



CLUB DEVELOPMENT LEAGUE

## CDL League Rules Modified Format 2022/23

- All players, coaches, and team personnel must have a US Club Soccer member pass. However, referees **do not** need to check player cards prior to a game.
- 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. The game length decision is made by the coach of the team playing in the double header games. The opposing coach and referee must be informed prior to the game.
- The team listed first in the CDL schedule is designated as the “home team”. In the event of a color clash, the home team changes.
- 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