CSL LEAGUE REQUIREMENTS

CLUB APPLICATIONS will be available on March 1. New Clubs will email Karen Sparks (<u>ksparks1@cox.net</u>) for the application link.

TEAM APPLICATIONS go online (www.coastsoccr.com) beginning April 1,

APPLICATION DEADLINE WILL BE MAY 15 (or the Monday following, if the 15th falls on a weekend.)

FEES:

League application fee per team: \$450.00 Additional Premier Application Fee: \$1075 (U16/17/19); \$500 (U14/15) (Premier U19 is for U17 teams moving up; not U18/19 teams moving up) Performance Bond: \$150.00 per team for new teams to the League Referee Recruit fee: Per Club/ not per team. See below under Referee Recruit Requirement.

NEW CLUBS: must have a minimum of SIX U11-U19 teams and field permits for Saturday/Sunday all day for Home games to participate in CSL. The Club/League would need to be approved by Cal South, as a League of Registration **PRIOR** to being accepted for participation in CSL. Check with Cal South as to requirements needed (www.calsouth.com).

INDEPENDENT TEAMS: New teams who are independent may not be accepted unless they join with a Club/League in their area. Go to <u>www.coastsoccer.com</u>, to PLAY IN CSL on the left side menu, to find a Club in your local area to join.

RETURNING TEAMS:

1. Returning Teams will start their application using their CSL 4-digit number.

2. Teams repeating an age group will be bracketed as a 'new' team.

3. Teams splitting will have their status determined by the CSL Bracketing Committee after May 15.

FIELD REQUIREMENTS:

Each Club MUST provide permits for Saturday AND Sunday field usage. One field all day each day for 6-10 teams U11-U19. Two fields for more than 10 teams U11-U19. No Clubs (or Leagues) will be accepted without Home field permits.

REFEREE RECRUIT REQUIREMENT:

Each Club needs to provide a Referee Recruit willing to go through certification along with \$65 for the certification clinic, then join a local association and officiate at least 5 CSL games, or pay a \$250 deposit until a recruit can be found. (Clubs with 10 or more teams provide 2 Recruits/\$130 or \$500 deposit)

REGISTRATION REQUIREMENTS:

Cal South's Coaching Credential Requirements:

Coaches Credentials: To COACH a game, start a game, continue a game, the Coach MUST have the following....

1. Have gone through a Coaching Clinic for an E License or higher with Cal South.

2. Have done their Risk Management Registration (Live Scan fingerprinting)...Cal South

3. And have a current laminated USYSA/Cal South Risk Management Pass registering them to their Club and designating the Level of their coaching license- just like the

Player ID Passes that are given to the referee. ***Go to www.calsouth.com, RISK MANAGEMENT, for revisions and updates.

Administrators Credentials: (For a Team Admin. or any Club Admin.) The Manager/Team Administrator/Club Administrator MUST have...

1. Gone through Risk Management registration (Live Scan fingerprinting)...Cal South 2. A laminated USYS/Cal South Administrator/Risk Management Pass registering them to the Team - just like the Player ID Passes that are given to the referee. (***This does NOT allow them to Coach (start a game, continue a game, or finish a Game) UNLESS their pass/card has a coaching level listed on the card)

***If a coach is ejected...the only person that may take over and continue or start a game, is another person with a laminated USYSA Coaches/Risk Management Pass registered to the same Club/League of Registration (which is not CSL, unless CSL registers your players). It is SUGGESTED and ADVISED, but not required, to have at least two people associated with the team that would have this documentation...or a team may get someone else from their Club/League with such documentation to help coach their team if needed. This is to prevent the forfeiture of games for not having the proper credentialed administrator on the sideline at all times.

Go to www.calsouth.com or contact Cal South, if you have any questions regarding Coaching Certification Clinics, Coaching License, or Risk Management/Live Scan.