



Las Vegas Club Soccer League (LVCSL)

Rules & Regulations — 2025/26

About LVCSL

Welcome to the Las Vegas Club Soccer League (LVCSL), where we are dedicated to shaping a bright future for the young athletes of Southern Nevada.

LVCSL is a club-organized league built around the needs of players and teams. We emphasize:

- Teamwork
- Sportsmanship
- A love for the game

We believe in creating a supportive environment that empowers players to develop their skills and confidence on and off the field.

Founded by five experienced Valley clubs, LVCSL is open to all who wish to participate and contribute. Together, we are building a league that reflects our shared passion for soccer.

Our Mission

- Provide a competitive yet fair environment
- Listen to the needs of athletes, coaches, and clubs
- Correct flaws in the current system
- Prioritize collaboration and communication
- Ensure everyone can thrive and contribute to the best league experience possible

1. Mission & Scope

LVCSL is committed to providing organized, structured, fair, and competitive games to develop skills, teach fair play, and encourage healthy competition.

Eligibility for External Events:

- Participation in LVCSL may be required for selection or seeding into certain local cups and showcases hosted by the league or its partners.
- State Cup/National events remain governed by their own rules.

2. Administration & Governance

2.1 Authority — The LVCSL Competitions Committee (under the LVCSL Commissioner) has final authority on league matters and rule interpretation.

2.2 Composition — The Competitions Committee shall include 3–5 representatives reflecting the diversity of participating clubs; appointments are seasonal.

2.3 Rule Updates — LVCSL may revise rules at any time during the seasonal year. Notices will be sent via email and/or posted on the league website.

3. Team Eligibility

3.1 Registration — Teams must be properly registered with their governing body (US Club Soccer) and in good standing.

3.2 Coaching Licensure — All coaches must be registered by completing and passing SafeSport training and a background check. It is recommended that coaches be licensed with the USSF or another body recognized by FIFA. A licensed coach must be present and listed on the match roster for every game. One individual may satisfy this requirement for no more than three (3) LVCSL teams.

3.3 Good Standing — Teams and clubs must be current on fees and free of disciplinary holds.

3.4 Naming Conflicts — Applications may be denied due to confusing or duplicative team/club names.

3.5 Roster Movement During Freeze — Players on a frozen roster may not be re-rostered to

another team without an approved waiver in the league system.

3.6 Roster Size & Game Day Minimums — See Cheat Sheet table above.

3.7 Check-In — Printed game roster must be provided to the referee ≥15 minutes before kick-off. Every listed player must present a matching, current player pass. No handwritten names allowed.

3.8 Entry Deadlines — Teams must apply and pay by the posted deadline. Late acceptance is at the Competitions Committee's discretion.

3.9 Venue Assignment — Teams agree to play at assigned venues once the final schedule is published.

4. Player Eligibility

4.1 Proper Registration — Players must be registered to the team in the league platform (US Club Card).

4.2 Single-Team Rule — A player may play for only one LVCSL team in a seasonal year except as allowed by Club Pass or Guest Player policy.

4.3 Playing Up/Down — Players may play up a maximum of two (2) age groups. Playing down is not permitted.

4.4 Serving Suspensions — Only official games count toward served suspensions (forfeits/cancellations do not).

4.5 Roster Integrity — Handwritten player names are ineligible; such participation renders the match a forfeit and may trigger discipline.

5. Club Pass & Guest Players

5.1 Club Pass (intra-club) — Teams may roster an unlimited number of Club Pass players per week (regular season & playoffs). Players must be properly registered and rostered in the online system. Competitive players may Club Pass up one (1) age group consistent with NYSA Play Up policy.

5.2 Guest Players (inter-club) — LVCSL permits up to three (3) guest players per match, subject to game roster maximums, provided:

- The player holds an active pass from a USSF-affiliated organization (US Club).
- The player submits the appropriate guest player/loan form and a signed medical release.
- The player is not in bad standing with any USSF-affiliated body.

5.3 Suspensions & Pass Usage — Players may not use Club Pass or Guest status to serve a suspension. Players under suspension are ineligible for all LVCSL matches until fully served.

6. Form of Competition

6.1 Age Groups — U11 through U14 (boys and girls).

6.2 Tiers —

- Tier 1: Advanced (Gold and above)
- Tier 2: Moderate (Silver and above)
- Tier 3: Developmental (Bronze and below)

The Committee may create additional tiers or consolidate age groups to maintain competitive balance and viable brackets.

6.3 Season Format — Complete round-robin regular season within brackets.

6.4 Regular Season Results — Matches may end in a tie.

6.5 Playoffs — No playoffs for this season.

6.6 Points System — Win = 3 points, Tie = 1 point, Loss = 0 points.

6.7 Schedule Notice — Final schedules released at least one week prior to the first game.

7. Precedence of Games

LVCSL scheduled games take precedence over other local sanctioned competitions unless explicitly approved by the Committee.

8. Playing Rules & Operations

8.1 Standards — FIFA Laws as modified by LVCSL/USSF and these rules apply.

8.2 Game Length / Format / Heading / Referees — See Cheat Sheet.

8.3 Combined Age Brackets — Use older age game length.

8.4 Substitutions — Unlimited, at referee's discretion, at any stoppage.

8.5 Ball Size — U11–U12: Size 4; U13+: Size 5. Each team supplies two match-ready balls.

8.6 Uniforms — Home = Light; Away = Dark. Always bring an alternative.

8.7 Equipment — No metal cleats; no unsafe knee braces; hard casts only if padded and approved. Shin guards required.

8.8 Sidelines & Colors — Home = North/East; Away = South/West. Teams sit on the same side; spectators opposite. Maintain 5 ft clearance.

8.9 Technical Area — Coaches must remain within the technical area. Spectators must refrain from coaching.

8.10 Player/Coach/Admin Cards — All passes must be official, current, with photo. Medical release required upon request. If a coach is dismissed, another carded & rostered official may assume control.

8.11 Match Reports & Scoring — Teams must present one printed match report. Jersey numbers must match system records. Postgame: verify and sign reports; enter results online within 24 hours.

8.12 Field Care — Teams must clean their half postgame.

- 8.13 Roster Freeze — 7 days before opening matchday at 11:59 pm. No new players allowed.
- 8.14 ID Cards — Returned postgame except in cases of assault or violent conduct.

9. Discipline, Suspensions, & Conduct

9.1 Responsibility — Coaches/admins responsible for conduct of players and spectators.

9.2 Yellow Cards —

- Second yellow in the same match = send-off + 1 match suspension.
- 4 yellows in season = 1 match suspension; resets after serving. Second accumulation = 2+ matches.
- Suspensions carry into postseason/next season.

9.3 Red Cards —

- Minimum 1 match suspension, posted publicly.
- Violent conduct = minimum 2 matches.
- Second red in season = mandatory hearing.
- Suspended players cannot appear as Club Pass or Guest until served.

9.4 Coach Accountability — Playing suspended/ineligible player = coach suspended minimum 2 matches + further penalties.

9.5 Zero Tolerance — Fighting, joining altercations, or abuse of officials results in removal and possible expulsion. No refunds for removals.

10. Forfeits, Withdrawals, & Drops

10.1 Forfeits —

- Failure to field eligible players + licensed coach within 15 min = 0–1 loss.
- Both teams fail to field = both forfeit.
- Instigation causing abandonment = offending team forfeits.

10.2 Dropped Teams — Teams withdrawn after season start are suspended from future LVCSL. Matches may be recorded as forfeits or removed.

10.3 Refund Policy —

- No Refund .

11. Protests & Appeals

11.1 Protests — Allowed only for misapplication of Law.

- Notify the referee within 15 min post-match and note on report.

11.2 Judgment Calls — Referee decisions are final.

11.3 Appeals — Discipline stated in these rules is not appealable. External violations referred to the appropriate body.

12. Scheduling, Weather & Contingencies

12.1 Primary Play Day — Saturday; weekdays/Sundays with approval.

12.2 Weather Policy — Committee may shorten halves, reschedule, relocate, Player safety is priority. No refunds for cancellations.

13. Pre-Season Mandatory Meeting

Attendance by a team representative is required. Key dates, updates, and procedures will be reviewed.

14. Risk Management & Plea of Ignorance

14.1 All US Club/USSF risk management, SafeSport, and background check requirements apply.

14.2 Plea of Ignorance — Ignorance of rules is not grounds for protest or appeal.

15. Rule Changes

The Competitions Committee may revise rules at any time during the seasonal year. Updates will be communicated in writing and/or posted online.

16. Definitions (Selected)

Administrator/Coach — Properly registered, licensed, and risk-managed individual listed on roster.

Club — Two or more teams under one organization registered with the same affiliate.

Club Pass — Temporary, intra-club rostering to another LVCSL team (up only).

Disqualification — Team ruled ineligible/withdrawn.

Ineligible Player — Not properly registered, not on game roster, or suspended.

Match Report — Official list of players/admins for match.

No-Show — Team failing to appear without notice.

Roster Freeze Date — Deadline after which no new players may be rostered.

Team Roster — Full list of registered players/admins.

Violent Conduct — Aggression toward any person before/during/after a match.

Suspension (Coach/Admin) — No game-related activity; cannot be within sight/sound of field.

Suspension (Player) — May remain on bench in street clothes unless otherwise directed.

17. Home/Away Protocol & Game Day Flow

- Home = Light, Away = Dark (bring alternates)
- Teams will occupy field sides as follows: Home-East or North...Visitor-West or South
- Present printed roster + passes 15 min pregame
- Verify and sign reports postgame; submit score within 24 hrs
- Clean bench area before departing; report prior debris

18. Contact

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