



Coed League

Rules and Regulations

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## 1.0 Terms of Reference

In these Rules and Regulations, the following words have these meanings:

**Adult** – any player seventeen (17) years or older that is properly registered in the Coed league

**Amateur** – A player who does not receive money or other compensation for playing soccer

**ASA** – Alberta Soccer Association

**Association** and/or **SASA** – St. Albert Soccer Association

**Board** – Board of Directors of the St. Albert Soccer Association

**Bylaws** – Bylaws of SASA as amended

**CS** – Canada Soccer

**Director** – Any person elected or appointed to the Board

**ID Card** – A VALID SASA Coed player identification card issued by, and the property of, the St. Albert Soccer Association.

**FIFA** – Federation Internationale de Football Association – the international federation governing soccer

**Game Officials** – Referees and assistant referees

**Guest Player** – Any eligible SASA Coed player that is already registered on a SASA Coed team

**Laws of the Game** – Official governing FIFA Regulations

**League Coordinator** – person and/or people chosen by the Executive Director of the Association to coordinate the SASA Coed League

**Member** – A member of the Association

**Professional** and/or **Non-amateur** – A player who has received or receives money and/or other compensation for playing the game of soccer

**Registered Office** – The registered office of the Association

**Soccer Related Activities** – Any act relating to the sport of soccer excluding discipline or appeals, but including administering, playing, coaching, managing, officiating, and serving on an organization's Board of Directors in an activity under the jurisdiction of SASA, by any party in person or by proxy.

**Team Official** – Any member of a team who is properly registered and recorded in the SASA office as a representative of that team

## **2. GENERAL RESPONSIBILITIES**

### **2.1. General**

- 2.1.1. Players, team officials and spectators may only take part in or attend games on the condition that they observe and comply with the SASA Bylaws as well as the Rules and Regulations of the SASA Coed League.
- 2.1.2. Each player and Team Official will be responsible to:
  - 2.1.2.1. Be properly registered with SASA.
  - 2.1.2.2. Comply with SASA "Rules and Regulations"
  - 2.1.2.3. Comply with FIFA "Laws of the Game".
  - 2.1.2.4. Respect the Game Official's decisions during the course of play.
- 2.1.3. No member, registered participant or Game Official of SASA shall bet on any SASA sanctioned soccer match and shall report any such betting to SASA.
- 2.1.4. No Game Official, Member, registered participant, or spectator shall use offensive objectionable language or signs. Such language or actions will be dealt with under Section 19 Player offenses and suspensions.

### **2.2. Team Responsibilities**

- 2.2.1. Each team is responsible for:
  - 2.2.1.1. The actions and conduct of its Team Officials, Players and Spectators.
  - 2.2.1.2. Taking all reasonable precautions necessary to prevent its Team Officials, Players and/or Spectators from threatening and/or assaulting anyone present at games.
  - 2.2.1.3. Maintaining knowledge regarding the current eligibility status of all their Team Official, Players, including guest players.
  - 2.2.1.4. Ensuring that ineligible Team officials & Players do not enter the playing field or player bench area and do not participate in the competition.
  - 2.2.1.5. Ensuring each manager, coach & player has a valid SASA recognized ID card.
  - 2.2.1.6. Ensuring that valid SASA ID cards are presented to the game officials prior to their participation in any competition.
  - 2.2.1.7. Ensuring that Team officials, Players and Spectators that conduct themselves in a sporting manner. Failure to do so by the use of insulting or improper behavior will result in disciplinary action and may bring the game into disrepute.
  - 2.2.1.8. Every team is responsible to the SASA Board of Directors for the actions of its players, officials and spectators, and is required to take all precautions necessary to prevent spectators from threatening or assaulting officials and players at the conclusion of matches.
  - 2.2.1.9. The home team is responsible to provide game balls.
  - 2.2.1.10. The home team is responsible to check the field over for any unsafe conditions, and to bring any concerns to the Game Officials' attention.

### **2.3. Player Responsibility**

- 2.3.1. Prior to participating in any game, each player is responsible for ensuring that the player card that they hand to the Game Official is their SASA ID card and that the card is valid. (a legible photo of the SASA ID card is also acceptable)
- 2.3.2. Each player is responsible for presenting their player card to the Game Official prior to the start of the game, or prior to the start of the second half if arriving before or at half time. Players arriving after the second half has begun will not be permitted to participate in the match.
- 2.3.3. Each player is responsible for ensuring that the registration information, including personal contact information, is accurate.

### **2.4. Sanctions**

- 2.4.1. If any team is proven to the satisfaction of the Board of Directors, to have violated the Rules and Regulations and/or Bylaws of the SASA, or to have been involved in any misconduct, the Board of Directors may take disciplinary action against the offenders. Disciplinary action may include suspension for a stated period, fine, or be dealt with in such a way as the Board of Directors deems fit. No member, so dealt with, shall be eligible for membership in any other Affiliated Associations without the special written permission of the Board of Directors.

## **3. TEAM REGISTRATION**

- 3.1. Each team affiliated with the Association or new applicant shall register the team name and colours of the team jerseys with the League Coordinator not later than the 31<sup>st</sup> day of March each year for the outdoor season, and no later than September 1<sup>st</sup> for the indoor season.
- 3.2. Teams in good standing from the previous year shall have registration priority. Any new teams; priority will be given to St. Albert teams. Such registration is valid for one season.
- 3.3. Coaching, management or team contact changes during the year, must be reported immediately in writing to the League Coordinator.
- 3.4. Each team is allowed to register up to twenty-five (25) players. If a team wishes to add a player(s) to a full roster, then the team must remove the required number of players first by informing the League Coordinator of those players it deems necessary to delete in order to add the new registrants.
- 3.5. A team shall not be eligible for participation in the program unless all outstanding debts owed to SASA, the Alberta Soccer Association (ASA) or Canadian Soccer (CS) has been paid.

## **4. PLAYER REGISTRATION**

- 4.1. Deadline for registration of new players shall be set by the League Coordinator prior to the start of the season.

- 4.2. Players must be registered for the particular team with which the club intends them to play, stating the league.
- 4.3. Any given player may only be registered with one (1) team during one (1) season.
- 4.4. Every player must register online as per the instructions from the League Coordinator at the beginning of each season. If a player is being registered for the first time, they will also have to provide a recent passport sized photo. This material needs to be forwarded to the League Coordinator and a player identification card issued before participation by the player can take place. Player identification cards from other jurisdictions are not acceptable.
- 4.5. A player shall not be eligible for any participation in the program unless all outstanding fees/debts owed to SASA, ASA or CS have been paid. If a player is discovered to be playing with fees outstanding they will be suspended immediately until all fees have been paid.
- 4.6. Any team or player providing false information to register with the Association shall be fined \$250.00 per offence and will be subject to discipline. Note: The accuracy and validity of individual or team registration information is wholly the responsibility of the team and/or the team official.
- 4.7. No players on a women's or men's premier or major league team will be allowed to play in the SASA Coed League.
- 4.8. The player registration deadline for the season is midnight the 31<sup>st</sup> day of July for the outdoor season and the 30<sup>th</sup> day of December for the indoor season. No players may be registered after that date for the remainder of the season.
- 4.9. No professional or non-amateur players shall take part in amateur soccer as a player. Players who have been playing in these categories must apply for reinstatement as amateurs, via the Association, the ASA and CS, and have such reinstatement granted before participating in any amateur game. Full regulations regarding professional and non-amateur players shall be as set out in the handbook of CS governing such matters.

## **5. GUEST PLAYERS**

- 5.1. Teams are allowed guest players in any League game.
- 5.2. All guest players must be indicated on the game sheet as such.
- 5.3. All guest players must be registered on another SASA Coed team prior to being eligible to play in any league games.
- 5.4. A team allowing an unregistered guest player to participate in a game may receive a \$50.00 fine to the team.

## 6. LEAGUE STANDINGS

- 6.1. Official League Standings will be kept by the League Coordinator but will not be published to encourage a non-competitive atmosphere. These team standings will only be used if the number of teams in the season warrant dividing the teams into two divisions based on those team standings.
- 6.2. Points are awarded as follows: 3 points for a WIN, 1 point for a TIE and 0 points for a LOSS.

## 7. GAMES & COMPETITION

- 7.1. This league was formed and is operated as a fun, fair and non-competitive league. Overly aggressive play is discouraged – for example when there is a 50/50 ball, **do not** go in at 100%.
- 7.2. Players are encouraged to use exercise caution when kicking the ball at other players. On a direct or indirect free kick, any opponent that kicks or strikes a ball directly into a defensive wall and hits and defensive player in the wall above the waist, the offensive player shall be issued a yellow card for unsporting behavior (USB). If in the referees' opinion, the offensive player was attempting to hurt a defensive player in the wall, the referee shall issue a red card for violent behavior.
- 7.3. There is absolutely ***NO SLIDE TACKLING***, even by the keeper. **'Slide Tackling' is defined as "A tackle in soccer in which a player attempts to disrupt the play or take possession of the ball away from an opponent with neither foot planted on the ground - sliding with one or both legs extended to block or push the ball away from an opposing player."** The slide tackle is committed against an opponent where the ball is within playing distance. Slide tackling is punished with a caution. The restart is an indirect free kick (Outdoor) or direct (Indoor) to the opposition from where the offence occurred.
  - What is allowed (When done in a safe manner)
    - Lunging or reaching for a ball with one foot planted.
    - Sliding to play or block a ball where no opponent is involved.
    - Playing the ball from the ground from a stationary position.
    - Jumping for a ball with neither foot on the ground
- 7.4. All soccer games played by teams affiliated with the SASA Coed League shall be controlled by the League Coordinator or Executive Director with such authority so as to determine the schedules of dates, times, and venues for all games.
- 7.5. Schedules will be made available a minimum of a week before the first game.
- 7.6. In the event that team forfeits a game, the following guidelines apply
  - 7.6.1 Written notice of the forfeiture with 3 business days' notice or more will result in loss of game and will not be reschedule.

7.6.2 Written notice of the forfeiture with less than 3 business days' notice but more than one business days' notice will result in loss of the game (will not be rescheduled) and a \$50 fine;

7.6.3 Written notice of the forfeiture with less than one business days' notice will result in loss of the game (will not be rescheduled) a \$100 fine

7.6.4 Forfeiture of a game with no prior notice will result in a \$100 fine

- 7.7. Any league game cancelled or postponed because of ground or weather conditions shall be rescheduled with a minimum notice of forty-eight (48) hours by the league Coordinator, unless both teams consent to play by waiving this notice requirement.
- 7.8. Teams requesting not to be scheduled on specific date throughout the Outdoor season can be considered, provided written requests for such is submitted to the League Coordinator ten (10) days prior to the game date. Circumstances may dictate that some requests cannot be accommodated. There are no cancellations or rescheduling of games for the Indoor season and will be treated as a default should a team not be able to attend a scheduled game.
- 7.9. Games defaulted will be treated as a 3-0 loss and may be fined (see 7.6), Teams defaulting, may be required to appear before the Discipline Committee.
- 7.10. Any team which forfeits two (2) games in a season will be required to appear before the discipline committee and may be subject to sanctions, including a bond up to \$500.00 to be held against future forfeits.
- 7.11. All games shall be played in St. Alberta unless otherwise approved by the League Coordinator.

## **8. GAME SHEETS**

- 8.1. Official game sheets are to be used for all league games. These game sheets are to be completed, signed by a Team Official and given to the Game Officials fifteen (15) minutes prior to the scheduled kick-off time together with the Team Officials identified on the game sheet. The game sheet may contain up to twenty (20) players. Players without photo SASA Coed ID are ineligible to play in that game.
- 8.2. Both teams will fill out a game sheet and present the sheet to the game official at least fifteen (15) minutes prior to the kick off for games.
- 8.3. The game sheet must be fully and properly completed identifying the team name, player's name, jersey numbers and Player ID card.
- 8.4. Additions may be made to the game sheet at half time, but no additions will be allowed on the game sheet after the second half has commenced. Players not present at the field by half time shall be removed from the game sheet by the Game Official after conferring with the missing player's Team Official.
- 8.5. All guest players must be identified on the game sheet.
- 8.6. All players entering the field of play must be on the game sheet before playing.



- 8.7.** Any player whose name appears on the game sheet and who has been deemed ineligible to play by SASA and/or the League Coordinator automatically becomes the responsibility of the team whose game sheet their name appears on. It should be noted that it does not matter whether the player in question actually participated in the game to which the game sheet in question applies. Any breach of this specific item will be dealt with as stated in the recommended punishments under the "Non-Registered and/or Suspended Players" violation.
- 8.8.** Any infringements of the "Game Sheets" rules, unless otherwise stated, shall be punished with a \$25 fine. After the third infringement in the same season the fine shall be \$50 and the game shall count as a loss as outlined in the "Recommended Punishment" section. Further breaches of this rule could result in a Hearing with the Disciplinary Committee.
- 8.9.** The Home Team is responsible for delivering the game sheets to a designated location, to be determined by the League Coordinator, including the list of all cards issued in the game within forty-eight (48) hours of the game time. Failure to do so will result in a \$10.00 administration fee charged to the team. (Outdoor only).
- 8.10.** Any individual placing their signature on a game sheet is verifying its accuracy and will be held accountable for the information recorded.

## **9. NUMBER OF PLAYERS**

### **9.1. Outdoor**

- 9.1.1. A team with less than seven (7) players has a fifteen (15) minute grace period. After the fifteen (15) minute grace period, any team with less than seven (7) players will be considered to have lost by default. In circumstances where neither team has seven (7) players within the allotted time, the League Coordinator will review the case.
- 9.1.2. A team with a minimum of seven (7) players must begin promptly.
- 9.1.3. Teams must have four (4) females on the field, not including the goalkeeper, during the entire game. The team without four females will be considered to have lost by default.
- 9.1.4. Teams may dress twenty (20) players each game, including the goalkeeper each game.

### **9.2. Indoor**

- 9.2.1. A team with less than four (4) players has a ten (10) minute grace period. After ten (10) minutes the team will be considered to have lost by default.
- 9.2.2. Teams must have two (2) females on the field, not including the goalkeeper, during the entire game. The team without two females will be considered to have lost by default.
- 9.2.3. The team may dress up to twenty (20) players, including the goalkeeper each game.

## **10. PLAYER EQUIPMENT**

- 10.1** All player equipment must meet standards as per the FIFA Laws of the Game.

- 10.2** Every team must have matching uniforms (colour) for each of their players on the field. The visiting team shall wear their primary color uniform as registered with the league. The home team shall change uniforms in the event of their uniforms are not distinguishable from the visiting team; if no alternative the game shall be forfeited
- 10.3** All players must have an identifiable number on their jerseys.
- 10.4** Goalkeepers are allowed to wear sweats (long) pants and gloves
- 10.4.1 Under extreme weather conditions and at the Game Official's discretion, players may be given the option of gloves, toques (without bobbles etc.) and full length sweat bottoms or tights underneath their shorts and socks. For religious reasons, players may wear full length sweat pants or tights underneath their shorts and socks.
- 10.5** Chains, rings and other jewelry must be removed. It is at the Game official's discretion to decide on dangerous items. Dangerous equipment must be removed. Taping of jewelry .is not allowed
- 10.6** Shin guards are mandatory.
- 10.7** Suitable footwear must be worn that conforms to the Laws of the Game.
- 10.8** Players with hard casts are not permitted to play.
- 10.9** Player's with orthotic braces will be permitted to play at the referee's discretion
- 10.10** Each team shall provide and put up one (1) goal net as well as supply three (3) corner flags. Flags and nets must meet FIFA minimum standards for each Outdoor game.

## **11. SUBSTITUTIONS**

- 11.1** Subject to rule 11.1.2, substitutions shall be permitted in all indoor and outdoor games.  
11.1.2 All divisions will have unlimited substitutions.
- 11.2** In the outdoor season, all substitutions will be made at the discretion of the Game Official during a stoppage in play with a maximum of four (4) at one time.
- 11.3** In the indoor season, substitutions can be made during game play, without a stoppage, but are subject to the following regulations.  
11.3.1 No player shall enter the field by jumping over the boards.  
11.3.2 Substitutions can only be made when the exiting player has left the field. A player is considered to have left the field when they are inside the restart line between the ends of their team's bench area, and providing they are not deliberately interfering with play.

## **12. DURATION OF GAMES**

- 12.1.** Outdoor games shall be divided into two (2) equal periods of forty-five (45) minutes each, with the half time period not exceeding five (5) minutes, unless the half time period is extended with the consent of the Game Official, or on the direction of the Board of Directors. Due to local conditions the ninety (90) minute game may be shortened under the following rules:

- 12.1.1. If, before the start of the game, the Game Official feels that because of threatening bad weather or light conditions it might not be possible to play a full ninety (90) minute game, they shall call the Team Officials together from both teams and ask them to agree on the shortened time to be played, the Game Official shall at once set the time to be played, and their decision shall be binding and final to both teams.
- 12.1.2. When a game is started under normal conditions or as under Section 12.1.1, above, and the Game Official later believes that early darkness or adverse weather conditions may lead to player injuries, they shall "call the game", and the score in the game at that time will stand as the final score, and the game regarded as completed as both teams have played an equal length of time, provided that the minimum time of sixty (60) minutes has been played. The Game Official being the only timekeeper.
- 12.1.3. In the event of serious injury to a player or to the Game Official which results in the suspension or abandonment of a game, a minimum of sixty (60) minutes must be played for the game to be considered official and complete.
- 12.2.** Indoor games shall be divided into two (2) equal periods of twenty-five (25) minutes each, with the half time period not exceeding three (3) minutes, unless the half time period is extended by the consent of the Game Official, or on the direction of the Board of Directors.
  - 12.2.1. The minimum time to be played shall be thirty-four (34) minutes in order for the game to be considered complete and the score final.
- 12.3.** Games suspended by the Game Official because of player or spectator demonstrations or violence must be reported directly to the Discipline Director who shall decide whether the score at the time of the suspension of play shall stand, or the game shall be replayed, or such other decision as may be deemed necessary under the circumstances.
- 12.4.** There shall be no overtime periods played in league games.
- 12.5.** In all games, the Game Official shall be the only official timekeeper, and they shall be in charge on the field in accordance with the Laws of the Game.

### **13. GAME OFFICIALS**

- 13.1.** All Game Officials shall be under the jurisdiction of SASA and through SASA to the Coed League Coordinator. All decisions made by the Game Officials shall be deemed final.
- 13.2.** The SASA Office assigns Game Officials for all scheduled games, but if through unforeseen circumstances a Game Official is unable to act, the Teams' Officials may agree (by signing the game sheet) on another certified and registered Game Official.
- 13.3.** If a Game Official does not show up for a scheduled game and the teams cannot agree upon an alternate registered and certified Game Official to complete the game, the teams must notify the SASA office and the game will be rescheduled. The game will not be cancelled.
- 13.4.** Game Officials shall receive fees as laid down by SASA.

- 13.5.** All Game Officials shall, within forty-eight (48) hours following the completion of a game in which they officiated, forward a written report to the League Coordinator or SASA official detailing any incidents which may have taken place before, during or after the game (e.g. player send-off, Team Official warnings, match abandonment, etc.).
- 13.6.** Players who receive a red card are ineligible to play again pending notification of action from the League Coordinator. The League Coordinator shall communicate with the Team Officials as soon as possible in regard to the action to be taken.
- 13.7.** The Game Officials shall decide if the ground is fit to play on.
- 13.8.** The official dress for Association Game Officials shall be black shirt, black shorts, black socks with white stripes at top and soccer boots. Alternate colors will be decided upon by the Game Official, to avoid conflict in colors for either team.
- 13.9.** Any team playing in black shirts may be asked to supply an alternately colored shirt for the Game Official to wear.
- 13.10.** The Game Official shall verify that each player's valid SASA Coed ID card is valid and that the photo and name coincide with the player presenting the card.
- 13.11.** Complaints by, or against Game Officials shall only be considered if forwarded to the League Coordinator in writing.
- 13.12.** The Executive of SASA, the Referee-in-Chief, or the Committee appointed for such purpose, shall reserve the right to summon the Game Official before a specified meeting to clarify his or her reports or answer for his or her misconduct within the jurisdiction of SASA.

## **14. DISCIPLINARY PROCEDURES**

### **14.1. Yellow Cards (Cautions)**

- 14.1.1. The following suspensions for yellow card accumulation during a season shall be
 

3 cautions	1 game suspension
2 additional cautions	1 game suspension
1 additional caution	2 games suspension
1 additional caution	4 games suspension and a Discipline hearing
- 14.1.2 The player incurring the yellow cards must sit out the game immediately Following the game in which they received the last caution.
- 14.1.3 Two (2) cautions (yellow cards) received by player in a single game will not be calculated in the above, but will not be dealt with as an ejection which will merit an automatic one (1) game suspension
- 14.1.4 It is the responsibility of the Team Official to keep track of all their players' accumulated cards/penalties during each soccer season.
- 14.1.5 Respecting cautions (yellow cards), every player may start each soccer season with a clean record. Accumulated yellow cards will be removed from their record

at the start of the new season. This section does not apply to players currently suspended, or those in the process of being suspended.

14.1.6 Players serving a suspension resulting from the accumulation of yellow cards are prohibited from playing with any team(s) until the suspension has been served with games of the team that the player was registered with at the time of the offense(s).

14.1.7 All fines and/or bonds incurred by any player, team or Team Official, must be paid in full before the individual or team concerned may resume any soccer activity after a suspension.

## **14.2. Red Cards (Ejections)**

14.2.1. Any player or Team Official receiving an ejection during the game must leave the field immediately.

14.2.2. A Team Official, or player ejected from the game may not reenter or return to the field of play.

14.2.3. A player issued a red card shall be considered suspended immediately.

14.2.4. The Team Official of the player in question shall be sent notification of the terms of the player's suspension as outlined by the League Coordinator.

14.2.5. The player may choose to accept the terms of the suspension as outlined in this section, or, the player may have their Team Official request a Discipline Hearing.

14.2.6. Any player given a red card for an incident, while on the field of play, either prior to the start of the game or after the conclusion of the game will result in a minimum of one (1) game suspension as the Game Official has jurisdiction over players from the time they enter on to the field of play until the time they leave the field of play.

14.2.7. Team Officials, ejected from the game shall be dealt with in the same manner as outlined for the player.

**14.3.** Field violations are to be recorded on a misconduct report by the Game Officials and sent to the League Coordinator within 48 hours of the end of the game.

**14.4.** The League Coordinator shall apply all of the prescribed disciplinary measures contained in this document as may be changed from time to time. The penalties so prescribed are mandatory and are the minimum penalties to be applied. The League Coordinator and/or Disciplinary Committee may at their discretion increase the minimum penalties, if in their opinion, the offence committed, warrants an increase.

**14.5.** The League Coordinator shall inform the affected Team Officials of any suspension to their players. This shall be done as soon as possible after receiving the misconduct report from the Game Official.

**14.6.** Where reference is made to the Disciplinary Committee or the ASA then the League Coordinator must refer the violation to the specified person or Association in writing.

**14.7.** Players sent-off the field of play for misconducts shall not play again in the same game or be substituted for in the game and shall miss the next one (1) game (one (1) game being the minimum punishment for the 'sending-off'). In addition, the player shall serve such greater suspension as may be applicable for the particular offence committed and as contained in the "Recommended Punishments" section of this document.

- 14.8.** There shall be no Disciplinary Hearing unless so stated in the recommended punishments, or unless an official appeal has been submitted.
- 14.9.** Where punishments refer to the first offence, then this shall mean the first occasion that the player was sent-off for that particular offence.
- 14.10.** Where punishments refer to the second offence then this shall mean the second occasion that a player has been sent-off for that particular offence. If a player is sent-off another game for a different type of offence then the League Coordinator, in consultation with the Disciplinary Committee, will decide the suspension based on the specifics of the offences.
- 14.11.** Suspensions that have not been served prior to the end of the season in which the suspension was imposed shall be carried over to the next season in which the player is registered. All of the suspensions shall be served.
- 14.12.** All suspensions must be served for games scheduled by the SASA Coed League and played by the team. Suspended players shall not play games for any other team or in any other game during suspension.

## **15. MISCONDUCT/VIOLATION OF OFFENCES**

- 15.1.** Any team, Team Official or player reported for misconduct/discipline shall be dealt with by the Association through the Board of Directors or the Discipline Director and/or Discipline Committee.
- 15.2.** All cases of misconduct involving an alleged physical assault, attempted physical assault or threatening behavior towards a Game Official by any team, Team Official, or player shall be dealt with by ASA.
- 15.3.** In addition to matters referred to in any other Bylaws and Rules and Regulations of the Association, it shall be misconduct if any team, Team Official, or player is proved, at a Hearing, to the satisfaction of a Discipline Hearing Committee to have done, or permitted, or assisted in doing or permitting any of the following:
- 15.3.1. Violated the Laws of the Game and/or Bylaws and Rules and Regulations of the Association
  - 15.3.2. Bet on any game other than on registered lotteries or pools
  - 15.3.3. Offered or attempted to offer, directly or indirectly, any consideration whatsoever to any Association, Club, Team, Team Official, Player or Official of any Association, or to any Game Official with a view of influencing the results of any game or accepting any such consideration.
  - 15.3.4. Committed any act or made any statement either verbally or in writing, or been responsible for conduct, continuing misconduct or any other matter which, in the opinion of the Association, is considered to be unsportsmanlike, insulting or improper behavior or likely to bring the game into disrepute.
- 15.4.** Any players sent-off for misconducts, or any Team Officials reported for misconducts are required to be dealt with by the Disciplinary Chairman shall be dealt with as soon as possible after the incident on consideration of the reports at hand, and the decision, given to those involved as soon as possible, shall be binding and shall not be suspended pending any other appeal, dispute or protest of the decision.

- 15.5.** When a Hearing is called by the Executive or Discipline Chairman, the players or other team members or Team Officials required to be in attendance shall be informed of the time, date, and place of such Hearing a minimum of forty-eight (48) hours in advance by a notice from the League Coordinator or the Disciplinary Committee to the team representative concerned, or other officer of the team, and it shall be their duty to inform the member(s) of the Hearing and ensure that they attend. The representative shall speak on behalf of the player(s) or member(s) if they so desire at the hearing. Others required to be present shall also be given notice by the Executive or Disciplinary Chairman.
- 15.6.** At the hearing, the report outlining the misconduct shall be read, together with earlier decisions on the matter, if any, and the case dealt with, or adjourned if further evidence is found to be necessary, and the decision eventually arrived at shall be binding, and shall not be suspended pending any other appeal, dispute, or protest of the decision.
- 15.7.** Players sent-off for misconducts shall not play again in the same game or be substituted for a minimum of one (1) game until a decision is given on the misconduct for which they were sent-off, either by the League Coordinator, or as a result of the Disciplinary Hearing.
- 15.8.** An appeal with regard to the decision of the Executive or Disciplinary Chairman may be made in a like manner to that outlined under "Appeal, Protests, and Disputes" section below.

## **16. APPEALS, DISPUTES AND PROTESTS**

- 16.1.** Game protests with respect to game regulation violations must be made in writing to the League Coordinator within twenty-four (24) hours of the incident and must be accompanied by the protest fee of \$50 which will be refunded only if the protest is upheld. No written document will be considered as a protest unless it is accompanied by the fee stated and is received within the proper time limit.
- 16.2.** Any appeal of decision made by the League Coordinator with regard to games must be made in writing to the Disciplinary Committee within forty-eight (48) hours of the decision, and must be accompanied by the appeal, dispute, or protest fee of \$50 which will be refunded only if the appeal, protest or dispute is upheld. No written document can be considered an appeal, dispute or protest unless it is accompanied by the stated fee and is received within the proper time limit (all fees as previously noted to be certified cheque or money order). The Disciplinary Committee shall then deal with the matter and their decision shall stand.
- 16.3.** Any appeal, dispute or protest of a decision made by the Disciplinary Committee may be made in writing to the Executive of the Association within seventy-two (72) hours of the decision and must be accompanied by an appeal, dispute or protest fee of \$75 which shall be returned only if the appeal, dispute or protest is upheld. No written document can be considered as an appeal, dispute or protest unless it is received within the proper time limit. The Association Executive shall then deal with the matter and their decision shall stand. The operation of the Disciplinary Committee shall not be suspended pending the hearing unless so ordered by the Executive.

- 16.4.** An appeal, dispute or protest of a decision of the Executive of the Association may be made in writing to the Secretary of the ASA within seventy-two (72) hours of the decision, and must be accompanied by an appeal, dispute or protest fee (determined by ASA) which shall be returned only if the appeal, dispute or protest is upheld. No written document can be considered as an appeal, dispute or protest unless it is accompanied by the correct fee and is received within the proper time limit. Appeals to the CS will only be accepted if they relate to constitutional matters.

## **17. TIMELINES AND NOTICES**

- 17.1.** Any team, Team Official, or player accused of misconduct shall be dealt with as soon as possible by the Discipline Committee on consideration of the reports on hand.
- 17.2.** Any team, Team Official, or player shall be given a minimum of forty-eight (48) hour notice of any scheduled Discipline Hearing if their presence is required by the Discipline Committee.
- 17.3.** The decision of the Discipline Committee at such Hearings will be given as soon as possible to all involved and such decision will not be suspended pending further appeal or protest from any of the parties concerned.
- 17.4.** If the Committee requires further evidence, the Hearing will be adjourned pending a follow-up investigation. The Committee must reconvene at the earliest opportunity and arrive at a decision.
- 17.5.** The result of the Hearing shall be sent to the accused no later than fifteen (15) working days after the Hearing.

## **18. TEAM OFFENCES AND SUSPENSIONS**

- 18.1.** Registration Violations – use of underage players, use of players without player identification cards, unregistered guest players or having more than 25 registered players at any one time.

### **Punishment**

First Occurrence	All games played shall count as a loss and three (3) goals and three (3) points shall be awarded against the offending team. The Team Official shall receive a formal warning.
Second Occurrence	In addition to the above, the Team Officials shall be suspended pending a Hearing and disciplinary action by the Disciplinary Chairman. A \$50 minimum fine will be levied payable prior to any further participation in soccer.
Subsequent Occurrences	In addition to all of the above the team and Team Officials shall be suspended pending a Hearing and disciplinary action by the Disciplinary Chairman. A \$100 minimum fine will be levied and payable prior to any further participation in soccer



**18.2.** Registration Violations – use of non-registered, suspended or illegally registered players.

**Punishment**

First Occurrence	All games played shall count as a loss and three (3) goals and three (3) points shall be awarded against the offending team. The Team Official shall be reprimanded, and a \$50 fine will be levied payable prior to any further participation in soccer. The unregistered/suspended player(s) shall be suspended for one (1) year.
Second Occurrence	In addition to the above, the Team Officials shall be suspended pending a Hearing and disciplinary action by the Disciplinary Chairman. A \$100 minimum fine will be levied and payable prior to any further participation. The unregistered player shall be suspended for an additional one (1) year.
Subsequent Occurrences	In addition to all of the above the team and Team Official shall be suspended pending a Hearing and disciplinary action by the Disciplinary Committee. A \$200 minimum fine will be levied payable prior to any further participation in soccer. The team in question may be expelled from the League. The unregistered or suspended player shall be suspended for one (1) year.

**18.3.** Team not showing or arriving late – No show or late show by either team where a late show is defined as one or both teams not being on the field of play ready to kick-off within fifteen (15) minutes of the assigned kick-off time with a minimum of seven (7) players on the field of play for the outdoor season and a minimum of four (4) players for the indoor season, together with required equipment in place, namely: regulation goal nets, regulation corner flags and regulation ball. If, after having started the game a team falls below the minimum players, then the game will end. No automatic fine applicable.

**Punishment**

First Occurrence	The non-offending team may claim the game or treat the game as postponed in the outdoor season. The game will be treated as a default during the indoor season If the game is claimed three (3) goals and three (3) points shall be awarded against the offending team. The Team Official shall be reprimanded. A \$50 minimum fine will be levied payable prior to any further participation in soccer.
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Second Occurrence	In addition to the above, the Team Official shall be suspended pending a Hearing and disciplinary action by the Disciplinary Chairman. A \$100 minimum fine will be levied payable prior to any further participation in soccer.
Subsequent Occurrences	In addition to all of the above the team and Team Official shall be suspended pending a Hearing and disciplinary action by the Disciplinary Chairman. A \$100 minimum fine will be levied payable prior to any further participation in soccer.
Note:	If the aforementioned team(s) do not show or arrive late then the game shall not take place. However, in the case of a late arrival of a team, the waiting Team Official may elect to play the game, subject to the discretion of the Game Official. The waiting Team Official and/or Game Official are not compelled to wait beyond the fifteen (15) minute grace period.

**18.4.** Team arriving without required equipment – Any team arriving without the required equipment as defined in section 10.11 will be subject to the same penalties as described in 18.3

**18.5.** Misconduct by Teams – leaving the field in protest or refusing to continue the game.

#### **Punishment**

First Occurrence	The game shall be forfeited and shall count as a loss and three (3) goals and three (3) points shall be awarded against the offending team. The Team Official shall be suspended pending a Hearing and disciplinary action by the Disciplinary Chairman. A minimum \$75 fine and a minimum \$100 bond to be posted for a period of twelve (12) months will be levied payable prior to any further participation in soccer.
Second Occurrence	In addition to the above and aforementioned, the team and Team Official shall be immediately suspended pending a Hearing and disciplinary action by the Disciplinary Committee.

**18.6.** Misconduct by Teams – members of both teams engage in a fight or brawl resulting in the game being abandoned.

#### **Punishment**

First Occurrence	Immediate suspension of the team and Team Officials pending a Hearing and disciplinary action by the Disciplinary Chairman. A minimum \$75 fine and minimum \$100 bond to be posted for a period of twelve (12) months will be levied payable prior to any further participation in soccer.
Second Occurrence	In addition to all of the above and aforementioned, the team and Team Official shall be immediately suspended pending a Hearing and disciplinary action by the Disciplinary Committee.

**18.7.** Misconduct by Teams – Team Officials warned for entering the field of play without permissions, dissent by word or actions to the Game Officials.

**Punishment**

First Occurrence	One (1) game suspension
Second Occurrence	Two (2) game suspension
Third Occurrence	Minimum three (3) game suspension

**18.8.** Misconduct by Teams – Team Officials ejected for persisting in conduct described in 18.7.

**Punishment**

First Occurrence	Two (2) game suspension
Second Occurrence	Four (4) game suspension
Third Occurrence	Minimum six (6) game suspension

**18.9.** Misconduct by Teams – Team Officials refusing to assist Game Officials prior, during, or after the game, to maintain sideline control and discipline or controlling identifiable team supporters when requested by the Game Officials.

**Punishment**

First Occurrence	Three (3) game suspension
Second Occurrence	Six (6) game suspension
Third Occurrence	Minimum nine (9) game suspension

**18.10.** Misconduct by Teams – Team Officials ejected for striking or attempting to strike an opponent or spectator, spitting at an opponent or spectator, threatening or harassing an opponent or spectator or foul or abusive language directed at opponents, spectators, or Game Officials.

**Punishment**

First Occurrence	Five (5) game suspension
Second Occurrence	Ten (10) game suspension
Third Occurrence	Minimum fifteen (15) game suspension

- 18.11.** Misconduct by Teams – Team Officials ejected for fighting an opponent or spectator, intentional physical contact with the game officials or threatening or harassing the Game Officials.

**Punishment**

First Occurrence	Immediate and indefinite suspension of the Team Official pending a Hearing and disciplinary action by the Disciplinary Committee and the ASA. A minimum \$75 fine and minimum \$100 bond to be posted for a period of twelve (12) months will be levied, payable prior to any further participation in soccer.
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**19. Player Offences and Suspensions**

- 19.1.** Player Cautions – Cautions are yellow cards and are issued in accordance with the Laws of the Game. They are distinct from red cards. If a player is sent-off for a second caution, then the cautions are nullified, and the player is suspended as per the section 14.1.3. If a player is cautioned and then sent-off for a serious foul play, violent conduct or any of the sending off offences, then the caution will be added to his record.

**Punishment**

After three (3) cautions recorded	One (1) game suspension
After five (5) cautions recorded	Two (2) game suspension
After six (6) cautions recorded	Three (3) game suspension
For every recorded caution above six (6)	Four (4) game suspension and a Discipline Hearing

- 19.2.** Player sent-off for second caution, intentional handball on goal-scoring opportunity or taking obvious opportunity to score away from opponent. The third item may fall under serious foul play depending on the Game Official's report and the severity of the offence.

**Punishment**

First Offence	One (1) game suspension
Second Offence	Two (2) game suspension
Subsequent Offences	Minimum three (3) game suspension

- 19.3.** Player sent-off for foul or abusive language aimed at opponents or spectators.

**Punishment**

First Offence	Two (2) game suspension
Second Offence	Four (4) game suspension
Subsequent Offences	Minimum six (6) game suspension

- 19.4.** Player sent-off for violent conduct or serious foul play.

**Punishment**

First Offence	Three (3) game suspension
Second Offence	Six (6) game suspension
Subsequent Offences	Discipline Hearing

**19.5.** Players sent off for striking an opponent or spectator (e.g. kicking, punching, spitting at an opponent or spectator or threatening an opponent or spectator).

**Punishment**

First Offence	Five (5) game suspension and a \$50 fine
Second Offence	Ten (10) game suspension and a \$100 fine
Subsequent Offences	Fifteen (15) game suspension and Discipline Hearing
Note	All player fines, regardless of offence, to be paid by the player before any further participation in soccer.

**19.6.** Player sent-off for fighting an opponent or spectator.

**Punishment**

First Offence	Six (6) game suspension and a \$50 fine and a Disciplinary Hearing
Second Offence	Twelve (12) suspension and a \$100 fine a Disciplinary Hearing
Subsequent Offences	One (1) year minimum suspension and further disciplinary action

**19.7.** Player sent-off for foul and abusive language directed at the Game Officials.

**Punishment**

First Offence	Four (4) game suspension
Second Offence	Eight (8) game suspension
Subsequent Offences	One (1) year suspension

**19.8.** Player sent-off for:

- 19.8.1. Intentional physical contact with the Game Officials (e.g. pushing, spitting) prior to, during or after the game. (This will go the ASA for disciplinary action)
- 19.8.2. Threatening or harassing the Game Officials or League Officials when acting on behalf of the League at any time.
- 19.8.3. Striking, spitting, kicking or any form of violent conduct or attempted violent conduct on the Game Official or League Officials.

**Punishment**

First Offence	Up to one (1) year suspension
Second Offence	Up to five (5) year suspension
Subsequent Offences	One (1) year minimum suspension and further disciplinary action

19.8.4. Any player found guilty of a third (3rd) red card in one (1) calendar year shall be suspended for a minimum of one (1) calendar year in addition to any sentence imposed at the Hearing.