



Virginia Club Soccer League

2026-27 Game Day Procedures



Age Group	Birth Year	Roster Max	Half Length	Half Time	Format	Ball Size	Goal Size	Field Size*	Subs	Head?	Punt?	Refs
U-11	15/16	16	35 min	10 min	9v9	4	7x21	80x54	No Limit	No	Midfield	3
U-12	14/15	16	35 min	10 min	9v9	4	7x21	80x54	No Limit	Yes	Yes	3
U-13	13/14	18	35 min	10 min	11v11	5	8x24	105x68	No Limit	Yes	Yes	3
U-14	12/13	18	40 min	10 min	11v11	5	8x24	105x68	No Limit	Yes	Yes	3
U-15	11/12	18	40 min	10 min	11v11	5	8x24	110x70	No Limit	Yes	Yes	3
U-16	10/11	18	40 min	10 min	11v11	5	8x24	110x70	No Limit	Yes	Yes	3
U-17	09/10	18	45 min	10 min	11v11	5	8x24	115x74	No Limit	Yes	Yes	3
U-19	07/09	18	45 min	10 min	11v11	5	8x24	115x74	No Limit	Yes	Yes	3

*approximate

Player Check: Referees should check rosters pre-game. Gotsport rosters with pictures or player passes are acceptable to verify player eligibility. Digital copies approved. If no passes are available pre-game, team may present at halftime or post-game for verification. If no roster or passes are present, please report to the league.

Technical Area: Only coaches, staff and managers with coaching passes may be in the technical area with players. Credentials may be checked at any time by the referees. Coaches should have a physical pass.

Game Balls: Home team must supply two quality and properly inflated game balls.

Guest Play: Guest playing within club only. No external guests. Must be USYS carded. 5 maximum guest players allowed for 11v11 and 3 max allowed for 9v9. Max roster with guests is 16 for 11v11 & 14 for 9v9. Guests may not be older than their team or their opponent, whichever is older. Maximum of 2 higher level guest players allowed in games. Younger double passed players playing up are counted as guest players but not higher level guest players.

Double Pass: Players from higher levels such as ECNL RL must be double carded so they have a USYS pass and are eligible to play. Players may only be double carded within their same host organization or club. A max of 2 such players may participate in VCSL Premier Division games and count towards the guest player limits. Max guest roster sizes (16 or 14) not to be exceeded. Double passed players from higher leagues (ECNL RL) are ineligible for Classic level matches. No National League (ECNL or GA) players eligible for any matches.

Substitutions: Unlimited reentry is allowed. Subs are made at the referee's discretion at the following moments: throw in by team in possession or both teams, goal kicks, after a goal, cautions and injuries (both teams).

Uniforms: Uniforms must have unique numbers and be reasonably similar in appearance. Adjusting uniform numbers with tape or marker is approved. In case of color conflict, home team must change uniforms.

Red Cards: Players who receive a red card must leave the match and may not be replaced during that game. The red carded player is ineligible to play in the team's next league match. Outside competitions such as tournaments do not count as serving a suspension. Serious infractions may result in longer suspensions. Two yellow cards equals a red card and carries the same penalty. Coaches who are ejected must leave the immediate area of the match and must serve a minimum one game suspension. Red cards are to be reported to the league.

Additional Equipment: Additional equipment such as properly padded casts and corrective glasses may be worn if in the determination of the referee they meet the standard of safety for all players.

Score Reporting: Home teams/clubs must update scores in Gotsport no later than Monday at noon.