



CLUB DEVELOPMENT LEAGUE

## CDL League Rules Modified Format 2021/22

- All players, coaches, and team personnel must have a US Club Soccer member pass. Prior to each match the referee will conduct the pre-game check-in with the players and coaches. Please Note - flexibility is provided the first two weekends of the season August 14/15 and August 21/22. Starting August 28/29 the above rule must be followed.
- No rosters are required.
- Maximum roster size is 22 players – Game active roster is 18.
- Substitutions are unlimited; however, substitution stoppages may occur for either team a maximum of four times per half. In the case of a head injury, a team may sub a player out even if it exceeds four times per half.
- If a team is playing in a double header on a single day, any game that team participates in can be adjusted to 2 x 35-minute halves – this decision is made by both coaches prior to the game and the referee is informed.
- Players and team officials will be positioned on one sideline that is opposite the spectator sideline. It is not permissible for spectators to be positioned behind the team benches.
- If a full referee crew is not available, all CDL teams must provide an Assistant Referee who is capable of running a line.
- If a center referee is not available - each participating team must provide a referee for one half. On E/W playdates the local team will provide the referee.

	13U - 14U	15U - 16U	17U - 19U
Field: Length Range	100 - 120 (yards)	100 - 120 (yards)	100 - 120 (yards)
Field: Width Range	55 - 80 (yards)	55 - 80 (yards)	55 - 80 (yards)
Number of Players	11 v 11	11 v 11	11 v 11
Maximum Roster Size	22 max - 18 "game active"	22 max - 18 "game active"	22 max - 18 "game active"
GK	Yes	Yes	Yes
Playing Time	2 x 35 – Mins	2 x 40 - Mins	2 x 45 - Mins
Half Time (Minutes)	10	10	10
Ball Size	5	5	5
Goal Size	8 x 24	8 x 24	8 x 24
Offside	Yes	Yes	Yes