



LCSL Manager's Notebook

2026-27

Policy 305 – pg 70

[LSA Policy](#)

Team Scheduling

Rescheduling a Game

Playing LCSL in Tournaments

Canceled Game Procedure

Game cancelation due to Weather

Game Day Procedures

Game Rosters

Club Pass

Payment of Referees

Rules of Play

Game Length & Size of Soccer Ball

Grace Periods

Less Than 3 Referees

Jersey Information

Substitutions

Game Terminated Due to Inclement Weather

Misconduct

Player Misconduct

Team Misconduct

Coach Misconduct

Attendance While Serving a Suspension

Presence of a Credentialed Team Official

Team Scheduling

Introduction

In past years LSA scheduled 1,500 LCSL games for over 300. 70% of those games were rescheduled by teams for reasons other than weather (e.g. coaching conflicts). In 2020, LSA shifted to a team scheduling process which proved to be far more efficient and effective. It has avoided delays and unnecessary conflict between teams.

The home & away games, uploaded to the LSA Website, are placeholder games only. This is NOT your schedule. Each team is responsible for taking the matches, contacting their opponent and rescheduling to an agreed upon date/time based on field and referee availability. The deadline to schedule all fall games is Wednesday, September 30th and for the spring it is Friday, March 12, 2027. Please refer to the [LCSL Important Dates](#) for league start and finish dates and all other important dates.

Our 11U & 12U teams play a fall league, then a spring league. All the games must be completed within the season being played. There is a rain out weekend in the fall season, but not in the spring. All games are to be completed by Sunday, November 8th. The rainout weekend is November 14th & 15th. Only games rained out can be moved to this weekend. The spring season will begin on January 30, 2027. There is NO rainout weekend in the spring.

Our 13U – 19U play a full year season. Teams can schedule their schedule games in both the fall and spring (despite the placeholder dates).

The fall end date for the 13U-14U is November 8th. The rainout weekend is November 14th & 15th. Only games rained out can be moved to this weekend. The spring LCSL season will start back on January 30th. There is no rainout date for the spring.

Policy states that **40% of your games** must be played in the fall. LSA reserves the right to impose a fine, not to exceed \$250, to teams who do not meet this requirement.

Step 1 Team Communication

Both teams communicate with each other and agree on a date and time based on the home & away schedule set by LSA.

Step 2 Home Team Emails Their Field Assignor/Manager

The home team emails their Club's Field Assignor/Director/Registrar to find out whether a field is available on the date and time agreed upon. If there IS NOT a field available the teams return to Step 1 to agree on a different date and time.

- If there IS a field available, the home team moves to Step 3.

NOTE: Each club has their own policy on how to secure fields and referees. Please contact your club administrator to fully understand the procedure your club has in place

Step 3 – Scheduling Games in Mod11

LCSL will continue to utilize Mod11 as our scheduling platform.

LSA will upload the player rosters and risk management approved coaches and managers. You will not have access to your team until all of your risk management requirements are completed.

Please note the following:

- LSA will send out Mod11 instructions at the beginning of the season.
- GAMES CANNOT BE ADDED to Mod11 without confirmation of fields, date, time & referees. Mod11 cannot be used as a placeholder for games. Any games found without all the required information will be moved back to the placeholder date.
- Player photos and jersey numbers are required to be added to GotSport.
- The 26/27 LSA Classic Roster is the office team roster, not the league roster.
- Additional GotSport help articles can be found on the [LSA Website](#).

For our 11U & 12U teams, promotion/regulation will take place between the fall and spring seasons. Brackets will be adjusted based upon fall results. Clubs do have an opportunity to petition. Teams should contact their clubs about division placement, not LSA.

IMPORTANT:

Teams shall cooperate with each other throughout the seasonal year in scheduling and rescheduling games and shall be reasonable and accommodating with each other. In the event teams fail to communicate or cooperate with each other in scheduling or rescheduling an LCSL game or if an impasse exists in the teams' schedules, LSA shall have full authority to schedule the game. In determining how and when to schedule around team conflicts, LSA shall utilize the Priorities in Scheduling set forth in Policy 305.5.4.3

Rescheduling a Game Procedure

LCSL games can be rescheduled if BOTH teams agree and it is before the club's deadline. If both teams DO NOT agree, then the game must be played.

To reschedule LCSL games, teams must follow the process below. All games must maintain the correct lead-time set by your own club.

Step 1 Team Communication

Both teams communicate with each other and agree on new date and time.

Step 2 Home Team Emails Their Field Assignor/Manager

The home team emails their club's Field Assignor/Director/Registrar to find out whether a field is available on the new date and time. If there IS NOT a field available, the teams return to Step 1 to agree on a different date and time.

- If there IS a field available, the home team moves to Step 3. Follow club policy to ensure you have a field and referees.

Step 3 Schedule the game in Mod 11.

The home team's Team Manager or Coach makes the changes in their Mod 11 account. Again, all the information must be entered into Mod11 – date, time and field approved by the club's Field Assignor/Director/Registrar.

Step 4 Notification by the Home Team

The home team MUST notify the away team's contact (Team Manager/Coach) that the Game has been rescheduled as agreed upon by both teams.

Step 5

The game is not officially moved till it is reflected in your [online LCSL Schedule](#).

Note:

Once the Field Assignor have been notified of and agreed to the change in schedule, the original date, time and field shall be considered abandoned by the teams. The Field Assignor shall be free to schedule other games on the original field and the Referee Assignor shall be free to reassign your original referee crew to another game. **The game reschedule is not official until the game details have been changed in Mod11 and the new date/time is reflected in your [online schedule](#).**

Short Notice Reschedule Request

Notwithstanding the Reschedule Deadline set forth herein, any team or teams that submit a reschedule request for any game **within 6 days** of the scheduled date and time of the game for any purpose unrelated to the weather shall be **subject to full referee fees** in addition to a \$50.00 Short Notice Rescheduling Fee payable to LSA. All such Short Notice Rescheduling requests shall be subject to all reschedule rules and procedures and to the final approval of LSA. In the event LSA determines the reason for the Short Notice Reschedule request was unavoidable and under emergency circumstances the Short Notice Rescheduling Fee may be waived.

Playing a League Game in a Tournament:

LCSL games can be scheduled or rescheduled to be played in a club tournament under the following Conditions. Both teams and the tournament director must be on the same email to LSA.

1. The tournament host must agree that the game will be the first game of the day. It is the club's choice as to which day (Friday Night, Saturday or Sunday).
2. Both teams must certify to LSA that they consent to have the tournament game count as your LCSL game.
3. Once the schedule is released, and 2 teams are playing each other, they can agree to play that game as their LCSL game. The "first game of the day" does not apply when this happens. The teams will play the game as scheduled by the tournament.
4. Teams will agree to play by the tournament rules (i.e., length of play).
5. LSA will add the game to the tournament schedule, not the teams.
6. The tournament must be a USYS event.

As a reminder, it is the responsibility of the original host team to notify their club's assignors when games will no longer be played at their home fields.

Canceled Game Procedure

Make sure all Coaches and Team Managers have a current email address in *GotSport*. This Contact Information is critical in the event a game must be canceled due to inclement weather. Coaches/Managers email will be in Mod11.

If a game is stopped due to lightning, everyone should immediately go to their cars and wait till it passes to restart the game. There are many times, players can return to the field after 30-40 minutes. The responsibility to close or cancel games lies with the club, not with the teams.

Each club has full discretion in closing their fields due to rain or other inclement weather, but must be sensitive to teams traveling to their facilities. Host clubs and teams are responsible for communicating field and game status updates to visiting opponents. If the forecast predicts poor weather, the home team must keep their visiting opponents up-to-date as to any developments in field conditions or availability. By keeping in contact with visiting teams, contingency plans can be arranged and unnecessary travel expenses may be avoided.

If a home team fails to keep their opponents up-to-date with field conditions and availability and a visiting team incurs unnecessary travel expenses as a result, the home team may lose its home field advantage when the game is rescheduled. The goal is to encourage all LCSL teams to cooperate with each other and be sensitive to the burdens of travel.

If a game is canceled due to inclement weather or due to referee unavailability, it is the home team responsibility to notify their opponent within 24 hours of the game. The home team shall also email LSA the cancellation details, including the age group, teams involved and game number to kay@lsa-soccer.org. At that time, the teams should start the discussion of rescheduling the game and seek to find an agreeable time. Once this is done, the home team would go to step 2 in "Rescheduling a Game Procedure".

For games being held at a neutral-site, teams will be notified by LSA via *GotSport* if there are changes or cancellations. Any questions regarding the status of your neutral-site game can be directed by email to kay@lsa-soccer.org.

If a game that has begun must be terminated due to weather before halftime, the game will be rescheduled to be played from the beginning. If the first half of a game is completed before it is canceled, the game shall be deemed complete and the score will be final.

If three referees do not appear for an LCSL game, every effort should be made to contact the referee assignor to see if a full referee crew can be obtained in a reasonable time. The game can still be played if both coaches agree and so inform the referees. If the game is played the results shall be final. If both coaches do not agree to play the game with less than three referees, the game shall be considered canceled and must be rescheduled. If fewer than three referees appear for an LCSL game, LSA must be notified whether the coaches agree to play the game or not. The notification must include the age group and game number.

Game Day Procedures – Digital Format

Game Rosters

Rosters Sizes:

Age Groups	Minimum	Maximum
11U – 12U Classic	7	18
13U – 19U Classic	7	22

1. **Team Roster:** The manager or coach will log into their Mod11 account, click on the game and check off the players that will be on the game day roster. This needs to be complete on or before Thursday before the weekend games. Only the players selected will be allowed to play. If you are unsure who is attending, select all players.
2. **Game Roster:** The level of play (e.g. Division 1) will be shown on each Game Card.
 - a. Division 1 Games: Game rosters for 13U-19U teams shall be limited to 18 players.
 - b. All 11U-12U & 13U-19U Division 2+ Games: All players listed on the Team Roster are eligible to play with the exception of any player serving a suspension.
 - c. The game day roster must have jersey numbers and updated player photos. Any photo that appears to show a younger version will be deleted.
 - d. Club passes will be generated by the LSA prior to 9AM on Friday. Any club passes after that time will be processed by the club registrar or director.
 - e. Players serving a suspension will not be eligible to added to ANY game day roster.
3. Prior to the game – The referees will be able to pull up the game roster in their Mod11 account. At that time, they will check in the players and coaches. After the game, the referee will record the score and any misconducts. The manager or coach will have no additional responsibilities after the game ends.

4. Club Pass Players may be used in LCSL games as detailed below- Policy 211 (pg 40)

- a. In order to properly club pass a player, a **club Registrar or Director** shall notify LSA via email to bridget@lsa-soccer.org, utilizing the Club Pass Google Sheet.
- b. The deadline to submit club passes is **Friday, 9AM**. If you need a club pass after that time, your club registrar or club director will need to complete the form and then add the player to the game roster through Mod11.
- c. Each team will be limited to number of club passes listed below. The team's Game Card roster maximum must still comply with the rules of the competition.
 - a. 11U-12U – 211.2.2.1 – Players may participate in LCSL games with any team in 11U or 12U age groups regardless of the division of their primary team.
 - b. 13U-19U – 211.2.2.2 – No more than three club pass players are permitted for an LCSL game in 13U or older from a team whose primary team is in a higher division
 - c. 13U-19U – 211.2.2.3 – There is no limit on the number of club passes for an LCSL game in 13U and older from team that are in lower divisions.
 - d. 211.2.5 – Playing as a club pass player does not affect the ability of a player to play for his/her own primary team, subject only to the restriction of playing for only one team in a day.

Payment of Referees

Payment of referees for officiating at LCSL games shall be made by the teams or their clubs at the field at the time of the game. Each team shall contribute one-half the total referee fees due for a game played in that age group. See **LSA POLICY 205-pg 32**.

Age Group	Game Length	Referee	ARs
9U/10U	50 minutes	\$30.00	\$20.00 x 2 = \$40
11U-12U	60 minutes	\$40.00	\$25.00 x 2 = \$50
13U-14U	70 minutes	\$50.00	\$35.00 x 2 = \$70
15U-16U	80 minutes	\$55.00	\$45.00 x 2 = \$90
17U-19U	90 minutes	\$65.00	\$55.00 x 2 = \$100

11U/12U- TTL \$90 – to be divided between both teams

13U/14U – TTL \$120 - to be divided between both teams

15U/16U – TTL \$145 - to be divided between both teams

17U-19U – TTL \$175 – to be divided between both teams

Rules of Play

Game Length & Size of Soccer Ball

Age Groups	Game Length	Ball Size
11U-12U	2-30 min. halves	No. 4
13U-14U	2-35 min. halves	No. 5
15U-16U	2-40 min. halves	No. 5
17U-19U	2-45 min. halves	No. 5

Grace Periods

Teams not ready to play at the scheduled start time of any game shall be granted a 10-minute grace period. For 11 v 11 games, a minimum of 7 players is needed to start a game. For 9 v 9 games, a minimum of 5 players is needed to start a game.

Games may end in a draw.

Less Than 3 Referees

If an LCSL game does not have three referees, the game can be played as long as both coaches agree. Every effort should be made to contact the referee assignor to see if referees can be obtained in a reasonable time. If both Coaches do not agree to play the game, LSA will determine why a full referee crew did not appear to officiate the game and will reschedule the game accordingly.

Jersey Information & Spectators

The team listed first in each pairing shall be designated as the home team. The home team shall:

- a. The home team wears light-colored jerseys and the visiting team shall wear dark-colored jerseys. The team that is not in compliance with the above, in the opinion of the referee, shall be required to change jerseys. Referee decision on uniforms is final.
- b. All spectators must stay on the opposite side of the field from where their team's bench is located, and within the spectator boxes at least two yards back from the touchline and twenty yards in length on either side of the halfway line.
- c. **The club and the head coach of the team is responsible for the conduct of its spectators and supports. Unacceptable and unsporting behavior shall not be tolerated and will be subject to sanctions by LSA (policy 214.6)**
- d. Home team provides the game ball.
- e. Noisy makers **ARE NOT** allowed at any LSA event, including LCSL games.

ADDITIONAL INFORMATION:

Player Misconduct

If a player is ejected from a game, the player may remain on the team's bench as long as there are no disciplinary issues. If the player does not maintain a respectful attitude, they will be told to leave the field.

Please note that there are various levels of suspensions for players (and coaches) ejected from a game. These different levels reflect the severity of the player's /coach misconduct. The referee's description of the player's misconduct in the referee's Supplemental Report shall be definitive in determining the level of suspension. A coach who is ejected from a game shall leave the vicinity of the field and is prohibited from any further contact, direct or indirect, with the team during the remainder of that game.

In the event a player participates in a game before serving his or her suspension in full, the game in which the player improperly participates shall be forfeited and the player must still serve his or her suspension. If the suspension exceeds 2 games or more, LSA will notify the club. LSA WILL NOT notify the clubs for a 1 game suspension. Mod 11 will not allow a player to be added to a game if they are serving suspension.

[US Soccer Referee Abuse Policy](#)

Team Misconduct

A team shall forfeit a game if, in the discretion of the referee, conduct by its players, coaches or spectators causes a game to be prematurely terminated or abandoned. Any caution or send-off in the forfeited game is still subject to penalties and suspensions.

Coach Misconduct

A coach who is ejected from a game shall leave the vicinity of the field and is prohibited from any further contact, direct or indirect, with the team during the remainder of that game. If a credentialed team official is not present, the game shall be terminated and the offending team shall forfeit the game. If a coach is sent-off during a game, the team manager shall retain possession of the coach's pass. If the coach does not leave, sight and sound, then LSA reserves the right to impose additional suspensions (please see under Player Misconduct).

Attendance While Serving a Suspension

Players serving a suspension may be at the game may sit on the team bench but cannot be in any part of the game uniform. Coaches serving a suspension may not be at the field complex during the game unless he/she is coaching another team.

Presence of a Credentialed Team Official

Teams must have a credentialed coach or team official from their club to participate. If a credentialed coach or team official from their club is not present during the entire game, the game shall be terminated and deemed a forfeit.

End of the Year Events

LSA extends an invitation to all LCSL to participate in the end of the year tournaments.

1. [State Cup](#) – 13U – 19U – Top 4 LCSL teams
2. [Presidents Cup](#) – 13U – 19U – Open to Division 2 teams, teams dropping from D1 and the top D3 team (petition only).
3. [Open Cup](#) – 10U – 19U recreational and 13U – 19U divisions 3,4,5 & 6
4. [Bob Abbott](#) – 11U & 12U team