



Cascadia Premier League

Rules and Regulations

2026



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Section 1: General Provisions & Governance

1.01 League Governance & Authority

Governing Body: The Cascadia Premier League (CPL) is owned and operated by Northwest Leagues & Events, LLC (NWLE).

Affiliation: The CPL is affiliated with the [United States Specialty Sports Association \(USSSA\) Soccer](#) and **U.S. Soccer**.

Operational Scope: The league provides a competition schedule and manages all administrative functions, including coordination, facilitation, and promotion of amateur adult soccer.

Regulatory Authority: All CPL competitions are governed by these Rules and Regulations.

Information Distribution: The league will publish all official operation rules and competition standings on the official league website.

Living Document Provision: These Rules and Regulations are considered a "living document." NWLE reserves the right to amend, clarify, or update any portion of this document during the season if issues arise that require immediate resolution or further guidance to ensure the safety, fairness, and integrity of the league. Any such updates will be communicated to Team Officials in writing and shall take effect immediately upon notification.

1.02 Mission, Vision, and Values

Mission & Values: Our goal is to create a competition known for its organization, professionalism, and competitive integrity; one that teams aspire to be part of.

Core Values: All league participants are expected to maintain high standards of conduct, embracing unity, respect, fair play, and equality.

1.03 Ethics & Anti-Discrimination

Zero-Tolerance Policy: CPL does not tolerate discrimination, prejudice, bias, or harassment of any kind by teams, players, coaches, or staff.

Investigation Protocol: If an allegation of discrimination or ethical breach arises, league officials will conduct a thorough and expedited investigation to determine necessary disciplinary actions.

1.04 Confidentiality & Communication

Scope of Confidentiality: All internal communications, including electronic, verbal, or written correspondence regarding league operations, rules, discipline, protests, or waivers, are strictly confidential.

Exceptions: Information is only considered public if it is officially distributed via a league news release or published on the public league website.

Section 2: Financial Requirements

Officer Liability: The designated Primary Point of Contact is legally responsible for all financial obligations incurred by the team.

2.01 Seasonal League Fees

To secure a position in the competition, all teams must submit a completed **2026 Team Registration** along with the full **\$1,000.00 League Fee** no later than **April 3, 2026**.

2.02 Performance Bond

Each team must maintain a **\$500.00** Performance Bond on deposit with the league.

Purpose: These funds remain the property of the team but are held in escrow to guarantee match-day fulfillment, roster compliance, and to cover any fines issued by the Disciplinary Committee ([Section 7](#)).

Initial Performance Bond Deposit: Each team will be invoiced for the initial \$500 deposit which will be due by **May 8, 2026**.

Bond Replenishment: Should the Performance Bond fall below \$500.00 due to fines or deductions, the team must replenish the balance to \$500.00. Payment is due by **5:00 PM on the Wednesday prior to the team's next scheduled match**; failure to replenish the bond by this deadline will result in an automatic match forfeit.

Rollover/Refund: At the conclusion of the season, the bond will be refunded in full, provided the team has no outstanding debts to the league or Referee Assignor.

2.03 Refund & Withdrawal Policy

To maintain league stability and respect the scheduling commitments made to all member teams, the following refund schedule applies:

2.03.1 Refund Policy (Prior to Schedule Publication)

Should a team withdraw their application after payment but *before* the official match schedule is published, a refund may be requested. All such refunds are subject to a **\$100.00 administrative processing fee**.

2.03.2 Non-Refundable Status (After Schedule Publication)

Once the official match schedule has been published, the League Fee is **100% non-refundable**, as these funds are immediately committed to league administrative costs.

2.03.3 Performance Bond

Regardless of the timing of a withdrawal, the \$500.00 Performance Bond is **100% refundable**, provided the team has not incurred any fines, outstanding fees, or caused a match forfeiture prior to their withdrawal.

2.04 Referee Standard Match Fee & Payment Responsibility

The CPL partners with [The Referee Group \(TRG\)](#) to provide a standard three-person officiating crew for all regular-season matches. **The total rate for a full 3-referee crew is \$301.00 per match.**

The Home team is solely responsible for all referee costs. Following the release of the league schedule, TRG will issue a seasonal invoice to the Team Official covering all scheduled home matches. Full pre-payment via ACH is required prior to the start of the season to ensure coverage.

While the league scheduler provides match details directly to TRG, Team Officials are responsible for monitoring their match assignment status at therefereegroup.org.

Failure to remit payment by the TRG deadline will result in a **\$25.00 administrative fee** and an automatic drawdown from the team's Performance Bond to cover outstanding fees. Per [Section 2.02](#), the bond must be replenished within forty-eight (48) hours of notification to maintain league eligibility.

Section 3: Player Eligibility & Roster Management

3.01 Amateur Status & Player Classification

Amateur Status: All players must compete as amateur athletes and are strictly prohibited from receiving monetary compensation for participation in league matches.

USSSA Premier Player Carding: The league will submit player registration data to the **USSSA** Soccer to secure liability insurance.

Team Staff: Team Staff are NOT players. Members of the team staff must be registered as a player to play.

3.02 Player Identification & "Match Ready" Status

Centralized Registration: All players must register exclusively through the CPL's registration platform; outside player cards are not valid.

A player is considered "Match Ready" and eligible for competition only after successfully completing the registration process through the league portal. A player must appear on the system-generated Master Roster to be eligible to participate in a match.

Manual "write-in" players on the Master Roster or Game Sheet are strictly prohibited. If a player's name does not appear on the official printed or digital Master Roster at the time of check-in, they are ineligible to take the field.

Ineligibility Penalty: Any team proven to have fielded a player who has not completed the registration process will automatically forfeit the match (3-0 scoreline) and may face additional fines from the Performance Bond.

3.03 Age Requirements & Safety Compliance

Minimum Age: The minimum age for participation is sixteen (16). At the time of registration, all minor players (aged 16-17) must submit a signed parental consent waiver through the league's registration portal to be eligible for carding; players aged 18 and older are exempt from this requirement and may register as independent adults.

SafeSport & Compliance: Any staff member or adult player (18+) playing on a team that includes a minor athlete (under 18) must complete mandatory SafeSport training and background checks (staff only) annually.

3.04 Roster Composition & Limits

Master Roster: Teams may carry an unlimited number of players on their Master Roster in the league registration portal.

Eligibility & System Verification: A player is eligible for match-day participation once they appear on the system-generated Master Roster. There is no mid-week deadline for registration; however, the player must be fully processed and visible on the official Master Roster prior to kickoff to be eligible. **No manual write-ins are permitted.**

3.05 Transfer & Movement Policy

3.05.1 Primary Roster Requirement (No Dual-Rostering)

Players are strictly prohibited from being permanently rostered on more than one team within the CPL. A player's "Primary Roster" is the single Master Roster they are registered to within the league portal.

- **The Exception:** Participation in a match for another team within the same club via the **Club Player Pass (Section 3.05.3)** is a temporary eligibility exception and does not constitute dual-rostering or change a player's primary roster status.

3.05.2 Roster Transfer Request (Permanent Movement)

For a player to move permanently from one CPL club/team to another, a formal request must be emailed to registrar@nwleaguesandevents.com.

Email Subject Line Format: [Transfer] - [Player Name] - [Releasing Club] to [Acquiring Club]

Required Information:

1. **Player Full Name:** (As it appears in the Registration Portal).
2. **Current Club:** The name of the club currently holding the player's registration.
3. **New Club:** The name of the club the player is moving to.
4. **Release Confirmation:** A copy of the written release (email or text) from the current Club Official, or a statement confirming the player has no outstanding financial or disciplinary obligations to the previous club.

Limits & Fees: Players are permitted one (1) transfer per season. A non-refundable **\$25.00 administrative fee** will be invoiced to the player. Following payment, a mandatory **48-hour processing window** is required for league verification.

Roster Freeze: No transfers will be approved after **June 24 (Women)** or **July 1 (Men)**. Following these dates, players must remain with their registered team for the duration of the regular season and post-season.

3.05.3 Club Player Passing (Temporary Movement)

Club Player Passing allows teams within the same Club entity to move players between team rosters for the sole purpose of **Fixture Fulfillment**.

Group Restrictions: Club passing is only permitted between teams competing in **different groups**. These groups may or may not reside within the same Conference.

Upward Movement Only:

- Players registered to a **CPL 2** (Lower Conference) roster may be passed **UP** to a **CPL 1** (Higher Conference) roster.
- Players registered to a **CPL 1** roster are **PROHIBITED** from passing down to a **CPL 2** roster.

One Match Per Day: Regardless of group or conference, no player may participate in more than one (1) CPL-sanctioned match per calendar day.

***Match Day Procedure (TBD):** Specific protocols for adding Club Pass players to the digital Game Sheet and verifying eligibility via TeamPass are currently under review. Final instructions will be released to Club Officials prior to the start of the season.*

Post-Season: The Club Pass system is deactivated during the Post-Season. Only players on the frozen Master Roster as of the freeze date are eligible for playoff fixtures.

3.06 Roster Management & Definitions

To maintain league integrity and insurance compliance, Team Officials must manage two distinct rosters for every match:

The Master Roster (The "ID Card"):

This is the comprehensive, league-verified list of all registered players for your team printed from the TeamPass registration platform.

- **Function:** The printed Master Roster serves as the official Player Identification for the match.
 - Handwritten additions to the **Master Roster** are **strictly prohibited**. If a player is not on the printed Master Roster, they are **ineligible** to play.
 - A player's photo must be visible on the Master Roster. If the photo is missing or corrupted, the player is **ineligible** to play.

The Game Roster (The "Active Lineup"):

This is the match-specific listing of the active players (max 22) participating in that day's fixture.

- A player **must** be on the Master Roster to be added to a Game Roster. Conversely, every player listed on the Game Roster **must** appear on the Master Roster.
- Each team will use a game roster to update their player's and match stats in the league's [website](#).

Player Eligibility Violations

Fielding an unregistered, ineligible, or suspended player will result in an automatic **\$250.00 fine** per occurrence (deducted from the Performance Bond) and an automatic **3-0 match forfeit**.

Section 4: Venue & Facility Requirements

4.01 Field Specifications & Surface Quality

Surface Type: Matches must be played on high-quality natural grass or FIFA-certified synthetic turf. Surfaces must be level, free of hazards, and properly groomed. The league reserves the right to audit and reject facilities that present safety risks (e.g., uneven surfaces, significant "balding" on grass, or degraded turf infill).

Dimensions: Fields must meet FIFA-standard dimensions. A minimum of **110 x 70 yards** is preferred; facilities falling below **100 x 60 yards** will not be sanctioned for play.

Markings: Fields must be clearly lined in white. If multi-sport lines exist (football/lacrosse), soccer lines must be the primary and most visible color.

Run-off Zones: To ensure player safety, there must be a minimum of 10 feet of unobstructed space beyond the touchlines and 13 feet beyond the goal lines.

4.02 Equipment Standards

Goal Nets & Corner Flags: Nets must be securely fastened to the posts and the ground with no visible holes. Corner flags are mandatory, must be at least 5 feet high, and must not be dangerous (pointed) to players.

4.03 Core Facility Requirements

Lighting: For matches scheduled after sunset, lighting must meet a minimum average of Standard recreational-level illumination (30 foot-candles). This standard ensures player safety and adequate visibility for match officials to make accurate decisions.

Spectator Areas: Facilities must have defined seating or standing areas for spectators. To maintain the integrity of the match and the safety of participants, spectator areas must be kept separate from the team technical areas.

Restrooms: Accessible and clean restroom facilities must be available for players, officials, and spectators for the entire duration of the match event.

4.04 Medical & Emergency Infrastructure

Emergency Action Plan (EAP) : Every team is strongly recommended to have a venue-specific EAP available at the field. A template is available in [Appendix D: Emergency Action Plan Template](#).

AED Access: It is recommended that an Automated External Defibrillator (AED) be located within 3 minutes of the pitch.

Section 5: Match Standards & Operations

5.01 Scheduling, Match Completion, Forfeit & Abandonment

5.01.1 Official Master Schedule

The league will release the Master Schedule at least 30 days prior to the first match of the season.

Teams are expected to work together in good faith to finalize the details of the match as scheduled on the Master Schedule.

The Home Team Official is responsible for updating the game details on the league website.

5.01.2 Reschedules

Teams are expected to work together in good faith to resolve scheduling conflicts. The following standards apply to all match changes:

Mutual Agreement: Teams must reach a mutual agreement on a new date, time, and venue before involving the league. If teams cannot reach an agreement, the match must be played as originally scheduled. Failure to play the match as scheduled will result in a forfeit, triggering the **\$500.00 Forfeit fine for non-recoverable costs**.

Submission Window: Once an agreement is reached, the change must be updated on the league website and submitted to the league no later than **seven (7) days** prior to the originally scheduled kickoff.

League Notification: The **Home** team is responsible for notifying the league of reschedules by emailing registrar@nwleaguesandevents.com. This email must include the revised match details and a copy of the written confirmation (email or text) from the opposing team's authorized Team Official.

All non-recoverable costs (e.g., non-refundable field fees) remain the responsibility of the requesting team.

5.01.3 Weather/Safety Authority

Only the Head Referee has the authority to delay or abandon a match due to weather (e.g., lightning/unplayable pitch) or safety concerns once the match has started. The match must be rescheduled.

5.01.4 Completion Status (The 70th Minute Rule)

If a match is abandoned after the **70th minute** for reasons other than misconduct (e.g., weather or equipment failure), the score at the time of abandonment will stand as the final result. If abandoned prior to the 70th minute, the League Office will determine if the match shall be replayed in its entirety or resumed from the point of abandonment.

5.01.5 Misconduct Abandonment

If a match is abandoned due to the misconduct of a specific team, player, or its spectators, the Disciplinary Committee (DC) may award a forfeit against the offending team regardless of the minute of the match.

5.01.6 Notice of Forfeit

While written notice of a forfeit should be provided at least **72 hours** prior to kickoff to minimize disruption, notification does not exempt the team from financial liability.

5.02 Laws of the Game & Substitutions

All matches will be conducted in accordance with the [FIFA Laws of the Game](#), as modified by the CPL and USSSA Soccer for amateur play.

It is the responsibility of every team manager, coach, and player to be familiar with the Laws of the Game. A plea of ignorance will not be accepted as a defense in disciplinary matters.

5.02.1 Substitutions

Unlimited substitutions are permitted during a match.

5.03 Medical & Safety Protocol

5.03.1 Athletic Trainer (ATC)

To ensure the highest level of player care, it is highly recommended that a certified Athletic Trainer be present at all matches. At a minimum, the Home team must provide a designated Safety Officer (this may be a staff member or administrator) and a fully stocked, professional-grade medical kit on the sideline.

5.03.2 Concussion Policy

Any player who loses consciousness or exhibits signs consistent with a concussion must be removed and shall not return to play in that match.

Authority to Identify: The home team trainer or physician is the only person authorized to identify concussive signs.

Referee Protocol: Referees are advised to stop play immediately for any head collision. If the healthcare professional clears the player, they may re-enter at any stoppage.

5.04 Equipment & Match Balls

Match Balls: Home team must provide three (3) **FIFA Quality** balls, properly inflated.

5.05 Bench Area & Technical Zone

Authorized Personnel: Only the **22 rostered players** and a maximum of **4 registered team staff** (Coach, Asst. Coach, Trainer, Manager) are permitted in the technical area.

Identification: All staff in the technical area must be registered with the league and listed on the [Master Roster](#).

Non-Active Players: Any rostered players who are not part of the active match-day squad but are sitting on the bench must wear a **pinnie or alternate-colored shirt** to clearly distinguish them from active participants.

Technical Area Conduct: Coaches and staff must remain within the marked technical zone. The Head Coach is legally and professionally responsible for the behavior of all personnel and players in the technical area.

Disciplinary Action: Persistent misconduct or the presence of unauthorized individuals in the technical area may result in dismissals and subsequent fines as outlined in [Appendix B](#).

5.06 Player & Staff Amenities

Locker Rooms: It is suggested that the Home team provide secure, private locker rooms for both the visiting team and the match officials at least **60 minutes prior to kickoff**.

Alternative: If permanent locker rooms are unavailable, the Home team must provide a canopy for the visiting team.

Hydration & Ice: The Home team is to provide **two (2) cases of bottled water** (or a sanitized 5-gallon water station) and a **cooler of ice** for the visiting team's bench.

Hospitality for Officials: It is suggested that the Home team provide a separate area with water and light snacks (fruit/granola bars) for the referee crew.

5.07 Match Official Hospitality & Safety

Safety: The Home team is responsible for the safety of match officials from the time they arrive at the facility until they depart.

Official Check-in: It is suggested that Home teams provide an area for officials to conduct the pre-match roster and equipment check.

5.08 Uniform & Kit Colors

Home Team Responsibility: The Home Team has priority for kit color selection.

Conflict Resolution: In the event of a color conflict, the **Visiting Team** must change to an alternate kit. It is recommended that all teams carry both a "Light" and "Dark" set of jerseys to every match to avoid delays. It is recommended that Home and Away teams wear different colored socks.

Shinguards: All players must wear age/size-appropriate shinguards covered entirely by their socks.

5.09 Roster Distribution & Game Sheets

To ensure transparency, safety, and accurate digital record-keeping, the following protocols must be followed for every league fixture:

The Master Roster (Mandatory ID Verification)

The [Master Roster](#) serves as the official identification document for all players and staff. Both teams must provide **three (3) printed copies** of their official Master Roster to the following parties at least 15 minutes prior to kickoff:

1. **The Match Official(s):** One copy for the referee to track goals, cards, and substitutions.
2. **The Opposing Team:** One copy for the opponent's records and eligibility verification.
3. **The Home Team:** One copy for your records and eligibility verification.

The Master Roster may feature a maximum of **22 active players**. Inactive players on the Master Roster should be crossed out (example: ~~Bobby Baker~~).

- **Referee Validation:** Match officials are required to sign the Master Roster sheet provided by each team. This signature validates that the roster was presented and players/staff checked-in.
- **Final Verification:** At the conclusion of the match, a team official from each team should verify the recorded score and cards with the referee before leaving the facility.

The Game Roster (Stat Tracking)

In addition to the Master Roster, each team is **required** to maintain a [Game Roster](#) for every match to track specific match data (goals and assists) and disciplinary actions (yellow/red cards) on the league [website](#).

- **Stat Integrity:** Teams are responsible for ensuring that all data posted to the league portal matches the physical Master Roster sheet.

Record Retention: Both teams must retain a physical or high-quality digital copy of the **signed match Master Roster** for the duration of the 2026 season. These documents are the primary evidence used during any roster audit or disciplinary appeal.

Incident Reporting Any significant incidents (injuries, spectator misconduct, or facility issues) not fully captured in the digital score report should be detailed in an email to registrar@nwleaguesandevents.com within twenty-four (24) hours.

5.10 Referee Management

Crew Composition: The league's Referee Assignor will assign a three-person crew consisting of one Center Referee and two Assistant Referees for all matches.

Referee Authority: The referee's authority begins upon arrival at the facility and ends when they depart. Their decisions regarding points of fact connected with play are final.

5.11 Minimum to Start

A match shall not commence unless both teams have at least **9 registered players** present, in uniform, and verified by the referee.

Section 6: Post-Match Requirements

6.01 Score Reporting Timeline

Score Update: The Home team must update the "Final Score" via the league mobile app or website within **two (2) hours** of the final whistle.

Full Stat Entry: Both Team Officials are responsible for entering their own specific statistics (Goal scorers, assists, and disciplinary cards) into the league system within **forty-eight (48) hours** of the match completion.

Verification: Both teams will email a copy or photo of the match report to scores@nwleaguesandevents.com. The league administrator will verify stats against the official Referee Match Report. Discrepancies may result in administrative fines if not corrected immediately.

Match Reporting: Failure to enter scores/stats within **forty-eight (48) hours** of match completion will result in a fine; **\$50** (first offense), **\$100** (subsequent).

6.02 Statistics & Individual Awards

Player Stats: To maintain the "Premier" experience and facilitate individual awards (Golden Boot, Clean Sheets, All-League Teams), managers are required to enter full player statistics (Goals/Assists) when reporting scores.

Accuracy: Purposefully falsifying statistics to influence league awards is considered an ethical breach under [Section 1.03](#) and may lead to disciplinary action.

6.03 Match Incidents, Protests, and Eligibility Violations

All formal claims—including forfeit reimbursements, roster protests, or reports of referee misconduct—must be submitted via email to compliance@nwleaguesandevents.com.

Submission Deadlines:

- **Roster Protests/Eligibility:** Within **twenty-four (24) hours** of match conclusion.
- **Forfeit Reimbursement:** Within **forty-eight (48) hours** of scheduled kickoff. Once verified by the League Office, approved reimbursements will be deducted from the offending team's Performance Bond and transferred to the non-offending team.

Required Documentation: All reports must include a digital copy (photo or scan) of the Master Roster used at the match, plus any relevant evidence such as receipts (for non-recoverable match-day expenses (e.g., facility rental fees or pre-paid referee fees), photos of the field/incident, or league portal screenshots.

Email Subject Line Format: [Category] - [Date] - [Home Team] vs [Away Team]

- *Example: Compliance - 05/15/26 - Seattle FC vs Tacoma City*
- *Example: Ineligible Player - 05/15/26 - Seattle FC vs Tacoma City*

Section 7: Disciplinary Committee & Judicial Process

7.01 Committee Composition & Appointments

The Disciplinary Committee (DC) is established to provide fair, consistent, and timely rulings on league-wide disciplinary matters.

The Chairperson: Appointed by CPL administrators. For the 2026 season, the Chairperson may be an active team owner, coach, or administrator within the league.

The Panel: The DC shall consist of a pool of 3 to 5 members selected by the Chairperson. Recognizing that the CPL is "built for teams, by teams," team representatives and stakeholders are encouraged to serve on the panel.

Mandatory Recusal: Any panel member must recuse themselves if the incident involves their own team or a direct divisional rival impacted by the ruling.

7.02 Referee Abuse Policy (U.S. Soccer Policy 531-9)

The CPL maintains a zero-tolerance environment for any misconduct toward match officials. We strictly adhere to the official [U.S. Soccer Referee Abuse Prevention \(RAP\) Policy](#). In addition to mandatory suspensions served under USSSA and U.S. Soccer guidelines, the league imposes mandatory financial penalties for any verified instance of referee abuse or assault. For specific penalty amounts and bond deduction protocols, please refer to [Appendix B](#).

7.02.1 Definitions

Referee Abuse: Any verbal statement or physical act (non-contact) that implies or threatens harm to a referee or their property.

Referee Assault: Any intentional act of physical violence at or upon a referee (e.g., striking, spitting, or kicking an object at an official).

7.02.2 The "Minor Multiplier"

To protect young officials, any abuse or assault directed toward a referee under the age of 18 results in **triple (3x)** the standard penalty.

7.02.3 Mandatory Reporting

Referees are required to transmit a written report of any abuse or assault within **forty-eight (48) hours**. The league office will immediately adjudicate these reports.

7.02.4 RAP Penalty Matrix

The following minimum sanctions apply to all registered players, coaches, and staff:

Infraction	Minimum Sanction
Non-Physical (Taunting/Aggression)	2–6 match suspension
Discriminatory Acts	6–24 month suspension
Physical Contact (Minor)	3 match or 1–6 month suspension
Violent Conduct (Striking/Spitting)	12 month suspension to a Lifetime Ban

Full Policy Access: You can review the complete U.S. Soccer Policy and Penalty Matrix here: [Official U.S. Soccer RAP Policy Document](#).

7.03 Player & Staff Discipline (Cautions & Send-offs)

7.03.1 Yellow Cards (Cautions) Accumulation

Stage 1: A player who accumulates **five (5) yellow cards** during the regular season is suspended for their next scheduled match.

Stage 2: An additional **two (2) yellow cards** (total of 7) results in a second one-match suspension.

Stage 3: Every yellow card following the 7th results in a mandatory one-match suspension and a review by the Disciplinary Committee.

7.03.2 Red Cards (Send-offs) & Disciplinary Matrix

A red card results in the immediate dismissal of the individual from the technical area and an automatic suspension from the team's next sanctioned match. All red cards must be recorded on the mandatory game **Master Roster** and entered into the league portal within 24 hours.

Disciplinary Matrix (Automatic Minimums)

To ensure league-wide consistency, the following minimum suspensions apply to all send-offs (red cards). These minimums are automatic and **cannot be appealed**:

Infraction	Minimum Suspension
Second Caution in a Match	1 Match
Denying an Obvious Goal-Scoring Opportunity (DOGSO)	1 Match
Offensive, Insulting, or Abusive Language	2 Matches
Serious Foul Play / Violent Conduct	2–3 Matches (Pending Review)
Striking, Kicking, or Punching	3 Matches (Minimum) + Potential Fine
Referee Abuse or Assault	Immediate Indefinite Suspension (Pending USSSA/League Hearing)

Note: Serious Foul Play and Violent Conduct suspensions are subject to increase based on the referee's report and a review of match video if available.

Accumulated Discipline Fines (The "Rule of 4")

The CPL monitors team discipline (players and staff) throughout the season. While the suspension applies to every red card, financial penalties are assessed based on a team's seasonal accumulation:

- **Cards 1 through 3:** No administrative fine (Suspension only).
- **Card 4 and Beyond:** A **\$25.00 fine** will be assessed for the 4th red card issued to a team and for every subsequent red card thereafter.
- **Payment:** All fines will be automatically deducted from the team's **Performance Bond**.

7.04 Staff & Spectator Misconduct

7.04.1 Technical Area Responsibility

The Head Coach is responsible for the behavior of all personnel in the technical area. If an individual on the bench cannot be identified by the referee, the Head Coach will receive the caution/send-off (Yellow or Red Card).

7.04.2 Spectator Control

The Home Team is responsible for the conduct of their spectators.

Physical Separation: As per [Section 4.03](#), spectators must be kept separate from the technical area.

Abandonment Penalty: If a match is abandoned due to spectator behavior, the Home Team faces an automatic forfeit (0-3 loss) and a **\$500.00 bond penalty** (full bond forfeiture).

Immediate Action: Team officials are expected to assist referees in removing unruly spectators upon request.

7.05 Protests and Appeals

7.05.1 Protestable Offenses

Protests are limited to player eligibility, application of CPL Rules and Regulations or administrative disputes regarding Performance Bonds. "Judgment calls" by match officials (e.g., fouls, offsides, handballs) are not protestable and will not be heard under any circumstances.

7.05.2 Filing Procedure

A formal protest must be submitted in writing to the Disciplinary Committee within **twenty-four (24) hours** of the match conclusion or the incident giving rise to the claim.

7.05.3 Protest Fee

Once a protest is received, a **\$50.00 protest fee** will be invoiced and must be paid for the protest to be reviewed by the DC. If the protest is upheld, the fee will be refunded in full. If denied, the fee is retained by the league to cover administrative and investigative costs.

7.05.4 Investigative Rights & Mandatory Cooperation

The DC reserves the right to request all digital communications (emails, texts, and app messages) between the involved parties. Failure by either team to provide requested documentation within **forty-eight (48) hours** of the request may result in an automatic adverse ruling.

7.05.5 Performance Bond Claims & Investigation

For claims against a team's performance bond (e.g., "No-Shows" or unannounced forfeits), the Disciplinary Committee shall conduct a mandatory investigation prior to any disbursement or forfeiture of funds.

A. Mutual Outreach: The Committee shall solicit statements and documentation from both the claimant and the responding team.

B. Evidence of Intent: If evidence shows both teams mutually agreed to a postponement or cancellation—regardless of whether the league schedule was formally updated—the claim shall be denied, provided the communication occurred within the league's rescheduling window.

C. Burden of Proof: The claimant must prove the opposing team failed to appear without prior notification or justifiable cause.

D. Bad-Faith Claims: If an investigation reveals a claimant was aware the opponent could not attend but failed to notify the league in an attempt to claim the bond, the claim will be dismissed and the claimant may face administrative fines.

7.06 Jurisdiction & Adjudication

Standard of Evidence: In the absence of video evidence, the Disciplinary Committee (DC) will rely primarily on the Official Referee Report and supplemental written reports from match observers or league officials. For administrative or bond-related disputes, the DC will weigh digital correspondence and party statements as outlined in [Section 7.05.5](#).

Finality of Findings: The DC serves as the primary trier of fact for all league incidents. Findings of fact by match officials regarding play-related incidents (e.g., whether a foul occurred) are considered final. Findings of fact by the DC regarding administrative investigations (e.g., whether a "No-Show" was justified) are final subject to the Appeals process in [Section 7.05](#).

7.07 Enforcement & Bond Management

7.07.1 Deduction of Fines and Claims

Fines and upheld bond claims issued by the DC will be deducted from the Team's \$500.00 Performance Bond. **In the event of a protested claim under [Section 7.05](#), no deduction shall occur until the investigation is concluded and a final determination is issued.**

7.07.2 Replenishment Requirement

Teams must replenish their bond to the full \$500.00 balance within **forty-eight (48) hours** of receiving official notification of a deduction.

7.07.3 Loss of Good Standing

Failure to replenish the bond within the **forty-eight (48) hour** window will result in the Team losing "Good Standing." This leads to an immediate suspension from league play; all subsequent matches will be recorded as forfeits and any referee fees already paid for scheduled matches will be forfeited until the financial obligation is met.

Section 8: Competition Structure

8.01 League Standings & Points

Point System: Standings shall be determined by points earned during the regular season:

3 Points for a Win

1 Point for a Draw

0 Points for a Loss

Tiebreaker Hierarchy: If two or more teams are level on points at the end of the regular season, the following criteria will be applied in order:

Head-to-Head: Points earned in matches between the tied teams.

Goal Differential (GD): Total goals scored minus total goals conceded.

Goals For (GF): Total goals scored.

Goals Against (GA): Total goals scored against.

Fewest Red Cards: The team with the superior disciplinary record.

Coin Toss: Conducted by the Operations Manager.

Section 9: Special Events & Post-Season

This section governs events outside of the standard home-and-away regular-season schedule. These events are designed to showcase league talent and determine the overall champion. All league disciplinary rules, including bond deductions and fine structures, remain in effect for these events.

9.01 Northwest Championship Cup (Playoffs)

The Northwest Championship Cup is the league's premier post-season tournament.

Dates: July 17-18, 2026 (Women's); July 24-26, 2026 (Men's)

Location: Washington Premier FC Complex (5702 44th St E, Puyallup, WA 98371).

Format: To be announced by the League Office mid-season.

Competition Rules:

In the event of a tie at the end of regulation in the Final, the following "Extra Time" protocol will be observed:

Extra Time Periods: Two (2) complete 15-minute halves will be played in their entirety. There is no "Golden Goal"; both periods must be completed regardless of scoring.

Penalty Shootout: If the match remains tied at the conclusion of the second 15-minute extra time period, the winner shall be determined by penalty kicks.

Uniforms: The higher-seeded team is the designated "Home" team. Both teams must bring primary and secondary kits to the venue.

Financials: The league covers all facility and referee costs for this event.

Eligibility & Roster Freeze:

Roster Freeze: The Master Roster freezes at **11:59 PM on the Wednesday** before the first match of each Cup weekend. The 22 players designated for the playoff event are locked, and no roster modifications can be made after this deadline.

Player Eligibility: To be eligible, a player must be on the Master Roster prior to the freeze and must have been formally rostered and eligible to play in at least the team's **last two (2) consecutive regular-season matches**. Players are not required to have logged physical playing minutes on the pitch, provided they were officially named on the team's match reports as an eligible rostered player for those two games.

9.02 CPL All-Star Game

The All-Star Game is a showcase event held toward the end of the regular season.

Date & Venue: To be announced by the League Office mid-season.

Selection Process: Players will be nominated by team head coaches. Final selections will be made by a League-appointed committee based on performance, statistics, and sportsmanship.

Roster Logistics: Selected players will represent their respective divisions. The league will provide custom All-Star jerseys for the event.

Financials: The league covers all facility and referee costs for this event.

Section 10: Social Media & Digital Representation

The CPL and its member teams maintain a collaborative digital environment to grow the league's profile. The following standards apply to all participants:

Collaborative Content Usage: To promote the league and its teams, the CPL and member teams may mutually share, repost, and utilize match-related media (photos, videos, and logos) captured during sanctioned events for promotional and marketing purposes.

Brand Integrity: All digital representation must reflect the professional standards of the CPL. Social media posts, comments, or digital content from team-affiliated accounts deemed derogatory, inflammatory, or harassing toward officials, opponents, or the league are prohibited and subject to disciplinary action.

Disciplinary Action: CPL reserves the authority to issue fines or social media "blackouts" (suspension of league tagging/promotion) for digital conduct that violates the Code of Ethics.

Appendix A: League Contacts

General Manager

Cynthia Walker-Kennedy | gm@nwleaguesandevents.com

Operations Manager

Kevin Skinner | operations@nwleaguesandevents.com | (206) 953 - 9384

Disciplinary Committee - Chairperson

Daghan Kesim | dagi1453@hotmail.com

Referee Partners

Soo-Hui Um | The Referee Group (TRG) | sushidaref@gmail.com | (253) 686 - 3891

Additional Contacts

General Information - gm@nwleaguesandevents.com

Registration & Roster Queries - registrar@nwleaguesandevents.com

Score Reports - scores@nwleaguesandevents.com

Violations, Protests, Forfeits, & Discipline - compliance@nwleaguesandevents.com

Appendix B: Consolidated Fine & Fee Schedule

Category	Sub-Category	Amount	Action Trigger / Notes
Rosters	Player Transfer	\$25.00	Administrative Fee; invoiced to player
	Ineligible Player	\$250.00	Per occurrence; results in automatic 3-0 forfeit
Match Day	Match Reporting; first offense / second offense	\$50.00 / \$100.00	Failure to enter score within twelve (12) hours of match completion.
	Spectator Control	\$500.00	Match abandonment due to spectator behavior
Discipline	Player/Staff Red Card; Card 4 and Beyond	\$25.00	Assessed for the 4th red card issued to a team and for every subsequent red card thereafter.
Referee Abuse, Non-Physical	Non-Physical (Level 1)	\$50.00	Insulting language; in addition to suspension
	Non-Physical (Level 2)	\$100.00	Abusive language; in addition to suspension
	Non-Physical (Level 3)	\$200.00	Threatening behavior; in addition to suspension
	Non-Physical (Level 4)	\$300.00	Offensive or Discriminatory Act; in addition to suspension
Referee Abuse, Physical	Physical (Level 1)	\$150.00	In addition to suspension
	Physical (Level 2)	\$300.00	In addition to suspension

	Physical (Level 3)	\$500.00	In addition to suspension
Operations	Referee Late Payment Fine	\$25.00	Administrative late fee in addition to draw down of Performance Bond
	Formal Protest Fee	\$50.00	Administrative fee; Refundable only if the protest is upheld
	Forfeit Fee	Up to \$500	Reimbursement of all actual non-recoverable expenses (Field, Refs, etc.)
	Referee "Past Due Payment"	Up to \$500	At the end of the regular season if a balance remains with the Referee Assignor, the Performance Bond will be used to cover team' referee balance up to \$500.
	Withdrawal, prior to schedule release	\$100.00	Administrative processing fee
Digital Conduct	Social Media / Brand Integrity	Up to \$500	Per occurrence; may include a "Social Media Blackout" (suspension of league promotion) at NWLE discretion.

Note on Bond Replenishment: Any draw-down from the Performance Bond for the fines listed above must be replenished to the full **\$500.00** within **forty-eight (48) hours**, or by 5:00 PM the Wednesday prior to the team's next match, to remain in "Good Standing."

Appendix C: Match Week Expectations & Timeline

Standard Operating Procedures for 2026 Season

To ensure a professional match-day experience and maintain the integrity of league statistics and insurance compliance, all Team Officials must adhere to the following weekly schedule.

1. Pre-Match Logistics

Deadline: Wednesday @ 10:00 AM The **Home Team Official** must initiate contact with the Visiting Team Official to confirm "Match Logistics."

- **Confirmation:** Verify kickoff date, time, and specific field number/location.
- **Arrival & Parking:** Provide details on facility entry, designated warm-up areas, and any venue-specific parking restrictions.
- **Uniform Colors:** Confirm kit colors to avoid clashes.
- **Facility Rules:** Remind the opponent of venue-specific rules (e.g., no pets, no sunflower seeds, turf-safe footwear).

2. Roster Management & Eligibility

Real-Time Eligibility: A player becomes eligible for competition the moment they appear on the system-generated Master Roster.

Master Roster Verification: It is the Team Official's responsibility to verify that all players intended for the match are visible on the Master Roster. Every player must have:

- A clear, front-facing headshot photo.
- All digital waivers signed and completed.

Eligibility Check: If a player does not appear on the official system-generated Master Roster at the time of match check-in, they are **ineligible** to participate.

No Manual Entries: Hand-written names on a printed Master Roster or Game Sheet will not be accepted by Match Officials and will result in the player being barred from the match.

3. Document Preparation

Deadline: 24 Hours Prior to Kickoff Team Officials are responsible for:

- **Master Roster (Mandatory ID):** Print **three (3) copies**. This serves as the official identification for player check-in.

- **Game Roster (Mandatory Stats):** Set the active game roster on the league website for the purpose of stat tracking. This is the living record of the 90 minutes.
- **Active Cap:** While your Master Roster may contain more players, only a maximum of **22 players** may be "Active" for a single match. All inactive players must be clearly crossed out on the printed documents.

4. Match Day Protocol

Timeline: 60 Minutes Prior to Kickoff

- **Roster Distribution:** Provide one copy of each document to the Match Official and one copy of each to the Opposing Team Official.
- **Referee Check-In:** Present the Master Roster for verification. **Hand-writing players is strictly prohibited.**
- **Stat Tracking:** Each team is required to independently track goals, assists, and disciplinary cards on their Game Sheet.

5. Post-Match Requirements

Timeline: Within 24 Hours of Full Time

- **Final Verification:** Before leaving the field, verify the final score, goal scorers, and cards with the referee. **Ensure the Master Roster is signed by the referee.**
- **Digital Reporting:** The Home team must enter the final score into the league portal.
- **Incident Reports:** Email any significant injuries, spectator misconduct, or facility issues to registrar@nwleaguesandevents.com.
- **Document Retention:** Retain the physical signed copies for the duration of the 2026 season for audit/appeal purposes.

Appendix D: Emergency Action Plan Template

1. Venue Information

Facility Name:	
Physical Address:	
GPS Coordinates <i>(Optional but helpful):</i>	

2. Emergency Access

Primary Ambulance Entry Gate: <i>(e.g., North Gate off 4th St)</i>	
Gate Code/Key Location <i>(If applicable):</i>	
Designated "Greeter": <i>(Who meets the ambulance on the street?)</i>	

3. Nearest Medical Facilities

Nearest 24-Hour Emergency Room:	
Address of ER:	
Distance/Travel Time from Field:	

4. On-Site Equipment & Communication

AED Location: <i>(e.g., Snack bar wall, Home Bench, etc.)</i>	
Lead Emergency Contact: <i>(Head Coach/Trainer Name)</i>	
Phone Number:	

5. Emergency Script (For the "Call Person") *"I am calling from [Facility Name]. We have a [Age/Gender] with a [Type of Injury] at Field #[X]. Please enter via the [Specific Gate] on [Street Name]. A greeter in a [Color] shirt is waiting at the entrance."*

Appendix E: Revision History (NEW)

Section	Revision	Effective Date
3.02	<i>Removed Wednesday registration deadline; eligibility is now real-time based on Master Roster appearance.</i>	5/14/2026
3.04	<i>Updated eligibility to focus on system-generated Master Roster appearance; removed Wednesday deadline.</i>	5/14/2026
3.05	<i>Integrated Club Player Pass Policy and updated Transfer Subject Line requirements.</i>	05/14/2026
Appendix C	<i>Removed Wednesday 11:59 PM lock; updated to real-time Master Roster verification.</i>	5/14/2026
3.03	<i>Lowered minimum age from 17 to 16. Updated parental waiver requirement to cover ages 16-17.</i>	05/20/2026
6.01	<i>Extended full stat entry deadline from 12 hours to 48 hours post-match.</i>	06/01/2026
9.01	<i>Updated Northwest Championship Cup eligibility rules; instituted a 22-player lock and a 2-game consecutive regular-season roster requirement.</i>	7/13/2026