfer to another team is made through the CASA web site with the following limitations:
 1. Players shall have consent from the incoming manager before transferring and shall communicate intent to transfer to the outgoing team manager. In the event managers do not process the transfer in a timely manner, the league administration can process the transfer.
 2. Only one (1) transfer per seasonal year will be permitted except upon proof of special individual hardship. Request for a hardship transfer must be done to the Board in writing and will be reviewed by the Executive Leadership for approval.
 3. No transfers will be permitted to a team with two (2) or less games remaining on its regular season schedule.

9. AGE LIMIT:

1. No player under the age of 18 shall be allowed to participate in COSASL games.
2. If a division has an age specification (e.g., Over 35):
 1. The age cutoff date is the first game of a particular season. A player must be at least the minimum required age by the league's first game of the Fall or Spring season.
 2. No player more than 5 years younger than the specified age may play in that division. Age shall be determined upon the date of registration within CASA.
 3. A team may not have more than 2 players aged 1-5 years younger than the specified age on the roster. This includes greyed out, inactive players and player cards on page two. If a team has a player that is legitimately inactive, the manager should contact the board so that player can be permanently removed from the roster or suspended.

10. ROSTER: All teams are required to provide two team rosters at the beginning of each game, one for the referee and the other for the opposing team. Rosters shall be printed no more than 24 hours prior to game time to ensure most current roster information is used and accurate. If your player did not upload a picture during registration, coaches will be allowed to upload the picture. To upload, log into the CASA system and click on the player. Click on "upload a new picture for this player". You must have the picture on your cell phone or computer before starting this process. No player may play without having an accurate picture on their player profile in CASA. In the event of technical difficulties, please email the league President however COSASL does not manage the CASA website and it is the responsibility of players and managers to meet the registration requirement. New players (within 24 hours) that do not upload a picture may use their temporary pass (Emailed by CASA) and a Government ID until that Sunday at midnight. After that time, they are suspended until a picture is uploaded. In addition to being listed on the team roster as a coach, any coaches who are playing must also be listed in the players section of that roster.

11. CLUBS: A club must have the same name as the other members of the club, for example Hustlers FC (M-1), Hustlers United (M-2), and Hustlers Sporting (O-35).

1. Club teams may bring players from their other teams to play. The following restrictions apply:
 1. No players may play down more than one division.
 2. No players may play down to an age limited division when the age requirements are not met. This includes the maximum number of players on the roster defined in the Age Limit Rule.
 3. Players may not play within the same division as a team for which they are registered for already.
 4. Players may not play up or down during the playoffs.

5. If a club brings a player in, they must provide the center official and the opposing manager rosters of all players playing. For example, if a player is on a men's over 35 team and wants to play in a men's D1 game of the same club, they must show the over 35 roster. The game limit per weekend will apply so that player will not be able to play another game regardless of division – violating this rule may result in an ineligible player and forfeit.
12. Women playing more than one game per week: Women players already registered on a women's division team may play a second game in the week with the following provisions:
 1. The player has registered for a second team and paid for a second player card on the Men's Team roster.
 2. The player meets all the age requirements as defined in the roster rules. Maximum number of underage players, if in an age restrictive division, on the roster shall still apply.
 3. The Men's Team Roster shall not have more than two (2) female players registered on both a men's and women's team.

5. FEES

1. The fee for a season will be established by the Executive Board. The Board may include a discount for teams participating in the manager's meeting at the Board's option. One representative is required per team, not club, and will be responsible for disseminating pertinent information to the team players.
2. A team that has not paid all fees and fines from a prior season by the deadline set forth by the Board shall not be allowed to register.
3. Fall and Spring Payment Schedule:
 1. A non-refundable \$200 deposit for team registration is due on or before the schedule date announced at the pre-season meeting.
 2. The balance of the fee is due by midnight on the date set forth by the Board and disseminated to the managers. The Board will set payment deadlines in accordance with field, referee, and scheduling requirements. Any team that has not paid the team fees by the deadline will be removed from the schedule and the schedule adjusted. Managers, not players, are responsible for all team fees and fines. The Board will not be responsible for contacting players individually or directly. In the event of special circumstances, the Board may grant special consideration for fees. All special considerations are subject to penalties and will be expected to be paid, to include said penalties, according to the requirements set forth by the Board.
 3. Penalties:
 1. A late fee of \$200 will be assessed if a team does not pay its full team registration by the due date, plus \$25 per week until paid, and only with Board approval prior to the due date. This will be included for special circumstances and extensions.

2. A team may be removed from the schedule if it does not pay the due balance of its registration by the due date. The Board will use discretion on a case-by-case basis for special circumstances.
4. Refunds
 1. Once entered on the schedule, no team shall receive a refund for any reason. Refunds to players during the season are the responsibility of the team managers.

6. SCHEDULE

1. The League reserves the right to adjust divisions for the good of the competition and league.
2. The League will make its best effort to honor a request for a bye week, specific times and/or locations if possible.
 1. The League shall create the schedule according to the best interest of all teams and within the logistical constraints of running the league. Teams are not to contact the scheduler directly and shall send all requests to the Board for consideration as multiple variables must be considered.
3. The league will not make any changes to the schedule subsequent to one week after the schedule is published unless special circumstances arise and the league will coordinate in advance all changes.

7. MAKEUP GAMES, CANCELLATIONS, RESCHEDULING, FORFEITS, AND PENALTIES

1. A match is considered official once the 1st half has been completed, unless it is a playoff game that is tied at halftime.
2. If play must be halted after the start of play, but before the half is complete, the COSASL scheduler will make every attempt to reschedule the shortened game. However, if field, weather or other situations preclude timely rescheduling, the game may not be replayed. If this occurs, the score standing will be used as the final score of the game.
3. Cancellation due to weather related and/or unplayable conditions
 1. The President or his designee(s) are responsible for checking field and weather conditions each morning before scheduled games to determine whether the conditions permit the game(s) to be played. Any cancellations by the club will be posted on the club website and/or communicated to team managers at least 2 hours before game time when possible.
 2. At game time the referee shall have the discretion to delay the start or postpone the game due to weather or field conditions.
4. A game in progress may be temporarily suspended or abandoned by the referee for reasons of unsafe weather or field conditions. A regular season game that is abandoned during or after half-time will be considered complete and official. If a playoff game is suspended or abandoned by the referee:
 1. If a full half of a playoff game is not able to be completed, a rescheduled, full game is to be played.

2. If a playoff game is suspended or abandoned in the second half while the score is tied, 2 25-minute halves will be played upon a reschedule. If the score is still tied at the end of the 2 25-minute halves, the game will go straight to penalties.

5. Rescheduling

1. The League will reschedule cancelled games as soon as possible given logistical constraints. The League will make all attempts to accommodate the teams impacted by the reschedule but reserves the right to reschedule based upon League operational needs.
2. Due to all costs involved, the league will only entertain requests to reschedule on a case-by-case basis and is at the sole discretion of the league.

6. Forfeits

1. Failure to have a minimum number of players show-up per official rules or rules set forth as exceptions herein will result in a forfeit for that team. Referees will allow a ten-minute grace period from posted start time to field a team. Forfeits are highly discouraged and every effort should be made to play the game.
2. In the event that neither team shows up for a scheduled game and the referee rules the grounds playable, then both teams shall forfeit and be assessed a loss. The referee's judgment with regard to the physical condition of the field and severity of weather shall not be challenged.
3. A team using an illegal player, to include suspended and ineligible players, shall be assessed a forfeit for that game. This shall be determined by the Board and is non-contestable.
4. The score of a forfeited game shall be recorded as 3-0.
 5. Any team that forfeits will incur a \$200 fine to be paid at least 24 hours before the next scheduled game. Forfeits within a 24-hour period result in a \$600 fine.
 6. Teams that forfeit within 24 hours of the game are ineligible for playoffs for the season in which the forfeit occurred

1. Penalties

1. A team that fails to present two copies of the roster for a game will forfeit according to the rules herein less the \$100 fine. The Board reserves the right to permit play without two printed rosters under extenuating circumstances but must be granted prior to game time. Managers may petition a forfeited game to be voted upon by the board in writing within 24 hours, otherwise the forfeit shall stand.

8. POST SEASON

1. At the end of the regular season, nearly all divisions will have a playoff, but the structure of the playoff will depend on the number of teams in each particular division.
 1. For Divisions with 8 or more Teams:
 1. 4 team playoff bracket (Top 4 Teams)
 2. For Divisions with 6-7 Teams:
 1. Seed #1 has a bye, Seeds 2-3 play a semi-final, then Seed #1 vs. Winner of Seed 2 vs. 3
 3. For Divisions with 5 Teams:
 1. Final ONLY (Top 2 Teams)
 4. For Divisions with less than 5 teams:
 1. Winner will be based on overall points at end of season
2. In case of point ties, the tie will be broken in this order:
 1. Head-to-head competition
 2. Goal difference
 3. Goals against
 4. Goals scored
 5. Least number of red cards received
 6. Least number of yellow cards received
3. A team that has not paid any outstanding fees (including late fees) shall not be eligible for playoffs
4. Should a qualifying team be unable to compete in the playoffs at the scheduled time, that team shall be replaced as follows:
 1. in the semi-finals of a 4-team playoff, the fifth-place team will replace the team that is unable to compete, and the semi-finals will be reseeded.
 2. in the finals of a 4-team playoff, the team that is unable to compete shall be replaced by the team that lost to them in the semi-finals.
 3. in a 2-team playoff, the 3rd place team shall replace the team that is unable to compete.
5. All league rules will remain the same with the exception of games ending in a tie. At this point the teams will play 2 x 10 min overtime with golden goal. If still tied, the deadlock will be resolved by penalty kicks following official rules.

9. FIELDS

1. There is no alcohol, smoking, or any illegal substances allowed on the property. Managers are to monitor players and fans for this concern.
2. There are NO DOGS allowed at any field, due to contracts with the individual fields. The club will require all Managers to stop any game (suspend play) where there is an illegal dog present, until the dog is removed. Even if a bystander stops to observe the game, the managers will also ask the bystander to leave with the dog, due to the conditions of the contract. In the event the bystander does not comply, managers will provide a report to the Board so it is aware should the field manager question the league.

3. Teams are expected to leave fields as neat as when they arrive.
4. Any team in violation of the field rules is subject to being removed from the league as a whole at the discretion of the Board.
5. A \$50 fine can be assessed to a team found to be in violation of any of the above rules and expectations. This fee is to be paid prior to the team's next game, or the team will be ineligible to play.

10. ASSIGNER

1. The club will contract with a USSF certified assigner or company to assign officials to games.
2. Additional responsibilities include:
 1. correcting crews after games to ensure COSASL requirements are met.
 2. approving game incident reports.
 3. generating referee payroll at the end of the week and informing the treasurer.

11. OFFICIALS

1. The diagonal system of control (three-referee) will be utilized.
2. For Summer Coed League, the dual system of control (two-referee) will be used.
3. United States Soccer Federation Certified Referees/Assistant Referees will be utilized to the maximum extent.
4. If only one referee is available at game time, upon common agreement of both team managers, he/she may appoint "club" linesmen from available spectators.
5. If only two officials are available at game time, the referee may appoint a linesman from available spectators if possible. If not, the officials will utilize a dual system of control.
6. If no referee is available, the team managers upon common agreement can obtain qualified individuals to officiate. If both teams agree to play in either circumstance the game is considered official. If either or both team managers/captains request the game be postponed, it will be rescheduled in accordance with league policies.
7. The referee shall have full responsibility and authority over the game and game participants (including team coaches and managers) on and in the immediate area of the field as prescribed in the FIFA Laws of the Game and Guide for Referees or as modified herein.
8. The game officials shall verify that all player pass cards are validated and cross-reference them to the rosters submitted by the team managers prior to the start of each game. Any player(s) without a valid pass will not be allowed to play unless he/she is in possession of expressed permission by the Board of Directors granting permission to play in that match. (Note: The referee should attach the communication or reference email, text etc. to the game report.) Discrepancies can result in a forfeiture of game and all penalties will be carried out as defined in the playing rules Section.

9. When checking in players, the referee may require government issued ID to assure players meet club participation requirements.
10. Cancelled Games and Referee Payment:
 1. the referees shall not receive payment if their games are cancelled by the club at least 2 hours before the start of the game due to inclement weather or unplayable conditions and such cancellation is noted on the club web site and/or game officials or email.
 2. Should the referees declare a field unplayable; they will be paid for that game but not for any subsequent games not played.

12. PLAYING RULES

1. Rosters are due to the officials no later than 10 minutes prior to kickoff. Rosters should show a printed date and time stamp no more than 48 hours before game time.
2. **CHECK IN:** Both teams shall provide two rosters and be checked-in prior to the game by the Referee or Assistant Referee. Players without a valid picture will NOT be allowed to play, with the exception of new players with a temporary pass. Players not on the printed roster are not considered registered players and therefore cannot play. New players may show digital confirmation to the referee for their first game. They must be updated on the printed roster for all subsequent games. Referees have sole discretion as to disallowing players whose player pass does not align with the players present upon check-in.
3. Uniforms:
 1. Each team will wear uniforms of reasonable appearance so as to uphold the appearance of the league. The league does not follow the Law for FIFA uniform requirements.
 2. No jerseys will be permitted that do not match in color. Appropriate judgment will be used by the officials in regard to varying shades.
 3. Uniforms with numbers matching the players number on the team roster (Non conflicting on the same team) are mandatory. Referees may use their judgment as to identifying numbers to ensure structure and clarity of the game for reporting purposes.
 4. Where colors of uniforms are similar, the home team must, within fifteen (15) minutes, effect a change of colors which are distinct from those of the opponent. A team's alternate jerseys must be of the same color but will not be required to display a player number. Pennys are allowed.
 5. Shin guards are mandatory.
 6. Jewelry, watches and/or other sports monitoring devices may be worn as long as they do not pose a safety risk. Safety concerns are at the sole discretion of the referee on the field. Covering said devices is acceptable as long as the referee verifies it is safe.
4. Game Balls:
 1. Game balls shall be provided by the home team. Balls shall be inspected and approved by the referee prior to game start. In the event the home

team does not have an acceptable ball for use as determined by the officials, the visiting team may provide a ball so play can commence.

13. DEVIATIONS FROM FIFA AND USSF LAWS OF THE GAME

1. Unless otherwise indicated herein, all Laws of the Game as prescribed in FIFA's sanctioning bodies' rulebooks will apply to all COSASL matches. COSASL has not adopted the team captain rule – referees are empowered to set expectations for addressing players, managers, or captains as they communicate to the teams during the pre-game briefing.
2. **Law 1: THE FIELD OF PLAY:** Local conditions may mandate use of non-standard or suboptimal fields. It is at the discretion of the Board to accept fields as playable for the league and referees to determine if fields are safe for play.
3. **LAW 3: NUMBER OF PLAYERS:** Teams consist of 11 players. A minimum of 7 players is required to start a game.
4. For Coed Leagues, teams must maintain a minimum of 2 female players on the field at all times. Teams must not have more than 6 male players on the field at any time. If a team only has 4 female players, they will play with a player down. This will continue until they drop below the required 2 female players, at which time the game will be terminated and a win will be awarded to the opposing team.
5. Free-substitutions are permitted for both teams if the substitute is already present at the midfield area prior to ball leaving play with the following stipulations:
 1. On any stoppage of play
 2. With the referee's permission
6. **LAW 7: DURATION OF THE MATCH:** If weather or field conditions mandate, and with the concurrence of both involved coaches, matches may be shortened from the normal 45-minute halves. Half time may not exceed 10 minutes. Matches may be shortened due to teams not being ready for check-in 10 minutes prior to the scheduled start time. Referee and pregame briefing are mandatory and will not be skipped.
7. **MISCELLANEOUS:** There shall be no sliding tackles in Summer Co-Ed leagues. Slide tackles will be penalized as a direct free kick.

14. DISCIPLINE

1. **Player Conduct:** Players are responsible for fair, sportsmanlike, and polite behavior at all times. NO fighting will be tolerated.
 1. Foul, vile, abusive, or vulgar language will not be used on the field either toward other players or to yourself in general. Referees are instructed to card offenders to maintain game control and at their discretion with the understanding that this is an adult league. Referees have full authority on what language shall be acceptable.
 2. Any violent behavior will result in immediate one-year suspension without a refund to whoever throws the first punch/kick/strike. Violent behavior shall be defined at the discretion of the board to promote and ensure safety. This can include spitting, slapping, shoving, and will be reviewed

by the disciplinary committee. All other individuals who get involved in a fight may also be suspended for at least six months at the discretion of the board according to managers and witnesses' reports.

3. Referee abuse of any kind will not be tolerated. Abuse shall include but is not limited to the following acts committed upon a referee: hitting, kicking, punching, choking, spitting at, or on, grabbing, stepping on, or running into a referee; the act of kicking or throwing any object at a referee that could inflict injury, damaging the referee's uniform or personal property. Referee abuse is also defined as a verbal attack or physical approach that implies or threatens physical harm to a referee or the referee's property or equipment. Verbal threats are remarks that carry the implied or direct threat of physical harm. Threats such as: "I'll get you after the game" or "You won't get out of here in one piece" or any such verbiage as determined by the Board, shall be deemed referee abuse. Commission of any of the preceding acts will carry an automatic 6 month to one-year suspension from CASA and COSASL.
2. **Suspensions:** Two yellow cards during one game equates to a red card send-off and will incur suspensions accordingly. An accumulation of three yellow cards within one season (fall/spring) will carry a 2-game suspension. Managers may petition the board for a reduction in suspension for accumulated yellow card disciplinary action within 48 hours of the last offense to be reviewed and voted upon by the board or disciplinary committee. A red card issued carries a minimum 2-game suspension. Once the suspension has been fulfilled a \$20-50 fee as determined by the disciplinary committee and President is required to reinstate the player's card.
3. **Suspensions and Fines:** All carry over to the next season (although yellow card count resets) at the end of each season, with the exception of three yellow cards accumulated to equal a red suspension.
4. **Disciplinary Committee Responsibilities & Process:**
 1. A designated board member acting as the coordinator of the Discipline Committee will review all game reports within 36 hours of scheduled games and enter all red and yellow cards on the CASA website.
 2. For all red card suspensions, the coordinator will:
 1. Enter suspension
 2. Inform manager by e-mail of the disciplinary actions and requirements for reinstatement
 3. Keep track of payments and game suspensions
 4. Reinstate player once all requirements have been completed
 5. Coordinate the actions of the Disciplinary Committee
5. **Disciplinary Committee**
 1. The Board of Directors shall appoint a discipline committee consisting of at least 3 members.
 2. The Discipline Committee coordinator will perform the following actions:

1. provide the committee with a weekly (during competition) summary of cautions and send offs from the prior week's competition
2. will initiate the disciplinary hearing process for all violent conduct, serious foul play and selected other send offs.
3. The disciplinary hearing process shall be as follows
 1. the coordinator shall send an email to both managers, and any named players requesting any dispute of imposed discipline action and supporting documentation no later than the Wednesday following the game to ensure the committee has time to review and respond before the next scheduled game.
 2. Unless a manager disputes the infraction and disciplinary actions the committee has no need to review the case. Should the manager dispute the standard disciplinary action, the committee will review all the case information and provide a vote for final disciplinary action no later than Friday the following week of the game. If managers do not provide the appropriate documentation or communication the standard discipline actions will be imposed. The committee will use a majority vote process for recommended alternative disciplinary actions and communicate that back to the coordinator for administrative processing.
 3. In addition to the standard disciplinary actions, the committee is empowered to by consensus, recommend additional suspension due to habitual offenders, egregious offenses, or situations otherwise not covered under official rules and procedures or the COSASL rules and procedures.

15. ADOPTION

1. Initial adoption of these Rules and Procedures was by a 5-0 vote of the executive board on July 22, 2014.

16. AMENDMENTS

1. Any proposed amendments to these Rules and Procedures must be approved by a two-thirds (2/3) vote of the Board of Directors.
2. Current revision was amended and accepted by the Board of Directors on July 17, 2025 by a unanimous vote.